

Unlimited Pts - Codex: Orks

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Skipphag'z Bully Boyz	1	Format										2088
	(Reload, pg. 24); Rok 'em Boyz; Insane Bravery; Strike Force											
Skipphag da Devoura	1		6	2	5/10	5	4	4/1	5	9	2+/5 (i)	[225]
	(C:Orks, pp. 58 & 96); Unit Type: Infantry; Adamantium Skull; Bosspole; Cybork Body; Mega Armour; Stikkbombs; Big Shoota; Power Klaw; Furious Charge; Independent Character; Mob Rule; Prophet of the Waaagh!											
Meganobz	3		4	2	4/8	4	2	3/1	3	7	2+/5 (i)	[145]
	(C:Orks, pp. 39 & 98); Unit Type: Infantry; Mega Armour; Stikkbombs; Cybork Body; Power Klaw; TL Shoota; Shoota/Skorcha Kombi-weapon (x2); Furious Charge; Mob Rule; Waaagh!											
Gobrukk'z Ladz	1											[445]
	(C:Orks, pp. 34 & 98); Unit Type: Infantry; Cybork Body; Stikkbombs; Nobz; Feel No Pain; Furious Charge; Mob Rule; Waaagh! Gobrukk'z Ladz											
Painboy	1		4/5	2	4	4	2	3	3	7	6+/5 (i)	[61]
	(C:Orks, pp. 40 & 100); Dok's Tools; Cybork Body; Stikkbombs; 'Urty Syringe; Grot Orderly											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[51]
	'Eavy Armour; Cybork Body; Stikkbombs; Waaagh! Banner; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[36]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[36]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[36]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[36]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[41]
	'Eavy Armour; Cybork Body; Stikkbombs; Big Choppa; Shoota/Skorcha Kombi-weapon											
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[56]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Power Klaw											
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[56]
	'Eavy Armour; Cybork Body; Stikkbombs; Slugga; Power Klaw											
Bogrott'z Boyz	1											[420]
	(C:Orks, pp. 34 & 98); Unit Type: Infantry; Cybork Body; Nobz; Feel No Pain; Furious Charge; Mob Rule; Waaagh! Bogrott'z Boyz											
Painboy	1		4/5	2	4	4	2	3	3	7	6+/5 (i)	[60]
	(C:Orks, pp. 40 & 100); Dok's Tools; Cybork Body; 'Urty Syringe; Grot Orderly											
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[55]
	'Eavy Armour; Cybork Body; Slugga; Power Klaw											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[55]
	'Eavy Armour; Cybork Body; Slugga; Power Klaw											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[40]
	'Eavy Armour; Cybork Body; Big Choppa; Shoota/Rokkit Kombi-weapon											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
	'Eavy Armour; Cybork Body; Slugga; Big Choppa											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Bigutt'z Budz	1											[393]
			(C:Orks, pp. 34 & 98); Unit Type: Infantry; Cybork Body; Nobz; Furious Charge; Mob Rule; Waaagh! Bigutt'z Budz									
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[55]
			'Eavy Armour; Cybork Body; Slugga; Power Klaw									
Nobz	1		4/5	2	4/8	4	2	3/1	3	7	4+/5 (i)	[60]
			'Eavy Armour; Cybork Body; Power Klaw; TL Shoota									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	6+/5 (i)	[33]
			Ammo Runt; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Nobz	1		4/5	2	4/6	4	2	3	3	7	4+/5 (i)	[35]
			'Eavy Armour; Cybork Body; Slugga; Big Choppa									
Warboss Gobrukk	1		5	2	5/7	5	3	4	4/5	9	4+/5 (i)	[100]
			(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Attack Squig; Bosspole; Cybork Body; Big Choppa; Shoota/Skorcha Kombi-weapon; Furious Charge; Independent Character; Mob Rule; Waaagh! Gobrukk									
Warboss Bogrott	1		5	2	5/10	5	3	4/1	4	9	4+/5 (i)	[105]
			(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!									
Warboss Bigutt	1		5	2	5/10	5	3	4/1	4	9	4+/5 (i)	[105]
			(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!									
Dokta Skollz	1		5	2	4/8	5	3	3/1	4	9	4+/5 (i)	160
			(C:Orks, pp. 59 & 96); Unit Type: Infantry; Cybork Body; Dok's Tools; 'Urty Syringe; Power Klaw; Slugga; Fearless; Furious Charge; Independent Character; One Scalpel Short of a Medpack; Waaagh!									
Tankbustas	14		4	2	3/10	4	1	2	2	7	6+/5 (i)	320
			(C:Orks, pp. 42 & 99); Unit Type: Infantry; Tankbusta Bombz; Bomb Squig (x2); Cybork Body; Rokkit Launcha; Tankhammer (x2); Furious Charge; Glory Hogs; Mob Rule; Waaagh!									
Tankbustas Nob	1		4	2	4	4	2	3	3	7	6+/5 (i)	[30]
			(C:Orks, pp. 42 & 99); Unit Type: Infantry; Tankbusta Bombz; Cybork Body; Rokkit Launcha; Furious Charge; Glory Hogs; Mob Rule; Waaagh!									
Battlewagon	1	Grp: 	BS: 2 FA: 14 SA: 12 RA: 10									175
			(C:Orks, pp. 55 & 102); Unit Type: Vehicle (Tank, Open-topped); Transport Capacity: 20 models; Armour Plates; Boarding Plank; Grot Rigger; Red Paint Job; Reinforced Ram; Rokkit Launcha (x4); Zzap Gun									
Burna Boyz	14		4	2	3	4	1	2	2	7	6+/5 (i)	300
			(C:Orks, pp. 45 & 100); Unit Type: Infantry; Cybork Body; Burna; Furious Charge; Mob Rule; Waaagh!									
Mekboy	1		4	2	3	4	1	2	2	7	6+/5 (i)	[20]
			(C:Orks, pp. 34 & 98); Unit Type: Infantry; Mek's Tools; Cybork Body; Kustom Mega-Blasta; Furious Charge; Mob Rule; Waaagh!									

