Daniel Bailey Northern Kings 20205 Salamanders [2300]

2300 / 2300 VALID

Salamander Primes	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
v Inf Horde [215]	5 Finahara Ka	4+	-	5+	4	25	21/23	2	[215]
Special Rules: Crushing Strength(1), Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
Special Rules: Crushing Strength(1),	Fireborn Ke	eywords: Sa	alamander	0.		20	21/20	-	[210]
		_		_		_			
ire Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
g Inf Horde [220] Special Rules: Crushing Strength(2),	6 Pathfinder.	4+ Shamblina.	- Vicious(Mel	5+ ee) Kevwo l	3 r ds: Flameb	18 ound. Infern	-/17 0	3	[220]
g Inf Horde [220]	6	4+	-	5+	3	18	-/17	3	[220]
Special Rules: Crushing Strength(2),	Pathfinder,	Shambling,	Vicious(Mel	ee) Keywo l	r ds: Flameb	ound, Infern	0		
Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
g Cav Regiment [130]	10	3+	4+	4+	2	7	11/13	4	[130]
Firesparks (18", Steady Aim)		Charrie		le. Flomaka	, up al				
Special Rules: Fly, Nimble, Pathfinde rg Cav Regiment [130]	10	3+	1) Keyword 4+	4+	2	7	11/13	4	[130]
Firesparks (18", Steady Aim)	10	0.			_		11/10	•	[100]
Special Rules: Fly, Nimble, Pathfinde	er, Thundero	ous Charge((1) Keyword	ls: Flamebo	und				
Greater Fire Elemental	Sn	Ме	Ra	De	US	Att	Ne	Ht	Pts
lon 1 Spellcaster 0 [175]	Sp 6	3+	ка 4+	5+	1	8	-/18	5	[175]
Fireball (8)	0	54	47	J+		0	-/10	5	[0]
Special Rules: Crushing Strength(3),	Pathfinder,	Shambling,	Vicious(Mel	ee) Keywo l	r ds: Flameb	ound, Infern	0		[0]
		_							
_ekelidon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
lon 1 [85]	6	5+	4+	4+	1	5	11/13	3	[85]
lon 1 [85] Caustic Spit (18", Piercing(1),Steady Ain	6 1)	5+					11/13	3	[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1)	6 1)	5+				5		3	
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85]	6 1) Keywords: 6	5+ Reptilian	4+	4+	1		11/13 11/13		[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85]	6 1) Keywords: 6 1)	5+ <i>Reptilian</i> 5+	4+	4+	1	5			
 Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) 	6 n) Keywords: 6 n) Keywords:	5+ Reptilian 5+ Reptilian	4+	4+	1	5	11/13	3	[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix	6 1) Keywords: 6 1)	5+ <i>Reptilian</i> 5+	4+	4+	1	5	11/13 Ne		[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix itan 1 Spellcaster 0 [145]	6 n) Keywords: 6 n) Keywords: Sp	5+ Reptilian 5+ Reptilian Me	4+ 4+ Ra	4+ 4+ De	1 1 US	5 5 Att	11/13	3 Ht	[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	6 1) Keywords: 0 1) Keywords: Sp 8	5+ Reptilian 5+ Reptilian <u>Me</u> 3+	4+ 4+ Ra 4+	4+ 4+ De 3+	1 1 US 2	5 5 <u>Att</u> 3	11/13 Ne	3 Ht	[85]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),</i>	6 1) Keywords: 6 1) Keywords: Sp 8 Fly, Nimble	5+ Reptilian 5+ Reptilian Me 3+ , Regenerati	4+ 4+ Ra 4+ ion(4+) Key	4+ 4+ De 3+ words: Flar	1 1 US 2 nebound, M	5 5 Att 3 ajestic	11/13 Ne 15/17	3 <u>Ht</u> 6	[85] Pts [145] [0]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),</i> itan 1 Spellcaster 0 [145]	6 1) Keywords: 0 1) Keywords: Sp 8	5+ Reptilian 5+ Reptilian <u>Me</u> 3+	4+ 4+ Ra 4+	4+ 4+ De 3+	1 1 US 2	5 5 <u>Att</u> 3	11/13 Ne	3 Ht	[85] Pts [145] [0]
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Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), Mage Priest lero (Hv Inf) 1 Spellcaster 2 [150] Diadem of Dragonkind	6 n) Keywords: Keywords: Sp 8 Fly, Nimble Sp	5+ Reptilian 5+ Reptilian Me 3+ , Regenerati 3+	4+ 4+ <u>Ra</u> 4+ ion(4+) Key ion(4+) Key	4+ 4+ <u>De</u> 3+ words: Flar ywords: Flar	1 1 US 2 mebound, M 2 mebound, M	5 Att 3 ajestic ajestic Att	11/13 Ne 15/17 15/17 Ne	3 Ht 6 6	[85] Pts [145] [0] [145] [0] Pts [60] [30]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain <i>Special Rules: Crushing Strength(1)</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),</i> Mage Priest ero (Hv Inf) 1 Spellcaster 2 [150] Diadem of Dragonkind Fireball (16)	6 n) Keywords: Keywords: Sp 8 Fly, Nimble Sp	5+ Reptilian 5+ Reptilian Me 3+ , Regenerati 3+	4+ 4+ <u>Ra</u> 4+ ion(4+) Key ion(4+) Key	4+ 4+ <u>De</u> 3+ words: Flar ywords: Flar	1 1 US 2 mebound, M 2 mebound, M	5 Att 3 ajestic ajestic Att	11/13 Ne 15/17 15/17 Ne	3 Ht 6 6	[85] Pts [145] [0] [145] [0] [145] [0] Pts [60] [30] [30]
