

1500 Pts - Orks - 1500 Ork Part 3

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Warboss (1⁺, 115 pts)													
Warboss	1		5	2	5/10	5	3	4/1	4/5	9	6+/5	115	
Infantry; Independant Character; (C:Orks, pp. 32 & 97); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Attack Squig; Bosspole; Cybork Body													
HQ: Warboss (1⁺, 115 pts)													
Warboss	1		5	2	5/10	5	3	4/1	4/5	9	6+/5	115	
Infantry; Independant Character; (C:Orks, pp. 32 & 97); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Attack Squig; Bosspole; Cybork Body													
Elite: Lootas (15⁺, 225 pts)													
Lootas	15		4	2	3	4	1	2	2	7	6+	225	
Infantry; (C:Orks, pp. 43 & 100); Deffguns; Furious Charge; Mob Rule; Waaagh!													
Troops: Nobz (11⁺, 405 pts)													
Nobz	9		4/5	2	4/8	4	2	3/1	3	7	6+	405	
Infantry; (C:Orks, pp. 34 & 98); Count as Troop; Big Choppa (x2); Choppa (x6); Power Klaw (x1); Slugga (x9); Stikkbombs; Feel No Pain; Furious Charge; Mob Rule; Waaagh!; Bosspole (x1); Waaagh! Banner (x1)													
Painboy	1		4	2	4	4	2	3	3	7	6+	[51]	
Infantry; (C:Orks, pp. 40 & 100); 'Urty Syringe; Stikkbombs (Squad based); Furious Charge; Mob Rule; Waaagh!; Dok's Tools													
Battlewagon	1	Grp:	BS: 2	FA: 14	SA: 12	RA: 10						[110]	
Tank; Open Topped; Transport 20 or 12; (C:Orks, pp. 55 & 102); Kannon; Red Paint Job; Reinforced Ram													
Troops: Nobz (11⁺, 405 pts)													
Nobz	9		4/5	2	4/8	4	2	3/1	3	7	6+	405	
Infantry; (C:Orks, pp. 34 & 98); Count as Troop; Big Choppa (x2); Choppa (x6); Power Klaw (x1); Slugga (x9); Stikkbombs; Feel No Pain; Furious Charge; Mob Rule; Waaagh!; Bosspole (x1); Waaagh! Banner (x1)													
Painboy	1		4	2	4	4	2	3	3	7	6+	[51]	
Infantry; (C:Orks, pp. 40 & 100); 'Urty Syringe; Stikkbombs (Squad based); Furious Charge; Mob Rule; Waaagh!; Dok's Tools													
Battlewagon	1	Grp:	BS: 2	FA: 14	SA: 12	RA: 10						[110]	
Tank; Open Topped; Transport 20 or 12; (C:Orks, pp. 55 & 102); Kannon; Red Paint Job; Reinforced Ram													
Troops: Boyz (13⁺, 123 pts)													
Boyz	12		4	2	3	4	1	2	2/3	7	6+	123	
Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Big Shoota (x1); Furious Charge; Mob Rule; Waaagh!													
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]	
Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!; Bosspole													
Heavy Support: Zzap Gun Battery (8⁺, 112 pts)													
Zzap Gun Battery	1	Grp:										112	
Artillery; (C:Orks, pp. 51 & 96); Zzap Gun (x3); Ammo Runt (x3); Additional Gun Krew													
Gretchin	1		2	3	2	2	1	2	1	5	-	[3]	
Infantry; (C:Orks, pp. 50 & 100)													
Gretchin	6		2	3	2	2	1	2	1	5	-	[0]	
Infantry; (C:Orks, pp. 50 & 100)													
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]	
Infantry; (C:Orks, pp. 50 & 100); Grabba Stikk (x1); Slugga; Furious Charge; Squig Hound													
Total Cost:												1500	

Option Footnotes

Add Units	
Ammo Runt	Reroll one to hit roll (p92 C:O)
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	
Red Paint Job	+ 1" to maximum move, no penalties for the additional movement (p93 C:O)
Reinforced Ram	May Tank Shock, Add +2 to front armour for Death or Glory, Re-roll Dangerous Terrain tests (p93 C:O)
Wargear	
Attack Squig	(p92 C:O)
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Cybork Body	(p91 C:O)
Dok's Tools	(p38 C:O)
Squig Hound	Reroll failed Morale test, remove D3 Gretchin (p50 C:O)
Waaagh! Banner	(p33 C:O)
Weapons	
'Urty Syringe	Poisoned weapon (p38 C:O)
Big Choppa	p89 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)
Grabba Stikk	Single model loses one attack (p50 C:O)
Kannon	R36" Frag: S4; AP5; Heavy 1; Blast Krak: S8; AP3; Heavy 1 (p51 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
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).
Stikkbombs (Squad based)	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Zzap Gun	R36"; S 2D6; AP2; Heavy 1 (p51 C:O)

Roster Statistics

% Elite: 15.0
 % Fast: 0.0
 % Heavy: 7.5
 % HQ: 15.3
 Model Count: 61
 % Troops: 62.2
 % Wargear: 0.0
 Files version: 1.05