## The flame bound 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]
Special Rules: Crushing	Strength(1), Firebor	n <b>Keywords:</b> S	alamander						
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	Other meth (1) line mining		a la ma a mala m						[5]
Special Rules: Crushing Hv Inf Regiment [190]	Strengtn(T),Inspirit 4	g <b>reywords:</b> 3 3+	alamander	6+	3	12	-/17	2	[185]
Mace of Crushing	7	57		0+	5	12	717	2	[105]
Special Rules: Crushing	Strength(1), Inspirin	g <b>Keywords:</b> S	alamander						[0]
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Tyrants	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	6	4+	-	4+	3	30	-/17	3	[240]
Special Rules: Crushing	Strength(2), Wild C	narge(D3) <b>Keyv</b>	v <b>ords:</b> Bese	rker, Reptilia	an				
Lrg Inf Horde [240]	6	4+	-	4+	3	30	-/17	3	[240]
Special Rules: Crushing	Strength(2), Wild C	narge(D3) <b>Keyv</b>	r <b>ords:</b> Bese	rker, Reptilia	an				
Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
rg Cav Horde [250]	7	3+	-	5+	3	18	-/18	4	[250]
Special Rules: Brutal, Cr Lrg Cav Horde [250]	usning Strength(1),	Thunderous Ch 3+	arge(2) <b>Key</b>	words: Rep 5+	tilian, Salan 3	nander 18	-/18	4	[250]
Special Rules: Brutal, Cr	ushina Strenath(1)	•	- arcia(2) <b>Kov</b>	•	•		-/10	4	[200]
openial nules. Diulai, Ol			u, gu(z) <b>ney</b>		anari, Gaidii				
Embor Spritos*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Ember Sprites* Swm Regiment [80]	<b></b>	5+	ка 4+	3+	1	7	-/11	<u>п</u>	[80]
Flame Belcher (12", Steady	•	54	47	JŦ	I	I	-/ 1 1	I	[00]
Special Rules: Scout, Sh		wwords: Elam							
			epouna						
	g,	cyworas. Tham	ebound						
				De	US	Att	Ne	Ht	Pts
Clan Lord on Fire Drake		Ме	Ra 4+	<b>De</b> 5+	<b>US</b> 2	<b>Att</b> 15	<b>Ne</b> 17/19	Ht 6	<b>Pts</b> [290]
Clan Lord on Fire Drake	<b>Sp</b>	Ме	Ra				-		
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim)	<b>Sp</b> 10 )	Me 4+	Ra 4+	5+	2	15	17/19	6	[290]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio	<b>Sp</b> 10 )	Me 4+	Ra 4+	5+	2	15	17/19	6	[290]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim)	<b>Sp</b> 10 )	Me 4+	Ra 4+	5+	2	15	17/19	6	[290]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim)	<b>Sp</b> 10 )	Me 4+	Ra 4+ Fireborn <b>Kej</b>	5+	2 mebound, F	15	17/19	6	[290] [50]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units:	<b>Sp</b> 10 )	Me 4+ piring, Nimble, I	Ra 4+ Fireborn Key	5+ /words: Fla	2 mebound, F	15	17/19	6 erno	[290] [50]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing	<b>Sp</b> 10 )	Me 4+ piring, Nimble, I	Ra 4+ Fireborn Key	5+ /words: Fla	2 mebound, F	15	17/19	6 erno	[290] [50]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points:	Sp 10 0n Strength(2),Fly, Ins	Me 4+ piring, Nimble, I	Ra 4+ Fireborn Key	5+ /words: Fla	2 mebound, F	15	17/19	6 erno	[290] [50]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule	Sp 10 50 Strength(2),Fly, Ins Description	9 1995 (100.0%	Ra 4+ Fireborn Key T	5+ /words: Fla	2 mebound, F rength:	15 Reptilian, Sala	17/19 amander, Infe	6 erno 25	[290] [50]
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Fotal Units: Fotal Primary Core Points:	Sp 10 5trength(2),Fly, Ins Description When testing the	Me 4+ piring, Nimble, I 9 1995 (100.0%	Ra 4+ Fireborn Key (%)	5+ /words: Fla fotal Unit St	2 mebound, F rength: ne or more c	15 Reptilian, Sala	17/19 amander, Infe	6 erno 25 add the hi	[290] [50] ghest Brutal
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule	Sp 10 5trength(2),Fly, Ins Description When testing the (n) value to the to	Me 4+ piring, Nimble, I 9 1995 (100.09 Nerve of an ene al rolled. If no v	Ra 4+ Fireborn Key (%) my unit in M alue is spec	5+ /words: Fla fotal Unit St lelee with or ified, the uni	2 mebound, F rength: ne or more o it has Brutal	15 Reptilian, Sala f your units v (1). If an end	17/19 amander, Infe	6 erno 25 add the hi	[290] [50] ghest Brutal
