

## 1850 Pts - Orks

| Name   | #  | Grp  | WS    | BS     | S      | T      | Wo | I   | A   | Ld | Save | Cost |
|--|----|------|-------|--------|--------|--------|----|-----|-----|----|------|------|
| <b>HQ: Warboss (1<sup>+</sup>, 130 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Warboss  | 1  |      | 5     | 2      | 5/10   | 5/6    | 3  | 4/1 | 4   | 9  | 4+   | 130  |
| Infantry; Independant Character; (C:Orks, pp. 32 & 97); Power Klaw; Slugga; Twin-linked Dakkagun; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole; Warbike: Exhaust cloud (4+ p46 C:O) |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Elite: Nobz (7<sup>+</sup>, 395 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Nobz   | 6  |      | 4     | 2      | 4/8    | 4/5    | 2  | 3/1 | 3/4 | 7  | 4+   | 395  |
| Infantry; (C:Orks, pp. 34 & 98); Choppa (x4); Power Klaw (x2); Slugga (x6); Twin-linked Dakkagun; Feel No Pain; Furious Charge; Mob Rule; Waaagh!; Warbike: Exhaust cloud (4+ p46 C:O)         |    |      |       |        |        |        |    |     |     |    |      |      |
| Painboy  | 1  |      | 4     | 2      | 4      | 4/5    | 2  | 3   | 3   | 7  | 4+   | [75] |
| Infantry; (C:Orks, pp. 40 & 100); 'Urty Syringe; Twin-linked Dakkagun; Furious Charge; Mob Rule; Waaagh!; Dok's Tools; Warbike: Exhaust cloud (4+ p46 C:O)                                     |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (13<sup>+</sup>, 163 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 11 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2/3 | 7  | 6+   | 163  |
| Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz Nob   | 1  |      | 4     | 2      | 4/8    | 4      | 2  | 3/1 | 3   | 7  | 6+   | [47] |
| Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole  |    |      |       |        |        |        |    |     |     |    |      |      |
| Trukk  | 1  | Grp: | BS: 2 | FA: 10 | SA: 10 | RA: 10 |    |     |     |    |      | [50] |
| Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Rokkit Launcha; Grot Rigger; Red Paint Job  |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (13<sup>+</sup>, 163 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 11 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2/3 | 7  | 6+   | 163  |
| Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz Nob   | 1  |      | 4     | 2      | 4/8    | 4      | 2  | 3/1 | 3   | 7  | 6+   | [47] |
| Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole  |    |      |       |        |        |        |    |     |     |    |      |      |
| Trukk  | 1  | Grp: | BS: 2 | FA: 10 | SA: 10 | RA: 10 |    |     |     |    |      | [50] |
| Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Rokkit Launcha; Grot Rigger; Red Paint Job  |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (13<sup>+</sup>, 163 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 11 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2/3 | 7  | 6+   | 163  |
| Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz Nob   | 1  |      | 4     | 2      | 4/8    | 4      | 2  | 3/1 | 3   | 7  | 6+   | [47] |
| Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole  |    |      |       |        |        |        |    |     |     |    |      |      |
| Trukk  | 1  | Grp: | BS: 2 | FA: 10 | SA: 10 | RA: 10 |    |     |     |    |      | [50] |
| Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Rokkit Launcha; Grot Rigger; Red Paint Job  |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (13<sup>+</sup>, 163 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 11 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2/3 | 7  | 6+   | 163  |
| Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz Nob   | 1  |      | 4     | 2      | 4/8    | 4      | 2  | 3/1 | 3   | 7  | 6+   | [47] |
| Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole  |    |      |       |        |        |        |    |     |     |    |      |      |
| Trukk  | 1  | Grp: | BS: 2 | FA: 10 | SA: 10 | RA: 10 |    |     |     |    |      | [50] |
| Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Rokkit Launcha; Grot Rigger; Red Paint Job  |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (13<sup>+</sup>, 163 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 11 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2/3 | 7  | 6+   | 163  |
| Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz Nob   | 1  |      | 4     | 2      | 4/8    | 4      | 2  | 3/1 | 3   | 7  | 6+   | [47] |
| Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Bosspole  |    |      |       |        |        |        |    |     |     |    |      |      |
| Trukk  | 1  | Grp: | BS: 2 | FA: 10 | SA: 10 | RA: 10 |    |     |     |    |      | [50] |
| Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Rokkit Launcha; Grot Rigger; Red Paint Job  |    |      |       |        |        |        |    |     |     |    |      |      |
| <b>Troops: Boyz (20<sup>+</sup>, 125 pts)</b>  |    |      |       |        |        |        |    |     |     |    |      |      |
| Boyz   | 20 |      | 4     | 2      | 3      | 4      | 1  | 2   | 2   | 7  | 6+   | 125  |
| Infantry; (C:Orks, pp. 40 & 100); Big Shoota (x1); Shoota; Furious Charge; Mob Rule; Waaagh!   |    |      |       |        |        |        |    |     |     |    |      |      |

