northern kings gt Salamanders [2300]

Interdet [20] 6 4+ 5+ 3 18 -/17 3 [220] Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) Keywords: Flamebound, Inferno 17 3 [220] Tyrants Sp Mo Ra Do US Att No Ht Pis Tyrants Sp Mo Ra Do US Att No Ht Pis Synclal Rules: Crushing Strength(2), Wild Charge(D3), Effigy of Fire Keywords: Beserker, Reptilian Special Rules: Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander Yit 4 It Pis Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Reptilian, Salamander Yit 1 8 -/18 4 It Pis Special Rules: Sout, Shambling, Vicious Keywords: Flamebound Special Rules: Sout, Shambling, Vicious Keywords: Flamebound 4 9 18 -/18 5 1751 Gain Aura Firebatk (8) Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Mejesic 18 -/1	Fire Elementals	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
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Unit Norde [260] 6 4+ - 4+ 3 30 -/17 3 [240] Effing of Fire Strong (2), Wild Charge(D3), Effagy of Fire Keywords: Besorkar, Reputition [5] [6] [6] [7] [6	Special Rules: Crushing Strength(2	?),Pathfinder,	Shambling,	Vicious(Mel	ee) Keywor	ds: Flameb	ound, Infern	0		
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Special Rules: Crushing Strengh(2), Wild Charge(D3), Effigy of Fire Keywords: Beserker, Reptilian Rhinosaur Cavalry Sp Me Ra De US Att Ne Ht Pts gr Cav Nords (250) 7 3+ 5+ 3 18 -/18 4 (220) Special Rules: Study, Crushing Strength(1).Thur/devous Charge(2) Keywords: Reptilian, Salamander Ne Ht Pts Ember Sprites* Sp Me Ra De US Att Ne Ht Pts Sime Reigher (12) 5 5+ 4+ 3+ 1 7 -/11 [80] Sime Reigher (12) 5 6 3+ 4+ 5+ 1 8 -/18 [17] [10] Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inferio [10] Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majesic [0] Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majesic [0] [0] Special Rules: Crushing Strength(1), Fly, Nimble, Regenera										
Rhinosaur Cavalry Sp Me Ra De US Att Ne Ht Pts trg Cav Horde [250] 7 3 + 5 + 3 10 -/18 4 [250] Special Rules: Brutal, Crushing Strangth (1), Thunderous Charge(2) Keywords: Raptilian, Salamander 4 [250] Ember Sprites* Sp Me Ra De US Att Ne Ht Pts Syme Regiment [80] 6 5 + 4 + 3 + 1 7 /11 1 [80] 1 1 7/11 1 [80] 1 7 /11 1 [80] 1 7 7/11 1 [80] 1 7 7/11 1 [80] 1 7 7/11 1 [80] 1 7 7 3 4 3 7 1 3 1 7 1 1 1 1 1 1 1 1 1 1 1 1 <t< td=""><td></td><td>),Wild Charg</td><td>e(D3),Effigy</td><td>of Fire Key</td><td>words: Bes</td><td>erker, Reptil</td><td>lian</td><td></td><td></td><td>[10]</td></t<>),Wild Charg	e(D3),Effigy	of Fire Key	words: Bes	erker, Reptil	lian			[10]
Car Car 5+ 3 18 -/18 4 [250] Special Rules: Brutal, Crushing Strength (1), Thunderous Charge(2) Keywords: Reptilian, Salamander Ember Sprites* Special Rules: Crushing Strength (1), Thunderous Charge(2) Keywords: Reptilian, Salamander No Ht Pts Ember Sprites* Special Rules: Crushing Strength (3) 6 5+ 4+ 3+ 1 7 /11 1 [80] Filame Betcher (12', Steady Aim) Special Rules: Scout, Stambling, Vicious Keywords: Flamebound No Ht Pts Gan Aura Special Rules: Crushing Strength (3), Pathlinder, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Infomo 101 Phoenix Special Rules: Crushing Strength (1), Fly, Nimble, Regeneration (4+) Keywords: Flamebound, Majestic 101 1145 1145 Fitten 1 Speciaster 0 [145] 8 3+ 4+ 3+ 2 3 15/17 6 1145 Fitten 1 Speciaster 0 [145] 8 3+ 4+ 3+ 2 3 15/17 6 1145 Fitten 1 Spelicaster 0 [145] <t< td=""><td></td><td>// ···································</td><td></td><td></td><td></td><td> , - 1</td><td></td><td></td><td></td><td></td></t<>		// ···································				, - 1				
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Ember Sprites* Sp Me Ra De US Att Ne Ht Pis Filame Beicher (12', Staad) Alm) Special Rules: Scout, Shambling, Vicious Keywords: Flamebound Image: Scout, Shambling, Vicious Keywords: Flamebound, Information Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Inform Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Majestic Image: Scout, Shambling, Vicious (Melee), Aura (Wild Charge (+1) - Salamanders only) Keywords: Flamebound, Majestic Image: Scout, Shambling, Strength (1), Fly, Nimble, Regeneration (4+) Keywords: Flamebound, Majestic Image: Scout, Shambling, Strength (1), Fly, Nimble,	Lrg Cav Horde [250]	7	4 .	-		-		-/18	4	[250]
Sum Regiment [80] 6 5+ 4+ 3+ 1 7 J11 1 [80] Flame Belichter (127, Steady Aim) Special Rules: Scout, Shambling, Vicious Keywords: Flamebound Image Rules: Crushing Strength (3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) + Salamanders only) Keywords: Flamebound, Inferno Image Rules: Crushing Strength (3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) + Salamanders only) Keywords: Flamebound, Inferno Image Rules: Crushing Strength (3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) + Salamanders only) Keywords: Flamebound, Inferno Image 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 FlameBound, Inferno 8 3+ 4+ 3+ 2 3 16/17 6 [145] Firesparks (13; Att: 10, Steady Aim) 8 3+ 4+ 3+ 2 3 16/17 6 [145] Firesparks (14; Att: 10, Steady Aim) 8 3+ 4+ 3+ 2 3 16/17 6 [145] Special Rul	Special Rules: Brutal, Crushing Stro	ength(1),Thu	nderous Cha	arge(2) Key	words: Rep	tilian, Salam	ander			
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Filam Beicher (12*) Stady Atm) Special Rules: Scout, Shambling, Vicious Keywords: Flamebound Greater Fire Elemental Sp Me Ra De US Att Ne Ht Pts Mon 1 Specical Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee),Aura(Wild Charge (+1) - Salamanders only) Keywords: [10] [10] Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee),Aura(Wild Charge (+1) - Salamanders only) Keywords: [10] Phoenix Sp Me Ra De US Att Ne Ht Pts Fineball(8) Sp Me Ra De US Att Ne Ht Pts Fineball(8) Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic [0] Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic [0] Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic [0] Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Ne Ht Pts Fero (Hv Inf) 1 Spelicaster 2 (160) 5 4+										
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(0) Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee), Aura(Wild Charge (+1) - Salamanders only) Keywords: Phoenix Special Rules: Crushing Strength(1), Ply, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic Titan 1 Spelicaster 0 [145] 8 3+ 4+ 3+ 2 3 15/17 6 [10] Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic [10] Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic [10] Mage Priest Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic Mage Priest Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic Mage Priest Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Salamander Special Rules: Crushing Strength(1), Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Salamander Clan Lord Sp Me Ra De US Att <th< td=""><td>Mon 1 Spellcaster 0 [185]</td><td></td><td>3+</td><td>4+</td><td>5+</td><td>1</td><td>8</td><td>-/18</td><td>5</td><td></td></th<>	Mon 1 Spellcaster 0 [185]		3+	4+	5+	1	8	-/18	5	
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Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic Titan 1 Spellcaster 0 [145] 8 3+ 4+ 3+ 2 Titan 1 Spellcaster 0 [145] 8 3+ 4+ 3 Titan 1 Spellcaster 0 [145] 8 3+ 4+ 3 15/17 6 Titan 1 Spellcaster 0 [145] 8 3+ 4+ 3 15/17 6 Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+) Keywords: Flamebound, Majestic Me Ra De US Att Ptits Me Ra De US Att Ne Ne Clan Lord Special Rules: Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire Keywords: Flamebound, Salamander Clan Lord Special Rules: Crushing Strength(2), Individual, Inspiring, Mi										
