

Sweatt Alamo 24 Hunter

2500 / 2500 VALID



Ogres [2500]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	8	3+	-	4+	3	18	15/17	3	[220]
Brew of Haste									[20]
Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Legion [390]	6	3+	-	5+	4	36	22/24	3	[350]
Brew of Strength									[40]
Special Rules: Brutal, Crushing Strength(2) Keywords: Ogre, Merc									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265]	6	3+	-	5+	3	18	15/17	3	[250]
Chalice of Wrath									[15]
Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre									

Mammoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [250]	7	4+	-	5+	1	12	-/18	5	[220]
The Big Deal									[30]
Special Rules: Brutal(2), Crushing Strength(2), Rampage(Melee D6), Strider, Thunderous Charge(2), Call to Greatness, Very Inspiring Keywords: Beast									

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Cleaver									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [145]	6	4+	-	4+	1	2	12/14	3	[75]
Shroud of the Saint									[25]
Heal (3)									
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [145]	6	4+	-	4+	1	2	12/14	3	[75]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									

Nomagarok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [165]	6	4+	-	5+	1	5	12/14	3	[165]
Bane Chant (3)									[0]
Heal (4)									[0]
Lightning Bolt (4)									[0]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok) Keywords: Berserker, Ogre, Warlock									

[F] Warrior Chariots (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [230]	8	3+	-	5+	2	15	15/17	4	[220]
Mead of Madness									[10]
Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2), Wild Charge(1) Keywords: Ogre									

[F] Warrior Chariots (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [220]	8	3+	-	5+	2	15	15/17	4	[220]
Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2) Keywords: Ogre									

[F] Ogre Warlord (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [225]	8	3+	-	5+	1	7	15/17	4	[200]
The Boomstick									[25]
Lightning Bolt (3)									
Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Rallying(1 - Chariot Only), Rampage(D3), Thunderous Charge(1) Keywords: Ogre									

Total Units: 11 **Total Unit Strength:** 21
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Call to Greatness	As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of range or Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Ogre Warlock (Nomagarok)	For each friendly core Large Infantry Regiment, Large Infantry Horde or Large Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Ogre Warlock	For each Friendly Core Large Infantry Regiment, Large Infantry Horde or Large Infantry Legion within 6", increase the amount of dice rolled with Drain Life, Fireball, Lightning Bolt and Mind Fog by 1 to a maximum bonus of +3.

Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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.	
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Chalice of Wrath	The unit gains the Fury special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.