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule	Sp 10 5trength(2),Fly, Ins Description When testing the	Me 4+ piring, Nimble, I 9 1995 (100.09 Nerve of an ene al rolled. If no v	Ra 4+ Fireborn Key (%) my unit in M alue is spec	5+ /words: Fla fotal Unit St lelee with or ified, the uni	2 mebound, F rength: ne or more o it has Brutal	15 Reptilian, Sala f your units v (1). If an end	17/19 amander, Infe	6 erno 25 add the hi	[290] [50] ghest Brutal
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule	Sp 10 5trength(2),Fly, Ins Description When testing the (n) value to the to	Me 4+ piring, Nimble, I 9 1995 (100.09 Nerve of an ene tal rolled. If no v special rules, th	Ra 4+ <i>Fireborn Key</i> 5 (6) my unit in Malue is spec e attacking p	5+ words: Fla fotal Unit St lelee with or ified, the unit	2 mebound, F rength: ne or more o it has Brutal choose whic	15 Reptilian, Sala f your units v (1). If an end ch to use.	17/19 amander, Infe with this rule, emy unit is su	6 erno 25 add the hi	[290] [50] ghest Brutal
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Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Special Rule Brutal	Sp         10         Strength(2), Fly, Ins         Description         When testing the (n) value to the to Brutal and Dread         All hits caused by This unit gains Life	Me 4+ piring, Nimble, I 9 1995 (100.09 Nerve of an ene cal rolled. If no v special rules, th Melee attacks f	Ra 4+ Fireborn Key 6) my unit in M alue is spec e attacking p rom this unit	5+ words: Fla fotal Unit St lelee with or ified, the uni blayer must t have a +(n)	2 mebound, F rength: ne or more o it has Brutal choose whic ) modifier wh	15 Reptilian, Sala f your units v (1). If an end ch to use. nen rolling to	17/19 amander, Infe with this rule, emy unit is su	6 erno 25 add the hi ubject to bo	[290] [50] ghest Brutal oth the
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Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule Brutal Crushing Strength Fireborn	Sp         10         Strength(2), Fly, Ins         Strength(2), Fly, Ins         When testing the (n) value to the to Brutal and Dread         All hits caused by         This unit gains Lif maximum of (+3)         The unit can mov clear of any units         Hindered charges         While Disordered	Me 4+ 9 1995 (100.09 Nerve of an ene al rolled. If no v special rules, th Melee attacks f e Leech (+1) for e over anything or Blocking Terr for moving ove this unit cannot	Ra 4+ Fireborn Key T 6) my unit in M alue is spec e attacking p rom this unit r each Friend and may piv ain. This ind r Difficult Te t use the Fly	5+ words: Fla fotal Unit St lelee with or ified, the uni- blayer must t have a +(n) dly Core unit rot while abo cludes Difficu rrain or Obs special rule	2 mebound, F rength: ne or more of it has Brutal choose whice ) modifier whice ) modifier whice ) modifier whice choose whice ) modifier the choose whice ) modifier the choose whice ) modifier the choose whice ) modifier the choose whice ) modifier whice choose whice ) modifier	15 Reptilian, Sala f your units v (1). If an end th to use. hen rolling to tself, with the , as long as the s it ends the , if a unit with	17/19 amander, Infe with this rule, emy unit is su damage. a Inferno Key the flying unit d in. The unit move within	6 erno 25 add the hi ubject to bo word within t's entire m does not s o or touchin	[290] [50] ghest Brutal oth the n 6" to a source ends suffer ing them.
