

**▲ 1850 Pts - Orks - Chuck Arnett Best Overall Storm of Silence Orks  
2015**

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Ork Horde Detachment (Primary Detachment) (26 ⚔, 814 pts)</b>												
Warboss Zhadsnark Da Ripa (IA)	1	☠	5	2	5/10	6	3	4	4	9	4+	150
	(IA8, pg. 122 - updated FAQ); <b>Bikes</b> ; Stikkbombs; Da Ripa; Slugga; Warbike; Twin-linked Big Shoota; Twin-linked Dakkagun (x1); Da Beast; Exhaust Cloud; Furious Charge; Hammer of Wrath; Independent Character; Jink; Mob Rule; Relentless; Skilled Rider; Very Bulky; <b>Warlord</b>											
Warboss	1	☠	5	2	5/10	6	3	4/1	4	9	4+	135
	(C:O, pg. 54); <b>Infantry</b> (Character); Stikkbombs; Slugga; Warbike; Power Klaw; Da Lucky Stikk; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!											
Painboy	1	☠	4	2	4	5	2	3	3	7	4+	80
	(C:O, pg. 59); <b>Infantry</b> (Character); 'Urty Syringe; Grot Orderly; Dok's Tools; Warbike; Twin-linked Dakkagun (x1); 'Ere We Go!; Feel No Pain; Furious Charge; Independent Character; Mob Rule											
Warbikers	13	☠	4	2	3	5	1	2	2/3	7	4+	287
	(C:O, pg. 64); <b>Bikes</b> ; Choppa; Slugga; Warbike; Boss Nob; Twin-linked Dakkagun (x13); 'Ere We Go!; Furious Charge; Hammer of Wrath; Jink; Mob Rule; Relentless; Very Bulky											
Boss Nob	1		4	2	4/8	5	2	3/1	3	7	4+	[53]
	(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Slugga; Warbike; Power Klaw; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule											
Warbikers	3	☠	4	2	3	5	1	2	2/3	7	4+	54
	(C:O, pg. 64); <b>Bikes</b> ; Choppa; Slugga; Warbike; Twin-linked Dakkagun (x3); 'Ere We Go!; Furious Charge; Hammer of Wrath; Jink; Mob Rule; Relentless; Very Bulky											
Warbikers	3	☠	4	2	3	5	1	2	2/3	7	4+	54
	(C:O, pg. 64); <b>Bikes</b> ; Choppa; Slugga; Warbike; Twin-linked Dakkagun (x3); 'Ere We Go!; Furious Charge; Hammer of Wrath; Jink; Mob Rule; Relentless; Very Bulky											
Warbikers	3	☠	4	2	3	5	1	2	2/3	7	4+	54
	(C:O, pg. 64); <b>Bikes</b> ; Choppa; Slugga; Warbike; Twin-linked Dakkagun (x3); 'Ere We Go!; Furious Charge; Hammer of Wrath; Jink; Mob Rule; Relentless; Very Bulky											
Ork Horde Detachment (Primary Detachment)	1	Grp: Detachment										0
<b>: Great Waaagh! Detachment (69 ⚔, 1035 pts)</b>												
Warboss	1	☠	5	2	5/10	6	3	4/1	4	9	4+	130
	(C:O, pg. 54); <b>Infantry</b> (Character); Stikkbombs; Slugga; Warbike; Power Klaw; Big Bosspole; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!											
Big Mek	1	☠	4	2	4/8	5	2	3/1	3	8	4+	165
	(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Slugga; Killasaw; Mek's Tools; Warbike; Mega Force Field; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule											
Gretchin	10	☠	2	3	2	2	1	2	1	5	-	35
	(C:O, pg. 63); <b>Infantry</b> ; Grot Blasta											
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
	(C:O, pg. 63); <b>Infantry</b> (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge											
Gretchin	10	☠	2	3	2	2	1	2	1	5	-	35
	(C:O, pg. 63); <b>Infantry</b> ; Grot Blasta											
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
	(C:O, pg. 63); <b>Infantry</b> (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge											
Tankbustas	8	☠	4	2	3	4	1	2	2	7	6+	134
	(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters; Trukk											
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[30]
	(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Ramshackle											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tankbustas	8		4	2	3	4	1	2	2	7	6+	134
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -	[30]									
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Ramshackle												
Tankbustas	8		4	2	3	4	1	2	2	7	6+	134
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -	[30]									
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Ramshackle												
Tankbustas	8		4	2	3	4	1	2	2	7	6+	134
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -	[30]									
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Ramshackle												
Tankbustas	8		4	2	3	4	1	2	2	7	6+	134
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -	[30]									
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Ramshackle												
Great Waaagh! Detachment	1	Grp: Detachment	0									
<b>Total Cost:</b>											<b>1849</b>	