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Battlewagon	1	Grp:	BS: 2	FA: 14	SA: 12	RA: 10						170
(C:Orks, pp. 55 & 102); Unit Type: Vehicle (Tank, Open-topped); Transport Capacity: 20 models; Armour Plates; Grot Rigger; Red Paint Job; Reinforced Ram; Rokkit Launcha (x4); Zzap Gun												
Kommandos	14		4	2	3	4	1	2	2/3	7	6+5(i)	320
(C:Orks, pp. 44 & 99); Unit Type: Infantry; Stikkbombs; Cybork Body; Choppa & Slugga; Big Shoota (x1); Burna (x1); Furious Charge; Infiltrate; Mob Rule; Move Through Cover; Waaagh!												
Boss Snikrot	1		5	2	5	4	2	3	4/5	8	6+5(i)	[90]
(C:Orks, pp. 62 & 99); Unit Type: Infantry; Cybork Body; Stikkbombs; Mork's Teeth; Ambush; Furious Charge; Infiltrate; Killa Reputation; Mob Rule; Move Through Cover; Waaagh!												
Looted Wagon	1	Grp:	BS: 2	FA: 11	SA: 11	RA: 10						160
(C:Orks, pp. 54 & 102); Unit Type: Vehicle (Tank); Fire Points: 3; Access Points: 1; Boom Gun; Rokkit Launcha (x2); Don't Press Dat!; 'Ard Case; Armour Plates; Grot Rigger; Red Paint Job; Reinforced Ram												
da Rekka'z	1	Format										530
(Reload, pg. 26); Expert Wreckas; Loot 'em Ladz; Oops, Sorry Mate; Strike Force												
Loota Krew 1	4		4	2	3	4	1	2	2	7	6+5(i)	[160]
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Cybork Body; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Mekboy	1		4	2	3	4	1	2	2	7	6+5(i)	[20]
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Mek's Tools; Cybork Body; Kustom Mega-Blasta; Furious Charge; Mob Rule; Waaagh!												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[60]
(C:Orks, pp. 41 & 100); Unit Type: Vehicle (Fast, Open-topped); Transport Capacity: 12 models; Wreckin' Ball; Armour Plates; Grot Rigger; Red Paint Job; Reinforced Ram; Big Shoota; Ramshackle												
Loota Krew 2	4		4	2	3	4	1	2	2	7	6+5(i)	[160]
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Cybork Body; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Mekboy	1		4	2	3	4	1	2	2	7	6+5(i)	[20]
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Mek's Tools; Cybork Body; Kustom Mega-Blasta; Furious Charge; Mob Rule; Waaagh!												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[60]
(C:Orks, pp. 41 & 100); Unit Type: Vehicle (Fast, Open-topped); Transport Capacity: 12 models; Wreckin' Ball; Armour Plates; Grot Rigger; Red Paint Job; Reinforced Ram; Big Shoota; Ramshackle												
Loota Krew 3	4		4	2	3	4	1	2	2	7	6+5(i)	[160]
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Cybork Body; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Mekboy	1		4	2	3	4	1	2	2	7	6+5(i)	[20]
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Mek's Tools; Cybork Body; Kustom Mega-Blasta; Furious Charge; Mob Rule; Waaagh!												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[60]
(C:Orks, pp. 41 & 100); Unit Type: Vehicle (Fast, Open-topped); Transport Capacity: 12 models; Wreckin' Ball; Armour Plates; Grot Rigger; Red Paint Job; Reinforced Ram; Big Shoota; Ramshackle												
Hakkspit da Wihrdo	1		4	-	3	5	3	2	2	8	6+5(i)	150
(C:Orks, pp. 61 & 96); Unit Type: Infantry; Cybork Body; Nest of Vipers; 1. 'Eadbanger; 2. Frazzle; 3. Zzap; 4. Warpath; 5. 'Ere We Go; 6. Waaagh!; Furious Charge; Independent Character; Mob Rule; Psyker; Waaagh!; Warhead; Zogwort's Curse												
Big Mek	1		4	2	4	4	2	3	3	8	4+5(i)	105
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; 'Eavy Armour; Choppa; Shokk Attack Gun; Cybork Body; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Big Mek	1		4	2	4	4	2	3	3	8	4+5(i)	105
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; 'Eavy Armour; Choppa; Shokk Attack Gun; Cybork Body; Furious Charge; Independent Character; Mob Rule; Waaagh!												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Big Mek	1		4	2	4	4	2	3	3	8	4+/5(i)	105
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; 'Eavy Armour; Choppa; Shokk Attack Gun; Cybork Body; Furious Charge; Independent Character; Mob Rule; Waaagh!												
da Spanna	1		4	2	4	4	2	3	3	8	4+/5(i)	95
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; 'Eavy Armour; Kustom Force Field; Choppa; Cybork Body; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Kustom Stompa (IA)	1	Grp:	WS: 4	BS: 2	St: 10	FA: 13	SA: 13	RA: 12	In: 1	At: 4		965
Structure: 4 PowerField: - (IA8, pg. 193); Unit Type: Vehicle (Super-Heavy Walker); Transport Capacity: 10 models; Red Paint Job; Repair Krew; Flamebelcha; Deth Kannon w/ co-ax Supa-Gatler; Titan CCW; Supa-scorcha; Supa-scorcha; Belly Gun; Deff Arsenal; Effigy												
Kustom Stompa (IA)	1	Grp:	WS: 4	BS: 2	St: 10	FA: 13	SA: 13	RA: 12	In: 1	At: 4		965
Structure: 4 PowerField: - (IA8, pg. 193); Unit Type: Vehicle (Super-Heavy Walker); Transport Capacity: 10 models; Red Paint Job; Repair Krew; Flamebelcha; Deth Kannon w/ co-ax Supa-Gatler; Titan CCW; Supa-scorcha; Supa-scorcha; Belly Gun; Deff Arsenal; Effigy												
Mega-Dread (IA)	1	Grp:	WS: 4	BS: 2	St: 8/10	In: 2	At: 3	FA: 13	SA: 13	RA: 11		195
