


Main Faction: Salamanders [1815]

| Salamander Primes | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|----------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Hv Inf Regiment [130] | 5 | 4+ | - | 5+ | 3 | 12 | 14/16 | 2 | [130] |
| <i>Special Rules:</i> Crushing Strength(1), Fireborn <i>Keywords:</i> Salamander | | | | | | | | | |

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

| Salamander Corsairs | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|----------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Hv Inf Regiment [170] | 5 | 4+ | 4+ | 4+ | 2 | 12 | 13/15 | 2 | [170] |
| Firelocks (18", Piercing(1), Steady Aim) | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(1), Fireborn <i>Keywords:</i> Salamander | | | | | | | | | |
| Hv Inf Regiment [170] | 5 | 4+ | 4+ | 4+ | 2 | 12 | 13/15 | 2 | [170] |
| Firelocks (18", Piercing(1), Steady Aim) | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(1), Fireborn <i>Keywords:</i> Salamander | | | | | | | | | |

| Ghekkotah Slasher | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Titan 1 [225] | 7 | 3+ | 5+ | 5+ | 2 | 10 | 16/18 | 6 | [215] |
| Tox bolts | | | | | | | | | |
| Tox bolts (36", Att: 2, Blast(D3), Piercing(3), Steady Aim, Vicious(Ranged)) | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Rallying(1 - Ghekkotah Only) <i>Keywords:</i> Beast, Ghekkotah | | | | | | | | | |
| Titan 1 [225] | 7 | 3+ | 5+ | 5+ | 2 | 10 | 16/18 | 6 | [215] |
| Tox bolts | | | | | | | | | |
| Tox bolts (36", Att: 2, Blast(D3), Piercing(3), Steady Aim, Vicious(Ranged)) | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Rallying(1 - Ghekkotah Only) <i>Keywords:</i> Beast, Ghekkotah | | | | | | | | | |
| Titan 1 [225] | 7 | 3+ | 5+ | 5+ | 2 | 10 | 16/18 | 6 | [215] |
| Tox bolts | | | | | | | | | |
| Tox bolts (36", Att: 2, Blast(D3), Piercing(3), Steady Aim, Vicious(Ranged)) | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(2), Pathfinder, Rallying(1 - Ghekkotah Only) <i>Keywords:</i> Beast, Ghekkotah | | | | | | | | | |

| Firebrand [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|------|----|-------|
| Hero (Hv Inf) 1 [120] | 5 | 3+ | 4+ | 5+ | 0 | 5 | -/15 | 2 | [120] |
| Pistols (12", Piercing(1)) | | | | | | | | | |
| <i>Special Rules:</i> Aura(Elite (Melee - Corsairs Only)), Crushing Strength(2), Duelist, Individual, Inspiring, Fireborn, Crew of Ember's Dance <i>Keywords:</i> Corsair, Salamander | | | | | | | | | |

| [F] Salamander Primes (Whispering Scales) [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Hv Inf Regiment [145] | 5 | 4+ | - | 4+ | 3 | 12 | 14/16 | 2 | [140] |
| Two-handed Weapons | | | | | | | | | |
| Effigy of Fire | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(2), Scout, Stealthy, Fireborn, Effigy of Fire <i>Keywords:</i> Salamander, Whispering Scales | | | | | | | | | |

| [F] Salamander Primes (Whispering Scales) [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Hv Inf Regiment [145] | 5 | 4+ | - | 4+ | 3 | 12 | 14/16 | 2 | [140] |
| Two-handed Weapons | | | | | | | | | |
| Effigy of Fire | | | | | | | | | |
| <i>Special Rules:</i> Crushing Strength(2), Scout, Stealthy, Fireborn, Effigy of Fire <i>Keywords:</i> Salamander, Whispering Scales | | | | | | | | | |

| [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:</i> Aura(Elite(Whispering Scales) / Pathfinder(Heavy Infantry)), Crushing Strength(2), Individual, Inspiring, Scout, Stealthy, Fireborn <i>Keywords:</i> Salamander, Whispering Scales | | | | | | | | | |

Ally: Dwarfs [485]

| Ironwatch | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|-------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|---------------|
| Inf Regiment [150] Rifles Rifles (24", Piercing(2)) Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch | 4 | 4+ | 5+ | 4+ | 3 | 10 | 14/16 | 2 | [135] [15] |
| Inf Regiment [150] Rifles Rifles (24", Piercing(2)) Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch | 4 | 4+ | 5+ | 4+ | 3 | 10 | 14/16 | 2 | [135] [15] |

| Ironbelcher Organ Gun | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|------|
| WE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position Keywords: Dwarf, Warsmith | 4 | 0+ | 5+ | 5+ | 0 | 12 | 10/12 | 2 | [90] |

| Warsmith | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|------|
| Hero (Inf) 1 [95] Rifle (24", Piercing(1)) Special Rules: Aura(Elite (Ranged) - Warsmith & Ironwatch Only), Individual, Inspiring Keywords: Dwarf, Warsmith | 4 | 5+ | 4+ | 5+ | 0 | 4 | 11/13 | 2 | [95] |

Total Units: 15 **Total Unit Strength:** 28
Total Primary Core Points: 1815 (78.9%) **Total Ally Core Points:** 485 (21.1%)

| Custom Rule | Description |
|-----------------------|-----------------------------------------------------------------------|
| Crew of Ember's Dance | In an army that contains Firebrand, Corsairs are no longer Irregular. |

| 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. |
| 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 doubles its number of Attacks. |
| Effigy of Fire | Once per game, after the unit rolls to damage in melee, you may choose to reroll (D3) of the dice that failed to damage. Once used, the unit's Effigy of Fire is destroyed and cannot be used again for the remainder of the game. |
| 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) |
| Headstrong | If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required. |
| 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. |
| Ordered March | When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order. |

| | |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| 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. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| 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. |
| Secured Position | This unit is considered a Scoring Unit with a Unit Strength of 0. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units. |
| 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. |