

The Lost Expedition (full)

2300 / 2300 VALID

Ogres [2300]

Boomers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230] Boomstick (12", Piercing(1),Steady Aim) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	4+	4+	3	18	15/17	3	[230]
Horde (6) [230] Boomstick (12", Piercing(1),Steady Aim) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	4+	4+	3	18	15/17	3	[230]

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [205] Crocodog <i>Special Rules: Brutal, Crushing Strength(1),Crocodog Keywords: Ogre</i>	6	3+	-	5+	3	18	15/17	3	[200] [5]
Horde (6) [205] Crocodog <i>Special Rules: Brutal, Crushing Strength(1),Crocodog Keywords: Ogre</i>	6	3+	-	5+	3	18	15/17	3	[200] [5]

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	1	7	10/12	3	[100]
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	1	7	10/12	3	[100]

Boomer Chariots* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (2) [160] Sacred Horn Boomstick (12", Piercing(1),Steady Aim) <i>Special Rules: Aura(Stealthy),Brutal, Crushing Strength(1) Keywords: Ogre</i>	8	4+	4+	4+	1	8	11/13	4	[145] [15]

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

Red Goblin Blaster Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] Makeshift Grenades (12", Blast(D3),Piercing(1)) <i>Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! Keywords: Gizmo, Goblin</i>	5	3+	5+	5+	1	3	-/10	3	[65]
1 [65] Makeshift Grenades (12", Blast(D3),Piercing(1)) <i>Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! Keywords: Gizmo, Goblin</i>	5	3+	5+	5+	1	3	-/10	3	[65]

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) <i>Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [0] [20]

Grokagamok [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [250] <i>Special Rules: Blast(D3),Brutal, Crushing Strength(3),Nimble, Very Inspiring Keywords: Ogre</i>	6	3+	-	5+	1	7	15/17	3	[250]

Ogre Warlord Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160] Two-handed Weapons Crocodog <i>Special Rules: Brutal, Crushing Strength(3), Inspiring, Nimble, Crocodog</i> Keywords: Ogre	6	3+	-	4+	1	7	15/17	3	[155] [0] [5]

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

Total Units: 14 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
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
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.
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.
Crocodog	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Crocodog is then destroyed and cannot be used again for the remainder of the game.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.

Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.