Unit Type: Vehicle (Walker); Armour Plates; Grot Rigger; Mega-Charga; Killkannon; Rippa Klaw; Skorcha (x2); Ramshackle Monster												
Mega-Dread (IA)	1	Grp:	WS: 4	BS: 2	St: 8/10	In: 2	At: 3	FA: 13	SA: 13	RA: 11		195
Unit Type: Vehicle (Walker); Armour Plates; Grot Rigger; Mega-Charga; Killkannon; Rippa Klaw; Skorcha (x2); Ramshackle Monster												
Dred Mob	1	Format										580
(Apocalypse, pg. 136); Deff Dread; Deff Dread; Killer Kans; Killer Kans; Da Big Dred One; Keep Da Dreds Movin; Strike Force												
Deff Dread	1	Grp:	WS: 4	BS: 2	St: 5/10	In: 2	At: 3/4	FA: 12	SA: 12	RA: 10		[105]
(C:Orks, pp. 52 & 102); Unit Type: Vehicle (Walker); Armour Plates; Dreadnought CCW (x2); Dreadnought CCW (x1); Skorcha (x1)												
Deff Dread	1	Grp:	WS: 4	BS: 2	St: 5/10	In: 2	At: 3/4	FA: 12	SA: 12	RA: 10		[105]
(C:Orks, pp. 52 & 102); Unit Type: Vehicle (Walker); Armour Plates; Dreadnought CCW (x2); Dreadnought CCW (x1); Skorcha (x1)												
Killer Kans	3	Grp:	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		[160]
(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Armour Plates (x1); Dreadnought CCW; Rokkit Launcha (x3)												
Killer Kans	3	Grp:	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		[160]
(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Armour Plates (x1); Dreadnought CCW; Rokkit Launcha (x3)												
Da Whirrin' Wonda	1	Format										880
(Reload, pg. 25); Bommz Away; Floor it Boyz; Whirrin' Deff												
Deffkoptas	12		4	2	3	4/5	2	2	2	7	4+/5(i)	[780]
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; TL Rokkit Launcha (x12); Bigbomm (x12); Cybork Body; Furious Charge; Hit & Run; Mob Rule; Scouts												
da Fire Bird	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						190
(WD 389, pp. 71, 73); Unit Type: Vehicle (Skimmer, Fast); Aerial Assault; Grot Gunner (TL Big Shoota); Supersonic; Waaagh! Plane; TL Big Shoota; TL Supa Shoota; Burna Bomb (x2); Red Paint Job; Skorcha Missile (x6)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
da Bikaz	1											660
	(C:Orks, pp. 34 & 98); Unit Type: Bikes; Cybork Body; Warbike: Exhaust cloud (4+ p46 C:O); Dakkagun; Nobz; Feel No Pain; Furious Charge; Mob Rule; Waaagh!											
Painboy	1		4/5	2	4	4/5	2	3	3	7	4+/5(i)	[85]
	(C:Orks, pp. 40 & 100); Dok's Tools; Cybork Body; Warbike: Exhaust cloud (4+ p46 C:O); 'Urty Syringe; Dakkagun; Grot Orderly											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[75]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Waaagh! Banner; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[60]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[60]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[60]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[60]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/6	4/5	2	3	3	7	4+/5(i)	[60]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Big Choppa											
Nobz	1		4/5	2	4/8	4/5	2	3/1	3	7	4+/5(i)	[80]
	Warbike: Exhaust cloud (4+ p46 C:O); 'Eavy Armour; Cybork Body; Slugga; Dakkagun; Power Klaw											
Warboss Nubgit	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
	(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!											
Warboss Flunk Tubitz	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
	(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!											
Warboss Kargott	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
	(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!											
Warboss Killit	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
	(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!											
'Ard Boyz	29		4	2	3	4	1	2	2/3	7	4+/5(i)	500
	(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Cybork Body; Choppa & Slugga; Big Shoota (x3); Furious Charge; Mob Rule; Waaagh!											
'Ard Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+/5(i)	[50]
	(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Cybork Body; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!											
Warboss Big 'Ed	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
	(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
'Ard Boyz	29		4	2	3	4	1	2	2	7	4+5(i)	505
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Cybork Body; Shootas; Big Shoota (x2); Rokkit Launcha (x1); Furious Charge; Mob Rule; Waaagh!												
'Ard Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+5(i)	[50]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Cybork Body; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Gretchin	30		2	3	2	2	1	2	1	5	-/5(i)	300
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Cybork Body; Gretchin Blasta; It's a Grot's Life												
Runtherd	3		4	2	3	4	1	2	2/3	7	6+5(i)	[60]
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Squig Hound; Cybork Body; Slugga; Grot-Prod (x3); Furious Charge												
da Jumpaz	5		4	2	3	4	1	2	2/3	7	6+5(i)	142
(C:Orks, pp. 47 & 101); Unit Type: Jump Infantry; Rokkit Pack; Stikkbombs; Cybork Body; Choppa & Slugga; Furious Charge; Mob Rule												
Stormboyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+5(i)	[57]
(C:Orks, pp. 40 & 100); Unit Type: Jump Infantry; Rokkit Pack; Stikkbombs; 'Eavy Armour; Cybork Body; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
da S[eedeez	0											160
(C:Orks, pp. 49 & 101); Unit Type: Vehicle Squadron												
Warbuggy	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[55]
Unit Type: Vehicle (Fast, Open-topped); Armour Plates; Grot Rigger; Red Paint Job; TL Rokkit Launcha												
Warbuggy	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[55]
Unit Type: Vehicle (Fast, Open-topped); Armour Plates; Grot Rigger; Red Paint Job; TL Rokkit Launcha												
Warbuggy	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[50]
Unit Type: Vehicle (Fast, Open-topped); Armour Plates; Grot Rigger; Red Paint Job; TL Big Shoota												
Ork Specific Assets	1	Asset										0
(Reload, pg. 67); Rok 'em Boyz												
Archon [DE]	1		7	7	3	3	3	7	4/5	10	4+2(i)	160
(C:DE, pg. 84); Unit Type: Infantry; Fleet; Night Vision; Power from Pain; Independent Character; Kabalite Armour; Plasma Grenades; Agoniser; Blast Pistol; Haywire Grenades; Ghostplate Armour; Combat Drugs; Soul-trap; Shadow Field												
Haemonculus Ancient [DE]	1		5	5	3	4	3	5	3/4	9	6+	140
(C:DE, pg. 85); Unit Type: Infantry; Night Vision; Power from Pain; Independent Character; Altered Physique; Gnarlskin; Agoniser; Stinger Pistol; Vexator Mask (x1); Dark Gate												
Hekatrix Bloodbrides [DE]	9		4	4	3	3	1	6	2/3	9	6+4(i)	225
(C:DE, pg. 88); Unit Type: Infantry; Fleet; Night Vision; Power from Pain; Dodge (4+); Splinter Pistol & CCW; Combat Drugs; Plasma Grenades; Wychsuit; Razorflails (x1); Hydra Gauntlets (x1); Haywire Grenades												
Syren [DE]	1	-	4	4	3	3	1	6	3/4	9	6+4(i)	[70]
Haywire Grenades; Plasma Grenades; Blast Pistol; Phantasm Grenade Launcher; Agoniser												
Kabalite Trueborn [DE]	9		4	4	3	3	1	5	2	9	5+	400
(C:DE, pg. 88); Unit Type: Infantry; Fleet; Night Vision; Power from Pain; Kabalite Armour; Shardcarbine (x3); Blaster (x4); Splinter Cannon (x1); Dark Lance (x1)												
Dracon [DE]	1	-	4	4	3	3	1	5	3/4	9	4+6(i)	[62]
Ghostplate Armour; Blast Pistol; Agoniser												
Raider [DE]	1	Grp: -	BS: 4	FA: 10	SA: 10	RA: 10						[120]
(C:DE, pg. 91); Unit Type: Vehicle (Skimmer, Fast, Open-topped); Transport Capacity: 10 models; Night Vision; Disintegrator Cannon (x1); Shock Prow; Torment Grenade Launchers; Enhanced Aethersails; Chain-snares; Grisly Trophies; Envenomed Blades; Splinter Racks; Night Shields; Flickerfield												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Kabalite Warriors [DE]	9		4	4	3	3	1	5	1	8	5+	300
(C:DE, pg. 89); Unit Type: Infantry; Fleet; Night Vision; Power from Pain; Splinter Rifle (x7); Kabalite Armour; Shredder (x1); Splinter Cannon (x1)												
Sybarite [DE]	1	-	4	4	3	3	1	5	2/3	9	4+/6(i)	[84]
Ghostplate Armour; Phantasm Grenade Launcher; Blast Pistol; Agoniser												
Raider [DE]	1	Grp: -	BS: 4	FA: 10	SA: 10	RA: 10						[120]
(C:DE, pg. 91); Unit Type: Vehicle (Skimmer, Fast, Open-topped); Transport Capacity: 10 models; Night Vision; Disintegrator Cannon (x1); Shock Prow; Torment Grenade Launchers; Enhanced Aethersails; Chain-snares; Grisly Trophies; Envenomed Blades; Splinter Racks; Night Shields; Flickerfield												
Hellion [DE]	9		4	4	3/4	3	1	6	1/2	8	5+	205
(C:DE, pg. 90); Unit Type: Jump Infantry; Fleet; Night Vision; Power from Pain; Hit & Run; Combat Drugs; Wychsuit; Skyboard; Hellglaive; Splinter Pod (x9)												
Helliarch [DE]	1	-	4	4	3	3	1	6	2/3	9	5+	[61]
Splinter Pod (x1); Phantasm Grenade Launcher; Splinter Pistol; Agoniser												
Reavers [DE]	2		4	4	3	3/4	1	6	1/2	8	5+	128
(C:DE, pg. 91); Unit Type: Jetbikes; Night Vision; Power from Pain; Skilled Rider; Wychsuit; Close Combat Weapon; Splinter Pistol; Combat Drugs; Reaver Jetbike; Bladevanes (x1); Splinter Rifle (x1); Heat Lance (x1); Cluster Caltrops (x1)												
Arena Champion [DE]	1	-	4	4	3	3/4	1	6	2/3	9	5+	[52]
Splinter Pistol; Bladevanes (x1); Splinter Rifle (x1); Agoniser												
Scourges [DE]	9		4	4	3	3	1	5	1	8	4+/6(i)	314
(C:DE, pg. 90); Unit Type: Jump Infantry; Fleet; Night Vision; Power from Pain; Shardcarbine (x5); Ghostplate Armour; Plasma Grenades; Haywire Blaster (x1); Heat Lance (x2); Blaster (x1)												
Solarite [DE]	1	-	4	4	3	3	1	5	2/3	9	4+/6(i)	[67]
Plasma Grenades; Blast Pistol; Agoniser												
Razorwing Jetfighter [DE]	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10						185
(C:DE, pg. 93); Unit Type: Vehicle (Skimmer, Fast); Night Vision; Deep Strike; Aerial Assault; Supersonic; TL Splinter Rifle; Dark Lance (x2); Shatterfield Missile (x4); Night Shields; Flickerfield												
Talos Pain Engine [DE]	1		5	3	7	7	3	4	D6+1	10	3+	130
(C:DE, pg. 92); Unit Type: Monstrous Creature; Night Vision; Power from Pain; Fearless; Move Through Cover; Random Attacks; Armoured Carpace; Ichor Injector; Close Combat Weapon (x1); TL Heat Lance												
Total Cost:											13732	