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Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), Mage Priest lero (Hv Inf) 1 Spellcaster 2 [150] Diadem of Dragonkind Fireball (16) Surge (8)	6 1) Keywords: Keywords: Sp 8 Fly, Nimble 5	5+ Reptilian 5+ Reptilian Me 3+ , Regenerati 3+ , Regenerati	4+ 4+ ion(4+) Key 4+ ion(4+) Key Ra	4+ 4+ <u>De</u> 3+ words: Flar 3+ words: Flar <u>De</u> 5+	1 1 US 2 mebound, M 2 mebound, M US 0	5 5 Att 3 ajestic Att 1	11/13 Ne 15/17 15/17 Ne 10/12	3 Ht 6 6 Ht 2	[85] Pts [145] [0] [145] [0] [145] [0] [145] [0] [130] [30] [30] [30] [30]
Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Ion 1 [85] Caustic Spit (18", Piercing(1),Steady Ain Special Rules: Crushing Strength(1) Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1), Heal (5) Surge (8) Special Rules: Command, Crushing Strength	6 1) Keywords: Keywords: Sp 8 Fly, Nimble 8 Fly, Nimble 5 Strength(1), Sp	5+ Reptilian 5+ Reptilian Me 3+ , Regenerati 3+ , Regenerati 4+	4+ 4+ <u>Ra</u> 4+ ion(4+) Key (ion(4+) Key Ra	4+ 4+ 3+ words: Flar 3+ words: Flar De 5+ eborn, Fuel De	1 1 US 2 mebound, M 2 mebound, M US 0	5 5 Att 3 ajestic Att 1 Keywords: 1 Att	11/13 Ne 15/17 15/17 Ne 10/12 Flamebound, Ne	3 Ht 6 Ht 2 Salamano	[85] Pts [145] [0] [145] [0] [145] [0] [145] [0] [30] [30] [30] [30] [30] [30] [30]
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Clan Lord on Fire Drake	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [300] Mead of Madness	10	4+	4+	5+	2	15	17/19	6	[290] [10]
Firebreath (12", Steady Aim) Special Rules: Command Salamander, Inferno		2),Fly, Inspirir	ng, Nimble,	Fireborn, Wi	ild Charge(1)	Keywords:	Flamebour	d, Reptilian,	
otal Units: otal Primary Core Points:		14 2300 (100.09		Total Unit S	trength:			27	
Custom Rule	Description								
Fuel for the Fire	While within 6" of an with Fireball, Bane		-	mebound uni	t, this unit ca	n reroll all to	hit rolls of a	natural, uni	modified 1
Special Rule	Description								
Aura	(x) refers to another within 6" of it have to grant the special rul of the same type ar gain Thunderous Cl Crushing Strength e that affect movement their movement.	he (x) special e to the unit we not cumulationarge (+2). Ur etc.) if they are	rule. Note vith that na ive. So, for hits only ga within the	an Aura may me or keywo instance, a u in special rul Aura when t	have a furth rd in addition init covered l es that affect he combat is	er qualifier, i to the unit v by two Aura t melee or ra being resolv	n which cas vith the Aura (Thunderous nged comba ved. Units o	e the Aura w itself. Effec s Charge (+ at (such as E nly gain spec	vill only ts of Auras 1)) do not Brutal, Elite, cial rules
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.								
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 of clear of any units or Hindered charges for While Disordered, the rule, then the Nimble	Blocking Terr or moving ove his unit canno	rain. This ir r Difficult T t use the F	ncludes Diffic errain or Obs ly special rule	ult Terrain th stacles, unles e. In addition	e unit starte ss it ends the , if a unit with	d in. The un e move withi	t does not s n or touching	uffer g them.
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 Chap	oter for Individ	uals						
Inspiring	If this unit, or any Fi Nerve test. The sec unit will only Inspire	ond result sta	nds. Note t	hat a unit ma					
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.								
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.								
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.								
Shambling	The unit cannot be	given an At th	e Double N	lovement or	ler, except w	hen carrying	out a Scou	t move.	
Steady Aim	The unit does not se	uffer from the	-1 Moving	modifier whe	n making Ra	nged attacks	3.		
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).								

affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

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.				
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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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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. 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	

Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.

Diadem of Dragonkind

The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.