











1850 Pts - Codex: Orks - Da Boyz Roster Orks 1850 WT

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Warboss (1 ⁺ , 135 pts)													
	Warboss	1		5	2	5/10	5/6	3	4/1	4	9	4+/5(i)	135
	(C:Orks, pp. 32 & 97); Unit Type: Bikes; Stikkbombs; Cybork Body; Warbike: Exhaust cloud (4+ p46 C:O); Slugga; Dakkagun; Power Klaw; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Elite: Lootas (14 ⁺ , 210 pts)													
	Lootas	14		4	2	3	4	1	2	2	7	6+	210
	(C:Orks, pp. 43 & 100); Unit Type: Infantry; Deffguns; Furious Charge; Mob Rule; Waaagh!												
Troops: Meganobz (4 ⁺ , 260 pts)													
	Meganobz	3		4	2	4/8	4	2	3/1	3	7	2+	260
	(C:Orks, pp. 39 & 98); Unit Type: Infantry; Mega Armour; Stikkbombs; Count as Troop  ; Power Klaw; Twin Linked Shoota; Furious Charge; Mob Rule; Waaagh!												
	Battlewagon	1	Grp: BS: 2 FA: 14 SA: 12 RA: 10										[140]
	(C:Orks, pp. 55 & 102); Unit Type: Vehicle (Tank, Open-topped); Transport Capacity: 20 models; Armour Plates; Deff Rolla; Grot Rigger; Red Paint Job; Big Shoota (x2)												
Troops: Boyz (30 ⁺ , 235 pts)													
	Boyz	29		4	2	3	4	1	2	2	7	6+	235
	(C:Orks, pp. 40 & 100); Unit Type: Infantry; Shootas; 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); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Troops: Boyz (30 ⁺ , 235 pts)													
	Boyz	29		4	2	3	4	1	2	2	7	6+	235
	(C:Orks, pp. 40 & 100); Unit Type: Infantry; Shootas; 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); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Troops: Boyz (30 ⁺ , 220 pts)													
	Boyz	29		4	2	3	4	1	2	2/3	7	6+	220
	(C:Orks, pp. 40 & 100); Unit Type: Infantry; Choppa & Slugga; 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); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Fast Attack: Warbikers (12 ⁺ , 340 pts)													
	Warbikers	11		4	2	3	4/5	1	2	2/3	7	4+	340
	(C:Orks, pp. 46 & 101); Unit Type: Bikes; Warbike: Exhaust cloud (4+ p46 C:O); Choppa & Slugga; Dakkagun; Exhaust Cloud; Furious Charge; Mob Rule												
	Biker Nob	1		4	2	4/8	4/5	2	3/1	3	7	4+	[65]
	(C:Orks, pp. 46 & 100); Unit Type: Bikes; Warbike: Exhaust cloud (4+ p46 C:O); Bosspole; Slugga; Power Klaw; Dakkagun; Exhaust Cloud; Furious Charge; Mob Rule												
Heavy Support: Killer Kans (3 ⁺ , 135 pts)													
	Killer Kans	3	Grp: 	WS: 2 BS: 3 St: 5/10 In: 2 At: 2 FA: 11 SA: 11 RA: 10								135	
	(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Dreadnought CCW; Grotzooka (x3)												
Heavy Support: Big Gunz (10 ⁺ , 79 pts)													
	Big Gunz	3	Grp: 	BS: 3 FA: 10 SA: 10 RA: 10								79	
	(C:Orks, pp. 51 & 103); Unit Type: Artillery; Kannon; Ammo Runt (x3)												
	Gretchin	6		2	3	2	2	1	2	1	5	-	[0]
	Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
	(C:Orks, pp. 50 & 100); Unit Type: Infantry; Squig Hound; Grabba Stikk; Slugga; Furious Charge												
Total Cost:												1849	