Option Footnotes

Assets	
Rok 'em Boyz	Revealed: In your Shooting phase. Effect: Place D3 10" Blast markers anywhere on the board. See rule for scattering procedure. Any model under the template suffers a Destroyer hit (Reload, pg. 68).
Psychic Powers	
1. 'Eadbanger	Place Frazzle template on Weirdboy and resolve (p37 C:O)
2. Frazzle	R24"; S6; AP3; Blast; Pinning (p37 C:O)
3. Zzap	R36"; S10; AP2; Melta (p37 C:O)
4. Warpath	All Orks gain +1A (p37 C:O)
5. 'Ere We Go	Weirdboy and unit must be placed on board according to Deep Strike (p37 C:O)
6. Waaagh!	Automatic Waaagh! in addition to the standard Waaagh! (p37 C:O)
Zogwort's Curse	Target IC in LoS and 18". If Zogwort rolls higher on a D6 then the enemy IC becomes a squig (p61 C:O)
Special Rules	
Aerial Assault	May fire all of its weapons when traveling at Cruising speed.
Altered Physique	Unit starts the game with one pain token.
Ambush	
Bomzmz Away	
Da Big Dred One	
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Dodge (4+)	4+ invulnerable save in close combat.
Don't Press Dat!	Roll a D6 at start of the movement phase, on a 1 the vehicle moves directly forwards (p54 C:O)

