

1st Battalion

Grokakamok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	7	17	3	[245]
Special Rules: Blast(D3), Brutal(1), Crushing Strength(3), Fearless, Very Inspiring									

Sergeant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15	3	[155]
Special Rules: Brutal(1), Crushing Strength(2), Elite, Inspiring									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[225]
Giant Cleaver									[0]
Special Rules: Brutal(1), Crushing Strength(4), Height(6), Strider, Slayer(D6 - Combat)									
Support Ti	7	4+	-	5+	2	D6+8	20	6	[225]
Giant Cleaver									[0]
Special Rules: Brutal(1), Crushing Strength(4), Height(6), Strider, Slayer(D6 - Combat)									

2nd Battalion

Nomagarok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[210]
Bane Chant (3)									[0]
Heal (4)									[0]
Lightning Bolt (4)									[0]
Special Rules: Brutal(1), Crushing Strength(1), Inspiring, Master of the Plains, Bloodrage Traits: Spellcaster									

Boomers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[225]
Boomsticks (12", Piercing (1))									
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[225]
Boomsticks (12", Piercing (1))									
Special Rules: Brutal(1), Crushing Strength(1) Traits: Tribal Strength									

Mammoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	8	4+	-	5+	2	12	18	5	[250]
Special Rules: Brutal(1), Crushing Strength(2), Fearless, Rampage(D6 - Combat), Strider, Thunderous Charge(2), Wild Charge(1)									

Total Units:

12

Total Unit Strength:

23

Total Points:

2500

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