

Salamanders [1995]

Salamander Primes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
<i>Special Rules: Crushing Strength(1), Fireborn</i> Keywords: Salamander									

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [190]	4	3+	-	6+	3	12	-/17	2	[185]
Blade of Slashing [5]									
<i>Special Rules: Crushing Strength(1), Inspiring</i> Keywords: Salamander									
Hv Inf Regiment [190]	4	3+	-	6+	3	12	-/17	2	[185]
Mace of Crushing [5]									
<i>Special Rules: Crushing Strength(1), Inspiring</i> Keywords: Salamander									

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

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [250]	7	3+	-	5+	3	18	-/18	4	[250]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2)</i> Keywords: Reptilian, Salamander									
Lrg Cav Horde [250]	7	3+	-	5+	3	18	-/18	4	[250]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2)</i> Keywords: Reptilian, Salamander									

Ember Sprites*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	6	5+	4+	3+	1	7	-/11	1	[80]
Flame Belcher (12", Steady Aim)									
<i>Special Rules: Scout, Shambling, Vicious</i> Keywords: Flamebound									

Clan Lord on Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [340]	10	4+	4+	5+	2	15	17/19	6	[290]
Crystal Pendent of Retribution [50]									
Firebreath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Nimble, Fireborn</i> Keywords: Flamebound, Reptilian, Salamander, Inferno									

Total Units: 9 **Total Unit Strength:** 25
Total Primary Core Points: 1995 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
Nimble	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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.

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.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit ith the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.