Effigy	All Ork mobs within 12" gain the Fearless special rule.
Expert Wreckas	
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Floor it Boyz	
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Glory Hogs	Must always shoot/assault visible enemy vehicle regardless of range (p42 C:O)
Grot Gunner (TL Big Shoota)	Limited BS3 (WG 389, pg. 71).
Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Insane Bravery	
It's a Grot's Life	If crossing a minefield remove 3D3 Gretchin and the minefield (p50 C:O)
Keep Da Dreds Movin	
Killa Reputation	
Loot 'em Ladz	
Mob Rule	May use number in mob instead of leadership (p31 C:O)
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Night Vision	May reroll Night Fighting distances, conditions apply (p75 WH40K 5E)
One Scalpel Short of a Medpack	Any unit joined by Grotgnik becomes Fearless; Must move towards nearest enemy unit (p59 C:O)
Oops, Sorry Mate	
Prophet of the Waaagh!	Waaagh! can be summoned at any time; Waaagh! move is automatically a 6; All friendly units are Fearless (p58 C:O)
Psyker	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Ramshackle	If a Trukk suffers a Vehicle Destroyed! or Vehicle Explodes! (wrecked) result, roll on the Ramshackle table below and apply the result instead of the usual effects. If the Trukk suffers more than one result, roll one die per result on the Ramshackle table, but only apply the lowest dice roll: 1 - 2: Kaboom! Truck Destroyed, all passengers and models within D6" take a S3 hit. surviving passengers must disembark and take a Pinning test. 3 - 4: Kareen! Move the Trukk 3D6" in a random direction, then apply the Kaboom! result above. If the Trukk would careen into enemy models or terrain, stop it 1" away. 5 -6 Kerrunch! Truck is wrecked, Ork passengers take no damage but must immediately disembark.
Ramshackle Monster	Confers a 5+ Invulnerable save.
Random Attacks	Has D6 attacks base.
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Skilled Rider	Reroll dice for dangerous terrain, conditions apply (p76 WH40K 5E)
Strike Force	
Supersonic	May move 36" when moving Flat Out.
Waaagh!	All friendly units have 'fleet of foot' for one turn (additional rules apply p31 C:O)
Waaagh! Plane	Make 'em Doubles! (WD 389, pg. 70).
Warhead	May re-roll dice to choose power (p36 C:O)
Whirrin' Deff	
Unit Type	
Unit Type: Bikes	Unit Type: Bikes (WH40k, pg. 53)
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jetbikes	Unit Type: Jetbikes (p.53 WH40k) 1.) Move up to 12" over terrain. If end of move is in Diff Terr, do Dangerous Terrain test. Can land on top of Diff Terr, is without cover, and is as tall as the Terr for LOS. Can move though Diff Terr, take test. Get Cover. 2.) Turbo boosters special rule (p.76 WH40k) 3.) Shoot 1 weapon per rider. can Move and fire, RF and Heavy and still assault. 4.) Assault 6" affected by Diff Terr. Eldar Jetbikes: Can move 6" in assault phase. 5.) Fall back 3D6" over terrain. 6.) Increase stat +1T. (not vs Instant death.)
Unit Type: Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)

Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Unit Type: Vehicle (Fast, Open-topped)	Unit Type: Vehicle (Fast, Open-topped) (WH40k, pg. 70)
Unit Type: Vehicle (Skimmer, Fast)	Vehicle (Skimmer, Fast) (WH40k, pp. 70-71)
Unit Type: Vehicle (Skimmer, Fast, Open-topped)	Unit Type: Vehicle (Skimmer, Fast, Open-topped) (WH40k, pp. 70-71)
Unit Type: Vehicle (Super-Heavy Walker)	Vehicle (Super-Heavy Walker) (Apocalypse, pg. 92)
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle (Tank, Open-topped)	Unit Type: Vehicle (Tank, Open-topped) (WH40k, pp. 68-70)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Unit Type: Vehicle Squadron	Unit Type: Vehicle Squadron (WH40k, pp. 64)
Vehicle Upgrades	
'Ard Case	No longer open topped (p93 C:O)
Armour Plates	'Crew stunned' treated as 'Crew shaken' (p93 C:O)
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)
Reinforced Ram	May Tank Shock, Add +2 to front armour for Death or Glory, Re-roll Dangerous Terrain tests (p93 C:O)
Wargear	
'Eavy Armour	p91 C:O
Adamantium Skull	+2A when charging; Immune to Instant Death (p58 C:O)
Agoniser	Wounds on a 4+ No armour saves.
Ammo Runt	Reroll one to hit roll (p92 C:O)
Armour Plates	'Crew stunned' treated as 'Crew shaken' (p93 C:O)
Armoured Carpace	Confers a 3+ Armour Save.
Attack Squig	(p92 C:O)
Bladevanes	One unengaged, non-vehicle, unit passed over is immediately attacked with D3, S4, AP- hits per Reaver. Cover saves apply.
Blast Pistol	6"R, S8, AP2, Pistol, Lance.
Blaster	18"R, S8, AP2, Assault 1, Lance.
Boarding Plank	One Ork may make a close combat attack against an enemy vehicle (p93 C:O)
Bomb Squig	R18"; S8. Squig moves towards enemy or friendly vehicle (p42 C:O)
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Burna Bomb (x2)	Special R, S5, AP4, One use only, Heavy 1, Large Blast, Ignores Cover (WD 389, pg. 71).
Chain-snares	If the vehicle moves over an enemy unit, the unit takes D3+1 S4, AP- hits. Cover saves apply.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Cluster Caltrops	One Reaver's Bladevanes inflict D6, S6, AP- hits.
Combat Drugs	All units with Combat Drugs gain one of the following (D6): 1) roll 3d6 when Running, 2) +1 WS, 3) +1 S, 4) re-roll To Wound, 5) +1 A, 6) start with a bonus pain token.
Cybork Body	(p91 C:O)
Dark Gate	12"R, S10, AP-, Assault 1, Large Blast, One Shot.
Dark Lance	36" Range; S8; AP2; Heavy 1; Lance
Disintegrator Cannon	36" Range; S5; AP2; Heavy 3.
Dok's Tools	(p38 C:O)
Enhanced Aethersails	+2d6" extra movement. Restrictions apply (C:DE, pg. 63).
Envenomed Blades	For every 1 on a close combat to-hit roll against the vehicle, the unit takes a S4 AP- hit.
Flickerfield	Invulnerable Save (5+).
Ghostplate Armour	Confers a 4+ armour save and a 6+ invulnerable save.
Gnarlskin	Confers a 6+ armour save.
Grisly Trophies	Friendly units within 6" may re-roll Ld tests.
Grot Orderly	Reroll one failed Feel No Pain roll (p38 C:O)
Grot Rigger	Negate Immobilised on a 4+ (p93 C:O)

