

## 1500 Pts - Codex: Orks

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Boyz (30 ⚔, 235 pts)												
Boyz	29	👤	4	2	3	4	1	2	2/3	7	6+	235
(C:Orks, pp. 40 & 100); <b>Infantry</b> ; Choppa & Slugga; Big Shoota (x3); Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
(C:Orks, pp. 40 & 100); Bosspole; Slugga; Power Klaw												
Troops: Boyz (30 ⚔, 235 pts)												
Boyz	29	👤	4	2	3	4	1	2	2/3	7	6+	235
(C:Orks, pp. 40 & 100); <b>Infantry</b> ; Choppa & Slugga; Big Shoota (x3); Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
(C:Orks, pp. 40 & 100); Bosspole; Slugga; Power Klaw												
Elite: Lootas (10 ⚔, 150 pts)												
Lootas	10	👤	4	2	3	4	1	2	2	7	6+	150
(C:Orks, pp. 43 & 100); <b>Infantry</b> ; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Elite: Lootas (5 ⚔, 75 pts)												
Lootas	5	👤	4	2	3	4	1	2	2	7	6+	75
(C:Orks, pp. 43 & 100); <b>Infantry</b> ; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Heavy Support: Killer Kans (3 ⚔, 145 pts)												
Killer Kans	3	Grp: 🚗 HP: 2	WS: 2 BS: 3 St: 5/10 In: 2 At: 2 FA: 11 SA: 11 RA: 10									145
(C:Orks, pp. 53 & 102); <b>Vehicle</b> (Walker); Dreadnought CCW; Grotzooka (x1); Rokkit Launcha (x2)												
Heavy Support: Killer Kans (3 ⚔, 145 pts)												
Killer Kans	3	Grp: 🚗 HP: 2	WS: 2 BS: 3 St: 5/10 In: 2 At: 2 FA: 11 SA: 11 RA: 10									145
(C:Orks, pp. 53 & 102); <b>Vehicle</b> (Walker); Dreadnought CCW; Grotzooka (x1); Rokkit Launcha (x2)												
Troops: Deff Dread (1 ⚔, 105 pts)												
Deff Dread	1	Grp: 🚒 HP: 3	WS: 4 BS: 2 St: 5/10 In: 2 At: 3/4 FA: 12 SA: 12 RA: 10									105
(C:Orks, pp. 52 & 102); <b>Vehicle</b> (Walker); Count as Troop 🚒; Armour Plates; Dreadnought CCW (x2); Dreadnought CCW (x1); Skorcha (x1)												
Troops: Deff Dread (1 ⚔, 105 pts)												
Deff Dread	1	Grp: 🚒 HP: 3	WS: 4 BS: 2 St: 5/10 In: 2 At: 3/4 FA: 12 SA: 12 RA: 10									105
(C:Orks, pp. 52 & 102); <b>Vehicle</b> (Walker); Count as Troop 🚒; Armour Plates; Dreadnought CCW (x2); Dreadnought CCW (x1); Skorcha (x1)												
HQ: Big Mek (1 ⚔, 125 pts)												
Big Mek	1	👤	4	2	4/8	4	2	3/1	3	8	6+	125
(C:Orks, pp. 34 & 97); <b>Infantry</b> (Character); Mek's Tools; Bosspole; Power Klaw; Shokk Attack Gun; Furious Charge; Independent Character; Mob Rule; Waaagh!; <b>Warlord</b>												
HQ: Big Mek (1 ⚔, 115 pts)												
Big Mek	1	👤	4	2	4/8	4	2	3/1	3	8	6+	115
(C:Orks, pp. 34 & 97); <b>Infantry</b> (Character); Mek's Tools; Bosspole; Kustom Force Field; Power Klaw; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Heavy Support: Big Gunz (9 ⚔, 60 pts)												
Big Gunz	3	🔫	-	-	-	7	2	-	-	-	3+	60
(Codex Orks, pp. 51 & 103); <b>Artillery</b> ; Kannon; Additional Gun Krew; Gretchin												
Gretchin	6		2	3	2	2	1	2	1	5	-	[0]
Total Cost:												1495

Option Footnotes	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
Furious Charge	Furious Charge (see WH40k, pg. 37).
Independent Character	Independent Character (see WH40k, pg. 39).
Mob Rule	Mob Rule (see C:O, pg. 31).
Waaagh!	Waaagh! (see C:O, pg. 31 and 6E FAQ).
Unit Type	
<b>Artillery</b>	Artillery (see WH40k, pg. 46).
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Infantry</b> (Character)	Infantry (Character) (see WH40k, pgs. 44, 63)
<b>Vehicle</b> (Walker)	Vehicle (Walker) (see WH40k, pg. 84).
Wargear	
Armour Plates	Armour Plates (see C:O, pg. 93).
Bosspole	Bosspole (see C:O, pg. 92).
Kustom Force Field	Kustom Force Field (see C:O, pg. 34 and 6E FAQ).
Mek's Tools	Mek's Tools (see C:O, pg. 34 and 6E FAQ).
Weapons	
Big Shoota	Range 36"; S 5; AP 5; Assault 3 (see C:O, pg. 89).
Choppa & Slugga	Range 12"; S 4; AP 6; Pistol (see C:O, pg. 91).
Deffguns	Range 48"; S 7; AP 4; Heavy D3 (see C:O, pg. 43).
Dreadnought CCW	Dreadnought CCW
Grotzooka	Range 18"; S 6; AP 5; Heavy 2; Blast (see C:O, pg. 53).
Kannon	36" Range Frag: S4; AP5; Heavy 1; Blast Krak: S8; AP3; Heavy 1 (see C:O, pg. 51).
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Rokkit Launcha	Range 24"; S 8; AP 3; Assault 1 (see C:O, pg. 89).
Shokk Attack Gun	Range 60"; S 2D6; AP 2; Ordnance 1, Large Blast (see C:O, pg. 35).
Skorcha	Template; S 5; AP 4; Assault 1.
Slugga	Range 12"; S 4; AP 6; Pistol (see C:O, pg. 91).

### 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: 1.17 For Bug Reports/www.ab40k.org; 1. Army: Codex: Orks; b-1. Roster Options: Named or Special Characters;*

*a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*

Roster satisfies all enforced validation rules

### Roster Statistics

% HQ: 16.1

% Elite: 15.1

% Troops: 45.5

% Fast: 0







% Heavy: 23.4

% Fortification: 0

% Wargear: 0

Model Count: 94

Files version: 1.17

Group	Min	Max	Used
	1	2	2
	0	3	2
	2	6	4
	0	3	0
	0	3	3
	0	1	0