

Speed and Power Adepticon

2300 / 2300 VALID

Salamanders [2300]

Ghekkotah Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [60]	6	5+	-	3+	1	10	8/10	2	[60]
<i>Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah</i>									
Inf Troop [60]	6	5+	-	3+	1	10	8/10	2	[60]
<i>Special Rules: Pathfinder, Vicious(Melee) Keywords: Expendable, Ghekkotah</i>									

Ancients*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring Keywords: Salamander</i>									
Hv Inf Regiment [185]	4	3+	-	6+	3	12	-/17	2	[185]
<i>Special Rules: Crushing Strength(1), Inspiring Keywords: Salamander</i>									

Salamander Ceremonial Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [305]	5	3+	-	5+	4	30	21/23	2	[255]
Effigy of Fire									[5]
Brew of Sharpness									[45]
<i>Special Rules: Crushing Strength(1), Phalanx, Fireborn, Effigy of Fire Keywords: Salamander</i>									
Hv Inf Horde [300]	5	4+	-	5+	4	30	21/23	2	[255]
Effigy of Fire									[5]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2), Phalanx, Fireborn, Effigy of Fire Keywords: Salamander</i>									

Tyrants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [275]	6	4+	-	4+	3	30	-/17	3	[240]
Effigy of Fire									[5]
Blessing of the Gods									[30]
<i>Special Rules: Crushing Strength(2), Wild Charge(D3), Effigy of Fire, Elite Keywords: Berserker, Reptilian</i>									

Kaisenor Lancers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [200]	8	4+	-	5+	3	20	14/16	3	[190]
Effigy of Fire									[5]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Fireborn, Effigy of Fire Keywords: Reptilian, Salamander</i>									
Cav Regiment [200]	8	4+	-	5+	3	20	14/16	3	[190]
Effigy of Fire									[5]
Mace of Crushing									[5]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Fireborn, Effigy of Fire Keywords: Reptilian, Salamander</i>									

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [215]	10	3+	4+	4+	3	14	14/16	4	[215]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									

Herald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [85]	5	4+	-	5+	0	1	10/12	2	[60]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<i>Special Rules: Aura(Wild Charge (2) - Heavy Infantry only), Crushing Strength(1), Individual, Very Inspiring, Fireborn Keywords: Salamander</i>									

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: Crushing Strength(2), Individual, Fireborn, Aura(Pathfinder - Heavy Infantry only) Keywords: Salamander</i>									

Battle Captain on Rhinoceros	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [160]	7	3+	-	5+	1	6	-/15	4	[140]
Inspiring Talisman									[20]
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Inspiring Keywords: Reptilian, Salamander</i>									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

29

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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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
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.	

Artefact	Description
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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Blessing of the Gods	The unit gains the Elite special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
