

1500 Pts - Codex: Orks

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Boyz (30 ⚔, 205 pts)													
	Boyz	29	⚔	4	2	3	4	1	2	2	7	6+	205
		(C:Orks, pp. 40 & 100); Infantry ; Shootas; Big Shoota (x2); Furious Charge; Mob Rule; Waaagh!											
	Boyz Nob	1		4	2	4	4	2	3	3	7	6+	[21]
		(C:Orks, pp. 40 & 100); Bosspole; Shoota											
Troops: Boyz (30 ⚔, 205 pts)													
	Boyz	29	⚔	4	2	3	4	1	2	2	7	6+	205
		(C:Orks, pp. 40 & 100); Infantry ; Shootas; Big Shoota (x2); Furious Charge; Mob Rule; Waaagh!											
	Boyz Nob	1		4	2	4	4	2	3	3	7	6+	[21]
		(C:Orks, pp. 40 & 100); Bosspole; Shoota											
Troops: Boyz (30 ⚔, 205 pts)													
	Boyz	29	⚔	4	2	3	4	1	2	2	7	6+	205
		(C:Orks, pp. 40 & 100); Infantry ; Shootas; Big Shoota (x2); Furious Charge; Mob Rule; Waaagh!											
	Boyz Nob	1		4	2	4	4	2	3	3	7	6+	[21]
		(C:Orks, pp. 40 & 100); Bosspole; Shoota											
Elite: Lootas (10 ⚔, 150 pts)													
	Lootas	10	⚔	4	2	3	4	1	2	2	7	6+	150
		(C:Orks, pp. 43 & 100); Infantry ; Deffguns; Furious Charge; Mob Rule; Waaagh!											
Heavy Support: Killer Kans (3 ⚔, 145 pts)													
	Killer Kans	3	Grp: ⚔	WS: 2 BS: 3 St: 5/10 In: 2 At: 2 FA: 11 SA: 11 RA: 10									145
		HP: 2 (C:Orks, pp. 53 & 102); Vehicle (Walker); Dreadnought CCW; Grotzooka (x1); Rokkit Launcha (x2)											
Heavy Support: Killer Kans (3 ⚔, 145 pts)													
	Killer Kans	3	Grp: ⚔	WS: 2 BS: 3 St: 5/10 In: 2 At: 2 FA: 11 SA: 11 RA: 10									145
		HP: 2 (C:Orks, pp. 53 & 102); Vehicle (Walker); Dreadnought CCW; Grotzooka (x1); Rokkit Launcha (x2)											
Troops: Deff Dread (1 ⚔, 105 pts)													
	Deff Dread	1	Grp: ⚔	WS: 4 BS: 2 St: 5/10 In: 2 At: 3/4 FA: 12 SA: 12 RA: 10									105
		HP: 3 (C:Orks, pp. 52 & 102); Vehicle (Walker); Count as Troop ⚔; Armour Plates; Dreadnought CCW (x2); Dreadnought CCW (x1); Skorcha (x1)											
Troops: Deff Dread (1 ⚔, 105 pts)													
	Deff Dread	1	Grp: ⚔	WS: 4 BS: 2 St: 5/10 In: 2 At: 3/4 FA: 12 SA: 12 RA: 10									105
		HP: 3 (C:Orks, pp. 52 & 102); Vehicle (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); Infantry (Character); Mek's Tools; Bosspole; Power Klaw; Shokk Attack Gun; Furious Charge; Independent Character; Mob Rule; Waaagh!; Warlord											
HQ: Big Mek (1 ⚔, 110 pts)													
	Big Mek	1	⚔	4	2	4/8	4	2	3/1	3	8	6+	110
		(C:Orks, pp. 34 & 97); Infantry (Character); Mek's Tools; Kustom Force Field; Power Klaw; Furious Charge; Independent Character; Mob Rule; Waaagh!											
												Total Cost:	1500

Option Footnotes

Warlord Traits

Warlord | 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	
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Character)	Infantry (Character) (see WH40k, pgs. 44, 63)
Vehicle (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).
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).
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).
Shoota	Range 18"; S 4; AP 6; Assault 2 (see C:O, pg. 91).
Shootas	Range 18"; S 4; AP 6; Assault 2 (see C:O, pg. 91).
Skorcha	Template; S 5; AP 4; Assault 1.

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: 15.7

% Elite: 10

% Troops: 55

% Fast: 0







% Heavy: 19.3

% Fortification: 0

% Wargear: 0

Model Count: 110

Files version: 1.17

Group	Min	Max	Used
	1	2	2
	0	3	1
	2	6	5
	0	3	0
	0	3	2
	0	1	0