

# THE BULL RUN



## SALAMANDERS

GOOD

### Salamander Ceremonial Guard

### Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	21/23	265
Blessing of the Gods									30
Crushing Strength (1), Phalanx Keywords: Salamander									[295]
Horde(40)	5	4	-	5	2	4	30	21/23	265
Brew of Sharpness									45
Crushing Strength (1), Phalanx Keywords: Salamander									[310]

### Fire Elementals

### Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	220
Fire-Oil									5
Crushing Strength (2), Pathfinder, Shambling, Vicious (Melee) Keywords: Flamebound									[225]

### Scorchwings\*

### Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	4	4	4	3	14	14/16	200
Staying Stone									5
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									[205]

### Ember Sprites\*

### Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									
Regiment(3)	6	5	4	3	1	1	7	-/11	[80]
Scout, Shambling, Vicious Flame Belcher (12", Steady Aim) Keywords: Flamebound									

### Greater Fire Elemental

### Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	5	1	8	-/18	[175]
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) Keywords: Flamebound									

<b>Lekelidon</b>										<b>Monster</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	4	4	3	1	5	11/13	[85]	
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian										
1	6	5	4	4	3	1	5	11/13	[85]	
Crushing Strength (1) Caustic Spit (18", Piercing (1), Steady Aim) Keywords: Reptilian										
<b>Mage-Priest</b>										<b>Hero (Hv Inf) Spellcaster: 3</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	10/12	90	
Gnome-Glass Shield Replace Fireball (10) with Surge (8) Knowledgeable [1] - Spellcaster tier +1 Library Celestial Restoration [1](3)										
Crushing Strength (1), Fuel for the Fire, Individual, Inspiring Spells: Surge (8), Celestial Restoration [1] (3) Keywords: Flamebound, Salamander										
<b>Rakawas, the Pale Rider [1]</b>										<b>Hero (Ttn)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	4	5	6	1	12	18/20	[245]	
Crushing Strength (2), Inspiring, Nimble, Vicious Firebreath (12", Steady Aim) Keywords: Ancient, Flamebound, Reptilian, Salamander										
<b>The Whispering Scales [1]</b>										<b>Formation</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
<b>Salamander Primes (F)</b>										<b>Heavy Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	5	2	3	12	14/16	145	
Healing Brew										
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales										
Regiment(20)	5	4	-	5	2	3	12	14/16	145	
War-Bow of Kaba										
Crushing Strength (1), Scout, Stealthy Keywords: Salamander, Whispering Scales										
<b>Battle-Captain (F)</b>										<b>Hero (Hv Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	11/13	[70]	
Aura (Pathfinder - Heavy Infantry only), Aura (Elite - Whispering Scales only), Crushing Strength (2), Individual, Inspiring, Path of Fire [1], Scout, Stealthy Keywords: Salamander, Whispering Scales										

Total Unit Strength: 26  
Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Celestial Restoration [1]</b>	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fuel for the Fire</b>	While within 6" of another Friendly Core Flamebound unit, this unit can reroll all to hit rolls of a natural, unmodified 1 with Fireball, Bane Chant, Heal and Surge.
<b>Gnome-Glass Shield</b>	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
<b>Healing Brew</b>	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Surge</b>	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>War-Bow of Kaba</b>	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .