

## Northern kings Sallys - Walter Simpson

2300 / 2300 VALID



## Salamanders [2300]

Salamander Primes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
<i>Special Rules:</i> Crushing Strength(1), Fireborn <i>Keywords:</i> Salamander									
Hv Inf Horde [215]	5	4+	-	5+	4	25	21/23	2	[215]
<i>Special Rules:</i> Crushing Strength(1), Fireborn <i>Keywords:</i> Salamander									

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:</i> Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) <i>Keywords:</i> Flamebound, Inferno									
Lrg Inf Horde [220]	6	4+	-	5+	3	18	-/17	3	[220]
<i>Special Rules:</i> Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee) <i>Keywords:</i> Flamebound, Inferno									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [255]	6	4+	-	4+	3	30	-/17	3	[240]
Sir Jesse's Boots of Striding [15]									
<i>Special Rules:</i> Crushing Strength(2), Wild Charge(D3) <i>Keywords:</i> Berserker, Reptilian									

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

Komodon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [115]	5	5+	5+	4+	1	3	11/13	3	[115]
Bile Spew (36", Blast(D3 + 1), Piercing(1), Ignores Obscured)									
<i>Special Rules:</i> Blast(D3 - Melee), Crushing Strength(1), Vicious <i>Keywords:</i> Reptilian									
Mon 1 [115]	5	5+	5+	4+	1	3	11/13	3	[115]
Bile Spew (36", Blast(D3 + 1), Piercing(1), Ignores Obscured)									
<i>Special Rules:</i> Blast(D3 - Melee), Crushing Strength(1), Vicious <i>Keywords:</i> Reptilian									

Mage Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [120]	5	4+	-	5+	0	1	10/12	2	[60]
Fireball (10) [30] Surge (8) [30]									
<i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Fireborn, Fuel for the Fire <i>Keywords:</i> Flamebound, Salamander									

Herald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [60]	5	4+	-	5+	0	1	10/12	2	[60]
<i>Special Rules:</i> Aura(Wild Charge (2) - Heavy Infantry only), Crushing Strength(1), Individual, Very Inspiring, Fireborn <i>Keywords:</i> Salamander									

Battle Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70]	5	3+	-	5+	0	3	11/13	2	[55]
Path of Fire [15]									
<i>Special Rules:</i> Crushing Strength(2), Individual, Fireborn, Aura(Pathfinder - Heavy Infantry only) <i>Keywords:</i> Salamander									

Clan Lord on Fire Drake	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [325]	10	3+	4+	5+	2	15	17/19	6	[290]
Brew of Sharpness [35] Firebreath (12", Steady Aim)									
<i>Special Rules:</i> Crushing Strength(2), Fly, Inspiring, Nimble, Fireborn <i>Keywords:</i> Flamebound, Reptilian, Salamander, Inferno									

Total Units:

13

Total Unit Strength:

23

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.
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.
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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
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.
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.
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.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also 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.

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

**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
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.