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Gifts of Gork and Mork	
Da Lucky Stikk	All model in the bearer's unit add +1 to the Weapon Skill characteristic on their profile (this is not cumulative with the bonus from a Waaagh! banner. In addition, the bearer can choose to re-roll any failed To Hit or To Wound rolls or saving throws that they make. However, should three or more of the re-rolls generate failed results in the same turn, the model is immediately removed as a casualty with no saving throws of any kind allowed. (See C:O, pg. 100).
Runts & Squigs	
Grot Orderly	One use only. A grot orderly allows a Painboy's unit to re-roll a single Feel No Pain roll. (See C:O, pg. 97).
Orky Know-Wots	
Dok's Tools	As long as the bearer is alive, all models in his unit have the Feel No Pain special rule. (See C:O, pg. 98).
Mek's Tools	In each of your Shooting phases, instead of firing his weapons, a model equipped with Mek's tools may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed result or an Immobilized result instead; this is effective immediately, (See C:O, pg. 98).
Warbike	A model equipped with a warbike changes their unit type to Bike, as described in the WH40K Rules. In addition, they have a 4+ Armour Save. Furthermore, if a model on a warbike turbo-boosts, it counts its cover save as being 1 point higher than normal until the start of its next turn. Warbikes are fitted with a twin-linked dakkagun. (See C:O, pg. 98).
Special Rules	
'Ere We Go!	If every model in a unit has this special rule, the unit can re-roll a single dice when determining its charge range. (See C:O, pg. 92).

Da Beast	When Turbo Boosting, Zhadsnark may move up to 24" rather than the usual 12". In addition, at the beginning of any Turbo Boost move he may declare that he will Tank Shock. When making a Tank Shock move Zhadsnark is treated as though he was a vehicle with the Tank type and the Tank Shock is carried out normally, however he must move at least 12". If an enemy model declares a Death or Glory attack on Zhadsnark whilst he is Tank Shocking then it inflicts a single automatic hit with one weapon (either shooting or close combat). Resolve this hit normally. If Zhadsnark is wounded (whether or not he makes a save), he becomes locked in combat with the unit and is placed in base contact with the model that inflicted the wound, and the Tank Shock ends. If the hit fails to wound Zhadsnark then the model that attempted the Death or Glory attack is removed as a casualty (regardless of wounds or saves of any kind) and Zhadsnark continues to move.
Exhaust Cloud	Exhaust Cloud (see C:O, pg. 46).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Glory Hogs	in a mission that has the First Blood Secondary Objective, the Ork player receives double the normal number of Victory Points from that objective if the first casualty to be removed is an enemy vehicle that was destroyed by an attack made by one or more units of Tankbustas. (See C:O, pg. 65).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Mob Rule	If every model in a unit has this special rule, and the unit fails a morale check or Pinning test (after any re-rolls they may have), roll immediately on the following table: (See C:O, pg. 92).
Ramshackle	Roll a D6 each time a Trukk suffers a penetrating hit. On the roll of a 6, the Trukk only suffers a glancing hit instead. (See C:O, pg. 92).
Relentless	Relentless (see WH40k, pg. 170).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Tank Hunters	Tank Hunters (see WH40k, pg. 172).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Waaagh!	Once per game, at the start of any of your turns after the first, a model with this special rule can, if he is your Warlord, call a Waaagh! On the turn he does so, all friendly units made up entirely of models with the 'Ere We Go! special rule may charge in the Assault phase even if they made a Run move in the same turn. (See C:O, pg. 54).
<b>Unit Type</b>	
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Fast, Open-Topped Transport)	See WH40K rulebook, pgs. 44-49.
<b>Orkimedes' Kustom Gubbinz</b>	
Big Bosspole	Any unit with the Ork Faction joined by the bearer of the Big Bosspole has the Fearless special rule. (See Waagh! Ghazghkull, pg. 49).
Mega Force Field	Big Mek Only. The bearer, and all models within 6" receive a 4+ invulnerable save against shooting attacks. If the bearer is embarked in a vehicle, then the vehicle receives a 4+ invulnerable save against shooting attacks instead. (See Waagh! Ghazghkull, pg. 49).
<b>Wargear</b>	
'Urty Syringe	S User; AP -; Melee, Poisoned (4+). (See C:O, pg. 93).
Choppa	S User; AP -; Melee. (See C:O, pg. 93).
Da Rippa	S x2; AP 2; Melee, Specialist Weapon.
Grabba Stikk	S User; AP -; Melee, Throttle. (See C:O, pg. 93).
Grot Blasta	12" Range; S 3; AP -; Assault 1. (See C:O, pg. 95).
Killsaw	S x2; AP 2; Melee, Armourbane, Specialist Weapon, Unwieldy. (See C:O, pg. 93).
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy. (See C:O, pg. 93).
Rokkit Launcha	24" Range; S 8; AP 3; Assault 1. (See C:O, pg. 95).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg. 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Tankbusta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Twin-linked Big Shoota	36" Range; S 5; AP 5; Assault 3, Twin-linked (See C:O, pg. 96).
Twin-linked Dakkagun	18" Range; S 5; AP 5; Assault 3, Twin-linked. (See C:O, pg. 95).
Warbike	A model equipped with a warbike changes their unit type to Bike, as described in the WH40K Rules. In addition, they have a 4+ Armour Save. Furthermore, if a model on a warbike turbo-boosts, it counts its cover save as being 1 point higher than normal until the start of its next turn. Warbikes are fitted with a twin-linked dakkagun. (See C:O, pg. 98).

**Roster Design Information**

*'Ere We Go!* (C:O, pg. 92)

*Mob Rule* (C:O, pg. 92)