

Salamanders (Good)								
Salamander Primes								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	21/23	230	Base Size: (25x25mm), Crushing Strength (1), Pathfinders
- Brew of Strength							30	
Ancients								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	5+	12	-/17	170	Base Size: (25x25mm), Crushing Strength (1), Vicious
Regiment(20)	5	3+	-	5+	12	-/17	170	Base Size: (25x25mm), Crushing Strength (1), Vicious
Ghekkotah Skyraiders*								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	4+	4+	3+	18	15/17	200	Blowpipes, Fly, Vicious
- Jar of the Four Winds							35	
Ancients on Rhinosaurs								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	3+	-	5+	18	-/18	275	Brutal, Crushing Strength (2), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Horde(6)	7	3+	-	5+	18	-/18	275	Brutal, Crushing Strength (2), Thunderous Charge (2)
Lekelidon								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	3+	4+	5	11/13	95	Crushing Strength (1), Firebolts, Height (2), Piercing (1)
(1)	6	5+	3+	4+	5	11/13	95	Crushing Strength (1), Firebolts, Height (2), Piercing (1)
Clan Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	5	13/15	140	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual, Inspiring, Thunderous Charge (1), Vicious
- Mount on Kaisenor Raptor Mount (Sp 8, Thunderous Charge(1), Hero (Cav)							30	
- Banner of the Griffin							25	
Mage-Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	5+	2	10/12	90	Hero (Inf), Base Size: (25x25mm), Critter's Call (8), Crushing Strength (1), Elite, Fireball (10), Heal (3), Individual
- Heal (3)							15	
- Critter's Call (8) (L)							20	
- Shroud of the Saint							25	
(1)	5	4+	-	5+	2	10/12	90	Hero (Inf), Bane-chant (2), Base

								Size: (25x25mm), Crushing Strength (1), Elite, Fireball (10), Individual, Martyr's Prayer (7)
- Bane Chant (2)								15
- Martyr's Prayer (7) (L)								25

Inspiration of the Ancients[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Inspiration of the Ancients

Agnih-Bhanu, Greater Fire Elemental[1] Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	5+	9	-/19	260	Breath Attack (12), Crushing Strength (4), Pathfinder, Piercing (4), Strider, Vicious

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blowpipes** Treat as Throwing Weapons (Range: 12")
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Firebolts** Range 18".
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation: Inspiration of the Ancients** Formation must contain:
 2x Ancients Regiments
 1x Clan Lord
 Each unit of Ancients in this formation is granted the Inspiring special rule. The Clan Lord in this formation is now Fearless and is also granted the Rallying (1) special rule.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it

has previously suffered.

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Jar of the Four Winds The unit's 'normal' ranged attacks gain 12" to their range.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

Martyr's Prayer 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.

Pathfinder The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

Pathfinders The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Shroud of the Saint Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

Strider The unit never suffers the penalty for Hindered charges.

Thunderous Charge All melee hits inflicted by the 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 1 when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.