Haywire Blaster	24"R; S4; AP4; Assault 1. Additionally, against vehicles, D6: 1 = No Effect, 2-5 = Glance, 6 = Penetrating hit.
Haywire Grenades	Only make a single attack against vehicles, per BRB, pg. 63 (73 against walkers). D6; 1 = No Effect, 2-5 = Glance, 6 = Penetrating hit.
Heat Lance	18"R, S6, AP1, Assault 1, Lance, Melta.
Hellglave	Two-handed CCW with +1A and +IS (in profile).
Hydra Gauntlets	2 CCWs and one model gains +D6 attacks.
Ichor Injector	Special CCW. If a wounded model fails a T test, it suffers instant death.
Kabalite Armour	Confers a 5+ Armour Save.
Kustom Force Field	5+ cover save, obscures vehicles (p34 C:O)
Mega Armour	Slow and Purposeful; (p39 C:O)
Mega-Charga	Used once per game, at the start of the Movement phase, On a roll of 2+, the Mega-dread gains Fleet. On a roll of 1, the Mega-dread is immobilized.
Mek's Tools	When repairing on a 4+ the damage result is negated. On a 1 the vehicle is shaken (p34 C:O)
Nest of Vipers	+D6 attacks at I4. Poisoned Attacks which wound on a 2+ (p61 C:O)
Night Shields	Shooting at the target suffers -6" to range. Restrictions apply (C:DE, pg. 63).
Phantasm Grenade Launcher	Model and unit gain offensive and defensive grenades.
Plasma Grenades	Assault Grenades (BRB, pg. 36).
Razorflails	Counts as 2 CCWs and may re-roll to hit and to wound.
Reaver Jetbike	+1 T (in profile), up to 36" when using turbo-boosters.
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)
Repair Krew	Repair Krew may attempt to fix one thing per turn, successful on a D6 roll (WD).
Rokkit Pack	Every time the unit moves roll a d6, on a 1 remove a model. You may add the rolled distance to amount you moved this turn. (p47 C:O)
Shadow Field	2+ invulnerable save. If save is failed, field is destroyed.
Shardcarbine	18"R, S X, AP5, Assault 3, Poisoned (4+).
Shatterfield Missile	48"R, S7*, AP-, Assault 1, Large Blast, One Shot. *May re-roll to wound.
Shock Prow	Vehicle may tank shock. Gains +D3 to front armour when ramming.
Shredder	12"R, S6, AP-, Assault 1 Blast.
Skorcha Missile	24"R, S5, AP4, One use only, Heavy 1, Blast, Ignores Cover (WD 389, pg. 71).
Skyboard	Jump Infantry, improved save and inbuilt Splinter Pod.
Soul-trap	If bearer kills an Independent Character or Monstrous Creature, it takes a Ld test. Passing doubles strength. May gain multiple times, maximum of 10.
Splinter Cannon	36"R, S X, AP5, Assault 4 or Heavy 6*, Poisoned (4+). *May fire in either mode, vehicles always fire as Heavy.
Splinter Pistol	12"R; SX; AP5; Pistol, Poisoned (4+).
Splinter Pod	18"R, S X, AP5, Assault 2, Poisoned (4+).
Splinter Racks	Embarked units firing Splinter Rifles/Pistols may re-roll failed to hit rolls.
Splinter Rifle	24"R, S X, AP5, Rapid Fire, Poisoned (4+).
Squig Hound	Reroll failed Morale test, remove D3 Gretchin (p50 C:O)
Stikkbombs	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Stinger Pistol	12"R, S X, AP5, Pistol, Poisoned (2+).
Tankbusta Bombz	One attack with 6+2D6 AP.
TL Big Shoota	R36"; S5; AP5; Assault 3; Twin-linked (p89 C:O)
TL Heat Lance	18"R, S6, AP1, Assault 1, Lance, Melta, Twin-linked.
TL Splinter Rifle	24"R, S X, AP5, Rapid Fire, Poisoned (4+), Twin-linked.
TL Supa Shoota	30"R, S6, AP4, Assault 3, Twin-linked.
Torment Grenade Launchers	Enemy unit with 6" suffer a -1 Ld penalty. Units must pass a Ld test to assault the vehicle (C:DE, pg. 63).
Vexator Mask	Models in B2B must pass a Ld or may not direct attacks at the wearer.
Waaagh! Banner	(p33 C:O)
Wreckin' Ball	on a 4+ an enemy unit in 2" takes a S9 hit (p93 C:O)
Wychsuit	Confers a 6+ armour save.
Weapons	
'Urty Syringe	Poisoned weapon that always wounds on 4+ (p38 C:O)
Belly Gun	72" Range; S7; AP3; Ordnance 1, Blast 3D6.
Big Choppa	p89 C:O
Big Shoota	R36"; S5; AP5; Assault 3 (p89 C:O)
Bigbomm	One use only. D6" scatter; S4; AP5; Large Blast (p48 C:O)
Boom Gun	R36"; S8; AP3; Ordnance 1; Large Blast (p54 C:O)