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Firebreath (12", Steady Aim)										
		0	3+	4+	5+	2	12	18/20	Ø	[243]
WYYM NWYY GAGANA GUVUMULE ANOMINA TANAG, TOGOG ISTITUU, TAGANANA, TAAMAA, CAAMAA, TAAMAA, TAAMAA, TAAMAA, TAA		.).Inspirina. N	imble. Vicio	us Kevwor o	ls: Ancient	Flamebound	d. Reptilian	Salamander	Inferno	

(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: Crushing	Strength(1),S	Scout, Stea	lthy, Firebol	rn Keyword	ls: Salaman	der, Whispe	ring Scales			
[F] Salamander Primes		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
(Whispering Scales) [1] Hv Inf Regiment [140]	_	5	4+	-	5+	3	12	14/16	2	[140]
Special Rules: Crushing	Strength(1),S	cout, Stea	lthy, Firebol	rn Keyword	ls: Salaman	der, Whispe	ring Scales			
[F] Zoelkifli the Unseen (Whispering Scales) [1]		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70] Special Rules: Aura(Elite	o (11/hionovina)	5	3+	-	5+	0	3 Individual	11/13	2	[70]
Keywords: Salamander, Wh			aunnuer(n	eavy manu	y)),Crushing	Strength(2)	i,individual, i	nspining, sci	out, Steann	iy, rirebon
Fotal Units:			14	т	otal Unit St	renath:			24	
Fotal Primary Core Points:		23	300 (100.0%			i engui.			27	
Custom Rule	Description	1								
Fuel for the Fire	While within		her Friendly	/ Core Flam	ebound unit	, this unit ca	n reroll all to	hit rolls of a	natural. un	modified
	with Fireball					,			,	
Special Dula	Description									
Special Rule	Description									
Aura	(x) refers to within 6" of it									
	grant the spe	ecial rule t	o the unit w	ith that nam	e or keywor	d in addition	to the unit v	vith the Aura	itself. Effect	cts of Aura
	of the same gain Thunde									
	Crushing Str									
	that affect m their movem		(such as Pa	thfinder, Str	ider Wild CI		Al	hin the Auro		
						harge etc.) I	they are wit	nin the Aula	at the beg	inning of
Brutal	When testing		e of an ene							
Brutal	When testing (n) value to t Brutal and D	g the Nerv the total rc	olled. If no v	my unit in N alue is spec	lelee with or ified, the uni	ne or more o it has Brutal	f your units ((1). If an end	with this rule	, add the hi	ighest Bru
Brutal Crushing Strength	(n) value to t	g the Nerv the total rc Dread spec	blled. If no va cial rules, the	my unit in N alue is spec e attacking	lelee with or ified, the uni player must	ne or more o it has Brutal choose whic	f your units v (1). If an end th to use.	with this rule emy unit is s	, add the hi	ighest Bru
	(n) value to t Brutal and D	g the Nerv the total ro Dread spec aed by Mele ame, after	olled. If no va cial rules, the ee attacks fi the unit rolls	my unit in M alue is spec e attacking rom this uni s to damage	lelee with or ified, the uni player must t have a +(n) in melee, ye	ne or more o it has Brutal choose whic) modifier who ou may choo	f your units ((1). If an end th to use. nen rolling to ose to reroll (with this rule emy unit is s damage. (D3) of the d	, add the hi ubject to bo	ighest Bru oth the ed to
Crushing Strength	(n) value to t Brutal and D All hits cause Once per ga	g the Nerv the total rc Dread spec and by Mele ame, after ance used, t	billed. If no va cial rules, the ee attacks fi the unit rolls he unit's Eff	my unit in M alue is spec e attacking p rom this unit s to damage figy of Fire is	lelee with or ified, the uni player must t have a +(n) in melee, yo s destroyed	ne or more o it has Brutal choose whice) modifier who ou may choo and cannot	f your units ((1). If an end th to use. Then rolling to be to reroll (be used aga	with this rule emy unit is s damage. (D3) of the d in for the rer	, add the hi ubject to bo ice that faile nainder of t	ighest Brut oth the ed to the game.
