

northern kings gt

2300 / 2300 VALID

Salamanders [2300]

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

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [260]	6	4+	-	4+	3	30	-/17	3	[240]
Effigy of Fire									[5]
Sir Jesse's Boots of Striding									[15]
Special Rules: Crushing Strength(2), Wild Charge(D3), Effigy of Fire 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]
Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) 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)									
Special Rules: Scout, Shambling, Vicious Keywords: Flamebound									

Greater Fire Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 Spellcaster 0 [185]	6	3+	4+	5+	1	8	-/18	5	[175]
Gain Aura									[10]
Fireball (8)									[0]
Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inferno									

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)									[0]
Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [160]	5	4+	-	5+	0	1	10/12	2	[60]
Amulet of the Fireheart									[10]
Surge (8)									[30]
Bane Chant (3)									[30]
Veil of Shadows[1](3)									[30]
Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire Keywords: Flamebound, Salamander									

Clan Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [140]	8	3+	-	5+	0	5	14/15	3	[100]
Raptor Mount									[35]
Staying Stone									[5]
Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Fireborn Keywords: Salamander									

Ghekkotah Skylord on Scorchwing	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [120]	10	3+	3+	4+	1	4	11/13	4	[120]
Firesparks (18", Steady Aim)									
Special Rules: Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge(1), Vicious Keywords: Flamebound, Ghekkotah									

Rakawas, The Pale Rider [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [245]	6	3+	4+	5+	2	12	18/20	6	[245]
Firebreath (12", Steady Aim)									
Special Rules: Crushing Strength(2), Inspiring, Nimble, Vicious Keywords: Ancient, Flamebound, Reptilian, Salamander, Inferno									

[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]
Special Rules: <i>Crushing Strength(1), Scout, Stealthy, Fireborn</i> Keywords: <i>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]
Special Rules: <i>Crushing Strength(1), Scout, Stealthy, Fireborn</i> Keywords: <i>Salamander, Whispering Scales</i>									

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

Total Units: 14 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.

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.
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.
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)
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.
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.
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.
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.

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.	
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.