

 Salamanders [1995]

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [155] <i>Special Rules: Crushing Strength(1), Phalanx, Fireborn</i> Keywords: Salamander	5	4+	-	5+	3	15	14/16	2	[155]
Hv Inf Regiment [155] <i>Special Rules: Crushing Strength(1), Phalanx, Fireborn</i> Keywords: Salamander	5	4+	-	5+	3	15	14/16	2	[155]

Fire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [130] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound, Inferno	6	4+	-	5+	2	9	-/14	3	[130]
Lrg Inf Horde [220] <i>Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)</i> Keywords: Flamebound, Inferno	6	4+	-	5+	3	18	-/17	3	[220]

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [255] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2), Wild Charge(D3)</i> Keywords: Berserker, Reptilian	6	4+	-	4+	3	30	-/17	3	[240] [15]

Lekelidon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [85] Caustic Spit (18", Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(1)</i> Keywords: Reptilian	6	5+	4+	4+	1	5	11/13	3	[85]
Mon 1 [85] Caustic Spit (18", Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(1)</i> Keywords: Reptilian	6	5+	4+	4+	1	5	11/13	3	[85]

Ghekkotah Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [215] Sharpstick Thrower (36", Att: 2, Blast(D3), Piercing(2), Steady Aim) <i>Special Rules: Crushing Strength(2), Pathfinder, Rallying(1 - Ghekkotah Only)</i> Keywords: Beast, Ghekkotah	7	3+	5+	5+	2	10	16/18	6	[215]

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [175] Ancient Phoenix Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1), Fly, Regeneration(3+), Radiance of Life, Cloak of Death</i> Keywords: Flamebound, Majestic	8	3+	4+	2+	2	3	16/18	6	[145] [30] [0]

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [80] Tome of Darkness Surge (5) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire</i> Keywords: Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[60] [20]
Hero (Hv Inf) 1 Spellcaster 2 [90] Bane Chant (3) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire</i> Keywords: Flamebound, Salamander	5	4+	-	5+	0	1	10/12	2	[60] [30]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [140] <i>Special Rules: Crushing Strength(1), Scout, Stealthy, Fireborn</i> Keywords: Salamander, Whispering Scales	5	4+	-	5+	3	12	14/16	2	[140]

[F] Salamander Primes (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [140] <i>Special Rules: Crushing Strength(1), Scout, Stealthy, Fireborn</i> Keywords: Salamander, Whispering Scales	5	4+	-	5+	3	12	14/16	2	[140]

[F] Zoelkifli the Unseen (Whispering Scales) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70]	5	3+	-	5+	0	3	11/13	2	[70]
<i>Special Rules: Aura(Elite(Whispering Scales) / Pathfinder(Heavy Infantry)),Crushing Strength(2),Individual, Inspiring, Scout, Stealthy, Fireborn</i>									
<i>Keywords: Salamander, Whispering Scales</i>									

Total Units: 14 **Total Unit Strength:** 26
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Fuel for the Fire	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.
Special Rule	Description
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireborn	This unit gains Life Leech (+1) for each Friendly Core unit, including itself, with the Inferno Keyword within 6" to a maximum of (+3)
Fly	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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	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 Scout 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.

Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.