| Name   | #  | Grp | WS | BS | S | T | Wo | I | A | Ld | Save               | Cost        |
|--|----|-----|----|----|---|---|----|---|---|----|--------------------|-------------|
| <b>HQ: Big Mek (1<sup>+</sup>, 85 pts)</b>   |    |     |    |    |   |   |    |   |   |    |                    |             |
| Big Mek  | 1  |     | 4  | 2  | 4 | 4 | 2  | 3 | 3 | 8  | 6+                 | 85          |
| Infantry; Independant Character; (C:Orks, pp. 34 & 97); Choppa; Kustom Force Field; Furious Charge; Mob Rule; Waaagh!; Mek's Tools |    |     |    |    |   |   |    |   |   |    |                    |             |
| <b>Elite: Lootas (10<sup>+</sup>, 150 pts)</b>   |    |     |    |    |   |   |    |   |   |    |                    |             |
| Lootas   | 10 |     | 4  | 2  | 3 | 4 | 1  | 2 | 2 | 7  | 6+                 | 150         |
| Infantry; (C:Orks, pp. 43 & 100); Deffguns; Furious Charge; Mob Rule; Waaagh!  |    |     |    |    |   |   |    |   |   |    |                    |             |
| <b>Elite: Lootas (10<sup>+</sup>, 150 pts)</b>   |    |     |    |    |   |   |    |   |   |    |                    |             |
| Lootas   | 10 |     | 4  | 2  | 3 | 4 | 1  | 2 | 2 | 7  | 6+                 | 150         |
| Infantry; (C:Orks, pp. 43 & 100); Deffguns; Furious Charge; Mob Rule; Waaagh!  |    |     |    |    |   |   |    |   |   |    |                    |             |
|  |    |     |    |    |   |   |    |   |   |    | <b>Total Cost:</b> | <b>1850</b> |

| Option Footnotes     |   |
|----------------------|---|
| Skills               |   |
| Feel No Pain         | If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)                         |
| Furious Charge       | Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)  |
| Mob Rule             | May use number in mob instead of leadership (p31 C:O)   |
| Waaagh!              | All friendly units have 'fleet of foot' for one turn (additional rules apply p31 C:O)                       |
| Vehicle Upgrades     |   |
| Grot Rigger          | Negate Immobilised on a 4+ (p93 C:O)  |
| Red Paint Job        | + 1" to maximum move, no penalties for the additional movement (p93 C:O)                                    |
| Wargear              |   |
| Bosspole             | May re-roll failed Morale test but unit takes a wound (p92 C:O)   |
| Dok's Tools          | (p38 C:O)   |
| Kustom Force Field   | 5+ cover save, obscures vehicles (p34 C:O)  |
| Mek's Tools          | When repairing on a 4+ the damage result is negated. On a 1 the vehicle is shaken (p34 C:O)                 |
| Weapons              |   |
| 'Urty Syringe        | Poisoned weapon (p38 C:O)   |
| Big Shoota           | R36"; S5; AP5; Assault 3 (p89 C:O)  |
| Choppa               | If used with another close combat weapon, +1 attack in close combat.  |
| Choppa & Slugga      | R12"; S4; AP6; Pistol (p91 C:O)   |
| Deffguns             | R48"; S7; AP4; Heavy D3 (p43 C:O)   |
| Power Klaw           | Ignores armour saves, increases strength in close combat.   |
| Rokkit Launcha       | R24"; S8; AP3; Assault 1 (p89 C:O)  |
| Shoota               | R18"; S4; AP6; Assault 2 (p91 C:O)  |
| Slugga               | R12"; S4; AP6; Pistol (p91 C:O)   |
| Stikkbombs           | Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E). |
| Twin-linked Dakkagun | R18"; S5; AP5; Assault 3; Linked (p45 C:O)  |

### Roster Design Information






Waaagh! (C:O, pg. 31)  
 Mob Rule! (C:O, pg. 31)  
 Furious Charge (on selected units) (WH40K, pg. 75)

### Validation Report

c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission  
 Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 37.6  
 % Fast: 0.0  
 % Heavy: 0.0  
 % HQ: 11.6  
 Model Count: 114  
 % Troops: 50.8  
 % Wargear: 0.0  
 Files version: 1.05

| <b>Group</b>   | <b>Min</b> | <b>Max</b> | <b>Used</b> |
|--|------------|------------|-------------|
|  | 1          | 2          | 2           |
|  | 0          | 3          | 3           |
|  | 2          | 6          | 6           |
|  | 0          | 3          | 0           |
|  | 0          | 3          | 0           |