











1500 Pts - Codex: Orks

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Ghazghkull Thraka (1 ⚔, 225 pts)												
Ghazghkull Thraka	1		6	2	5/10	5	4	4/1	5	9	2+/5(i)	225
(C:Orks, pp. 58 & 96); Infantry (Character); Adamantium Skull; Bosspole; Cybork Body; Mega Armour; Stikkbombs; Big Shoota; Power Klaw; Furious Charge; Independent Character; Mob Rule; Prophet of the Waaagh!; Warlord												
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!												
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!												
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!												
Troops: Meganobz (4 ⚔, 180 pts)												
Meganobz	4		4	2	4/8	4	2	3/1	3	7	2+	180
(C:Orks, pp. 39 & 98); Infantry ; Mega Armour; Stikkbombs; Count as Troop  ; Power Klaw; TL Shoota; Shoota/Rokkit Kombi-weapon (x4); Furious Charge; Mob Rule; Waaagh!												
HQ: Big Mek (1 ⚔, 90 pts)												
Big Mek	1		4	2	4	4	2	3	3	8	6+	90
(C:Orks, pp. 34 & 97); Infantry (Character); Mek's Tools; Bosspole; Kustom Force Field; Choppa; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Troops: Boyz (30 ⚔, 195 pts)												
Boyz	29		4	2	3	4	1	2	2	7	6+	195
(C:Orks, pp. 40 & 100); Infantry ; Shootas; 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 ⚔, 195 pts)												
Boyz	29		4	2	3	4	1	2	2	7	6+	195
(C:Orks, pp. 40 & 100); Infantry ; Shootas; 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 (25 ⚔, 165 pts)												
Boyz	24		4	2	3	4	1	2	2	7	6+	165
(C:Orks, pp. 40 & 100); Infantry ; Shootas; 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												
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).
Prophet of the Waaagh!	Prophet of the Waaagh! (see C:O, pg. 58 + V1.1 FAQ).
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)
Wargear	
Adamantium Skull	Adamantium Skull (see C:O, pg. 58).
Bosspole	Bosspole (see C:O, pg. 92).

Cybork Body	Cybork Body (see C:O, pg. 91).
Kustom Force Field	Kustom Force Field (see C:O, pg. 34 and 6E FAQ).
Mega Armour	Mega Armour (see C:O, pg. 39).
Mek's Tools	Mek's Tools (see C:O, pg. 34 and 6E FAQ).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Weapons	
Big Shoota	Range 36"; S 5; AP 5; Assault 3 (see C:O, pg. 89).
Choppa	S User; AP -; Melee.
Deffguns	Range 48"; S 7; AP 4; Heavy D3 (see C:O, pg. 43).
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Shoota	Range 18"; S 4; AP 6; Assault 2 (see C:O, pg. 91).
Shoota/Rokkit Kombi-weapon	Shoota: Range 18"; S 4; AP 6; Assault 2 (see C:O, pg. 91). Rokkit: Range 24"; S 8; AP 3; Assault 1 (see C:O, pg. 89).
Shootas	Range 18"; S 4; AP 6; Assault 2 (see C:O, pg. 91).
TL Shoota	Range 18"; S 4; AP 6; Assault 2, Twin-linked (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: 21

% Elite: 30

% Troops: 49

% Fast: 0







% Heavy: 0

% Fortification: 0

% Wargear: 0

Model Count: 121

Files version: 1.17

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