Burna	Template; S4; AP5; Assault 1; Flamer or PW (p45 C:O)
Choppa	If used with another close combat weapon, +1 attack in close combat.
Choppa & Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Dakkagun	R18"; S5; AP5; Assault 3; Linked (p45 C:O)
Deff Arsenal	120" Range; S9; AP3; Heavy 3D6, roll at the start of each shooting phase to see how many shots the Stompa gets against a single enemy squad. D3 supa-rokkits may be fired each turn at separate targets.
Deffguns	R48"; S7; AP4; Heavy D3 (p43 C:O)
Deth Kannon w/ co-ax	Range: 72"; S10; AP1; Ordnance 1; 7" Blast; Primary Weapon.
Supa-Gatler	Range: 48"; S7; AP3; Heavy 2D6, psyco-dakka-blasta! Co-axial mount (additional rules apply p130)
Dreadnought CCW	
Flamebelcha	Hellstorm; S6; AP3; Assault 1, Template
Gretchin Blasta	R12"; S3; AP-; Assault 1 (p50 C:O)
Grot-Prod	Poisoned weapon (p50 C:O)
Killkannon	R24"; S7; AP3; Ordnance 1; Large Blast (p55 C:O)
Kustom Mega-Blasta	R24"; S8; AP2; Assault 1; Gets Hot! (p89 C:O)
Mork's Teeth	Re-roll all failed to hit in an assault (p62 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
Rippa Klaw	Counts as a Dreadnought CCW, adds +1 to Vehicle Damage. Adds Wrecker strategem when Ciities of Death is used.
Rokkit Launcha	R24"; S8; AP3; Assault 1 (p89 C:O)
Shokk Attack Gun	R60"; S 2D6; AP2; Ordnance 1; Large Blast (Special rules apply p35 C:O)
Shoota/Rokkit Kombi-weapon	Shoota: R18"; S4; AP6; Assault 2 (p91 C:O) Rokkit: R24"; S8; AP3; Assault 1 (p89 C:O)
Shoota/Skorcha Kombi-weapon	Shoota: R18"; S4; AP6; Assault 2 (p91 C:O) Skorcha: Template; S5; AP4; Assault 1 (p89 C:O)
Shootas	R18"; S4; AP6; Assault 2 (p91 C:O)
Skorcha	Template; S5; AP4; Assault 1 (p89 C:O)
Slugga	12" Range; S4; AP6; Pistol (p91 C:O).
Supa-scorcha	Template; S6; AP3; Assault 1 (additional rules apply p130)
Tankhammer	s10 in close combat (p42 C:O)
Titan CCW	Primary Weapon (p96)
TL Big Shoota	R36"; S5; AP5; Assault 3; Twin-linked (p89 C:O)
TL Rokkit Launcha	R24"; S8; AP3; Assault 1; Twin-linked (p89 C:O)
TL Shoota	18" Range; S4; AP6; Assault 2, Twin-linked (p91 C:O)
Zzap Gun	R36"; S 2D6; AP2; Heavy 1 (p51 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

b-2. Apocalypse Allies: Trusted and Distrusted Allies; c-1. File Version: 1.47 For Bug Reports/www.ab40k.org; 1. Army: Codex: Orks;
b-1. Roster Options: Apocalypse, Imperial Armour, Named or Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 16.2

% Fast: 8.3

% Heavy: 8.8

% HQ: 11.3

Model Count: 309

% Troops: 11.7

% Wargear: 0

Files version: 1.47

Group	Min	Max	Used
Formation	0	0	4
Other Units	-	0	39
Legendary Units	-	0	0