

1500 Pts - Orks - 1500 Orks Part 2

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⁺, 130 pts)												
Big Mek	1	☠	4	2	4/8	4	2	3/1	3/4	8	6+	130
Infantry; Independant Character; (C:Orks, pp. 34 & 97); Power Klaw; Kustom Force Field; Furious Charge; Mob Rule; Waaagh!; Attack Squig; Bosspole; 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!												
Troops: Nobz (9⁺, 529 pts)												
Nobz	8	☠	4/5	2	4/8	4/5	2	3/1	3/4	7	4+	529
Infantry; (C:Orks, pp. 34 & 98); Count as Troop ☠; Big Choppa (x3); Choppa (x3); Power Klaw (x2); Slugga (x8); Twin-linked Dakkagun; Stikkbombs; Feel No Pain; Furious Charge; Mob Rule; Waaagh!; Bosspole (x1); Waaagh! Banner (x1); Warbike: Exhaust cloud (4+ p46 C:O)												
Painboy	1		4	2	4	4/5	2	3	3	7	4+	[76]
Infantry; (C:Orks, pp. 40 & 100); 'Urty Syringe; Twin-linked Dakkagun; Stikkbombs (Squad based); Furious Charge; Mob Rule; Waaagh!; Dok's Tools; Warbike: Exhaust cloud (4+ p46 C:O)												
Troops: Boyz (13⁺, 162 pts)												
Boyz	11	☠	4	2	3	4	1	2	2/3	7	6+	162
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+	[46]
Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; 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); Big Shoota (x1); Boarding Plank; Red Paint Job; Reinforced Ram												
Troops: Boyz (13⁺, 162 pts)												
Boyz	11	☠	4	2	3	4	1	2	2/3	7	6+	162
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+	[46]
Infantry; (C:Orks, pp. 40 & 100); Power Klaw; Slugga; 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); Big Shoota (x1); Boarding Plank; Red Paint Job; Reinforced Ram												
Troops: Boyz (20⁺, 170 pts)												
Boyz	19	☠	4	2	3	4	1	2	2/3	7	6+	170
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												
Total Cost:											1498	

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	
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/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 Dakkagun	R18"; S5; AP5; Assault 3; Linked (p45 C:O)

Roster Statistics

% Elite: 15.0

% Fast: 0.0

% Heavy: 0.0

% HQ: 16.7

Model Count: 72

% Troops: 68.3

% Wargear: 0.0

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