

# Richard Heath - Salamanders - COGS of War 2025

1995 / 1995 VALID



## Salamanders [1995]

Ghekkotah Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [60]	6	5+	-	3+	1	10	8/10	2	[60]
<i>Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah</i>									
Inf Troop [60]	6	5+	-	3+	1	10	8/10	2	[60]
<i>Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah</i>									

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

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [215]	10	3+	4+	4+	3	14	14/16	4	[215]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									

Rhinosaur Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265]	7	3+	-	5+	3	18	-/18	4	[250]
Sir Jesse's Boots of Striding									
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander</i>									

Greater Fire Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 Spellcaster 0 [175]	6	3+	4+	5+	1	8	-/18	5	[175]
Fireball (8)									
<i>Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound, Inferno</i>									

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic</i>									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [135]	5	4+	-	5+	0	1	10/12	2	[60]
Shroud of the Saint									
Heal (5)									
Surge (8)									
<i>Special Rules: Command, Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire Keywords: Flamebound, Salamander</i>									

Clan Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [150]	8	3+	-	5+	0	5	13/15	3	[100]
Raptor Mount									
Mournful Blade									
<i>Special Rules: Command, Crushing Strength(2), Individual, Inspiring, Mighty, Fireborn, Duelist Keywords: Salamander</i>									

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

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

<b>[F] Zoelkifli the Unseen (Whispering Scales) [1]</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Hero (Hv Inf) 1 [70]</b>	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:** 13      **Total Unit Strength:** 23  
**Total Primary Core Points:** 1995 (100.0%)

<b>Custom Rule</b>	<b>Description</b>
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.
<b>Special Rule</b>	<b>Description</b>
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.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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.
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.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> 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. This Movement may bring a Surged unit within 1" of enemy units. 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
Mournful Blade	Individuals only. The unit gains the Duelist special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.