

1500 Pts - Orks - 1500 Orks

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Warboss (1⁺, 120 pts)													
Warboss	1		5	2	5/10	5	3	4/1	4/5	9	6+/5	120	
Infantry; Independant Character; (C:Orks, pp. 32 & 97); Power Klaw; Shoota/Skorcha Kombi-weapon; Stikkbombs; Furious Charge; Mob Rule; Waaagh!; Attack Squig; Bosspole; Cybork Body													
HQ: Big Mek (1⁺, 125 pts)													
Big Mek	1		4	2	4/8	4	2	3/1	3/4	8	6+	125	
Infantry; Independant Character; (C:Orks, pp. 34 & 97); Power Klaw; Kustom Force Field; Furious Charge; Mob Rule; Waaagh!; Attack Squig; Mek's Tools													
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!													
Elite: Nobz (11⁺, 345 pts)													
Nobz	9		4/5	2	4/8	4	2	3/1	3	7	6+	345	
Infantry; (C:Orks, pp. 34 & 98); 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													
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[50]	
Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Big Shoota (x1); Boarding Plank; Red Paint Job; Reinforced Ram													
Troops: Boyz (13⁺, 157 pts)													
Boyz	11		4	2	3	4	1	2	2	7	6+	157	
Infantry; (C:Orks, pp. 40 & 100); Shoota; Furious Charge; Mob Rule; Waaagh!													
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]	
Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!													
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[50]	
Fast; Open-Topped; Ramshackle; (C:Orks, pp. 41 & 100); Big Shoota (x1); Boarding Plank; Red Paint Job; Reinforced Ram													
Troops: Boyz (21⁺, 176 pts)													
Boyz	20		4	2	3	4	1	2	2/3	7	6+	176	
Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Big Shoota (x2); 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													
Troops: Boyz (21⁺, 176 pts)													
Boyz	20		4	2	3	4	1	2	2/3	7	6+	176	
Infantry; (C:Orks, pp. 40 & 100); Choppa & Slugga; Big Shoota (x2); 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													
Fast Attack: Deffkoptas (5⁺, 175 pts)													
Deffkoptas	5		4	2	3	4/5	2	2	2	7	4+	175	
Jetbikes; (C:Orks, pp. 48 & 101); Choppa; Twin Linked Big Shoota (x5); Furious Charge; Hit & Run; Mob Rule; Scouts; Deffkopta													
Total Cost:											1499		

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)
Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
Mob Rule	May use number in mob instead of leadership (p31 C:O)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Waaagh!	All friendly units have 'fleet of foot' for one turn (additional rules apply p31 C:O)

Vehicle Upgrades	
Boarding Plank	One Ork may make a close combat attack against an enemy vehicle (p93 C:O)
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)
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)
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)
Power Klaw	Ignores armour saves, increases strength in close combat.
Shoota	R18"; S4; AP6; Assault 2 (p91 C:O)
Shoota/Skorcha Kombi-weapon	Shoota: R18"; S4; AP6; Assault 2 (p91 C:O) Skorcha: Template; S5; AP4; Assault 1 (p89 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).
Stikkbombs (Squad based)	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Twin Linked Big Shoota	R36"; S5; AP5; Assault 3; Linked (p89 C:O)

Roster Statistics

% Elite: 38.0
 % Fast: 11.7
 % Heavy: 0.0
 % HQ: 16.3
 Model Count: 88
 % Troops: 34.0
 % Wargear: 0.0
 Files version: 1.05