Crushing Strength Effigy of Fire	 (n) value to t Brutal and D All hits cause Once per ga damage. On This unit gai maximum of The unit can 	g the Nerv the total rc Dread spec ared by Mele are, after f nce used, t ins Life Lee f (+3)	billed. If no va cial rules, the ee attacks fir the unit rolls he unit's Eff ech (+1) for er anything a	my unit in M alue is spec e attacking p rom this unit s to damage figy of Fire is each Friend and may piv	lelee with or ified, the uni olayer must t have a +(n) in melee, yo s destroyed dly Core unit	ne or more o it has Brutal choose whice) modifier whice ou may choo and cannot and cannot i, including it	f your units ((1). If an end th to use. nen rolling to ose to reroll (be used aga self, with the , as long as	with this rule emy unit is s damage. (D3) of the d in for the rer a Inferno Key the flying uni	, add the hi ubject to bo ice that faile nainder of t word withir	ighest Bru oth the ed to the game. n 6" to a
Crushing Strength Effigy of Fire Fireborn	 (n) value to t Brutal and D All hits cause Once per ga damage. On This unit gai maximum of The unit can clear of any 	g the Nerv the total rc Dread spec ared by Mele are, after f ins Life Lee f (+3)	billed. If no va cial rules, the ee attacks fir the unit rolls he unit's Eff ech (+1) for er anything a locking Terr	my unit in M alue is spec e attacking p rom this unit s to damage figy of Fire is each Friend and may piv ain. This ind	lelee with or ified, the uni olayer must t have a +(n) in melee, yo s destroyed dly Core unit rot while abo	ne or more o it has Brutal choose whice) modifier whice ou may choo and cannot and cannot i, including it we anything ult Terrain th	f your units ((1). If an end th to use. nen rolling to be used aga self, with the , as long as e unit started	with this rule emy unit is s damage. (D3) of the d in for the rer a Inferno Key the flying unit d in. The uni	, add the hi ubject to bo ice that faile nainder of t word withir it's entire m t does not s	ighest Bru oth the ed to the game. n 6" to a nove ends suffer
Crushing Strength Effigy of Fire Fireborn	 (n) value to t Brutal and D All hits cause Once per ga damage. On This unit gai maximum of The unit can 	g the Nerv the total rc Dread spec ared by Mele are, after f ins Life Lea f (+3) n move ove units or Bl aarges for r dered, this	billed. If no va cial rules, the ee attacks fu the unit rolls he unit's Eff ech (+1) for er anything a locking Terr moving over unit cannot	my unit in M alue is spec e attacking p rom this unit s to damage figy of Fire is each Friend and may piv ain. This ind r Difficult Te s use the Fly	lelee with or ified, the uni- olayer must t have a +(n) in melee, yo s destroyed dly Core unit dly Core unit rot while abo cludes Difficu rrain or Obs	ne or more o it has Brutal choose whice) modifier whice and cannot and cannot i, including it we anything ult Terrain th tacles, unles . In addition	f your units ((1). If an end th to use. men rolling to ose to reroll (be used aga self, with the , as long as e unit started s it ends the , if a unit with	with this rule emy unit is s damage. (D3) of the d in for the rer a Inferno Key the flying unit d in. The unit move within	, add the hi ubject to bo ice that faile nainder of t word withir it's entire m t does not s n or touchin	ighest Bru oth the ed to the game. n 6" to a nove ends suffer ng them.
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	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 n	nove.				
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this 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 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders.	ne (n) value may be a				
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. Th artefact to cast more than two spells in a single turn.	e unit cannot use this				
Sir Jesse's Boots of	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Tu	rn.				

Sir Jesse's Boots of Striding