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule Brutal Crushing Strength Fireborn	Sp         10         Strength(2), Fly, Ins         Strength(2), Fly, Ins         Description         When testing the (n) value to the to Brutal and Dread         All hits caused by         This unit gains Lif maximum of (+3)         The unit can mov clear of any units         Hindered charges	Me 4+ 9 1995 (100.09 Nerve of an ene al rolled. If no v special rules, th Melee attacks f e Leech (+1) for e over anything or Blocking Terr for moving ove this unit cannot	Ra 4+ Fireborn Key T 6) my unit in M alue is spec e attacking p rom this unit r each Friend and may piv ain. This ind r Difficult Te t use the Fly	5+ words: Fla fotal Unit St lelee with or ified, the uni- blayer must t have a +(n) dly Core unit rot while abo cludes Difficu rrain or Obs special rule	2 mebound, F rength: ne or more of it has Brutal choose whice ) modifier whice ) modifier whice ) modifier whice choose whice ) modifier the choose whice ) modifier the choose whice ) modifier the choose whice ) modifier the choose whice ) modifier whice choose whice ) modifier	15 Reptilian, Sala f your units v (1). If an end th to use. hen rolling to tself, with the , as long as the s it ends the , if a unit with	17/19 amander, Infe with this rule, emy unit is su damage. a damage. a Inferno Key the flying unit d in. The unit a move within	6 erno 25 add the hi ubject to bo word within t's entire m does not s o or touchin	[290] [50] ghest Brutal oth the n 6" to a source ends suffer ing them.
Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Total Units: Total Primary Core Points: Special Rule Brutal Crushing Strength Fireborn	Sp         10         Strength(2), Fly, Ins         Strength(2), Fly, Ins         When testing the (n) value to the to Brutal and Dread         All hits caused by         This unit gains Lif maximum of (+3)         The unit can mov clear of any units         Hindered charges         While Disordered rule, then the Nim         If this unit, or any	Me 4+ 9 1995 (100.0% Nerve of an ene cal rolled. If no v special rules, th Melee attacks f e Leech (+1) for e over anything or Blocking Terr for moving ove this unit canno ble special rule Friendly Core u	Ra 4+ Fireborn Key 7 6) my unit in N alue is spec e attacking p rom this unit reach Friend and may piv rain. This inc r Difficult Te t use the Fly is also lost v nit within 6in	5+ <b>iotal Unit St</b> <b>iotal Unit St</b> lelee with or ified, the uni- olayer must t have a +(n) dly Core unit rot while abo cludes Difficu- rrain or Obs special rule while the uni- uches of this	2 mebound, F rength: ne or more of it has Brutal choose white thas Brutal choose white modifier white the or more of it has brutal choose white the or more of it has brutal choose white the or more of it has brutal choose white the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the	15 Reptilian, Sala of your units of (1). If an end ch to use. Then rolling to tself, with the , as long as the unit started site ends the , if a unit with ed.	17/19 amander, Infe with this rule, emy unit is su damage. a Inferno Key the flying unit d in. The unit move within h Fly also has	6 erno 25 add the hi ubject to bo word within t's entire m does not s n or touchin s the Nimb ent must re	[290] [50] ghest Brutal oth the n 6" to a n 6" to a suffer ig them. le special e-roll that
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Clan Lord on Fire Drake Hero (Titan) 1 [340] Crystal Pendent of Retributio Firebreath (12", Steady Aim) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Special Rule Brutal Crushing Strength Fireborn Fly	Sp         10         Strength(2), Fly, Ins         Strength(2), Fly, Ins         When testing the (n) value to the to Brutal and Dread         All hits caused by         This unit gains Lif maximum of (+3)         The unit can mov clear of any units         Hindered charges         While Disordered rule, then the Nim         If this unit, or any	Me 4+ 9 1995 (100.09 Nerve of an ene cal rolled. If no v special rules, th Melee attacks f e Leech (+1) for e over anything or Blocking Terr for moving ove this unit cannot ble special rule Friendly Core u econd result stat	Ra 4+ Fireborn Key T 6) my unit in M alue is spec e attacking p rom this unit r each Friend and may piv rain. This ind r Difficult Te t use the Fly is also lost v nit within 6in nds. Note th	5+ <b>iotal Unit St</b> <b>iotal Unit St</b> lelee with or ified, the uni- olayer must t have a +(n) dly Core unit rot while abo cludes Difficu- rrain or Obs special rule while the uni- uches of this at a unit may	2 mebound, F rength: ne or more of it has Brutal choose white thas Brutal choose white modifier white the or more of it has brutal choose white the or more of it has brutal choose white the or more of it has brutal choose white the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the or more of the	15 Reptilian, Sala of your units of (1). If an end ch to use. Then rolling to tself, with the , as long as the unit started site ends the , if a unit with ed.	17/19 amander, Infe with this rule, emy unit is su damage. a Inferno Key the flying unit d in. The unit move within h Fly also has	6 erno 25 add the hi ubject to bo word within t's entire m does not s n or touchin s the Nimb ent must re	[290] [50] ghest Brutal oth the n 6" to a ove ends suffer ig them. le special e-roll that
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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 uni 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 uni 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.					