

500 Pts - Orks - Gorkanaut & Morkanaut Allied Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Allied Detachment (35 ⁺, 500 pts)												
Big Mek	1		4	2	4	4	2	3	3	8	6+	85
(C:O, pg. 57); Infantry (Character); Stikkbombs; Choppa; Shokk Attack Gun; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule; Warlord												
Burna Boyz	2		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); Infantry ; Stikkbombs; Burna; Mek; Mek; Mek; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Gretchin	25		2	3	2	2	1	2	1	5	-	90
(C:O, pg. 63); Infantry ; Grot Blasta												
Runtherd	2		4	2	3	4	1	2	2/3	7	6+	[20]
(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x2); 'Ere We Go!; Furious Charge												
Gorkanaut	1	Grp:	WS: 4	BS: 2	St: 8	In: 2	At: 4	FA: 13	SA: 13	RA: 12		245
HP: 5 Save: -												
(C:O, pg. 82); Vehicle (Walker, Transport); 6 model capacity; 1 Access Point; Deffstorm Mega-Shoota; Klaw of Gork (or possibly Mork); Skorcha; Rokkit Launcha (x2); Twin-linked Big Shoota (x2); Hammer of Wrath; Rampage												
Allied Detachment	1	Grp: Detachment										0
Total Cost:											500	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Orky Know-Wots	
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).
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).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
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).
Rampage	Rampage (see WH40k, pg. 170).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Burna	Template; S 4; AP 5; Assault 1. S User; AP 3, Melee, Two Handed. (See C:O, pg. 96).
Choppa	S User; AP -; Melee. (See C:O, pg. 93).
Deffstorm Mega-Shoota	36" Range; S 6; AP 4; Heavy 3D6. (See C:O, pg. 96).
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).

Klaw of Gork (or possibly Mork)	S 10; AP 1; Melee, Concussive. (See C:O, pg, 93).
Rokkit Launcha	24" Range; S 8; AP 3; Assault 1. (See C:O, pg, 95).
Shokk Attack Gun	60" Range; S 2D6; AP 2; Ordnance 1, Large Blast. (See C:O, pg, 96).
Skorcha	Template; S 5; AP 4; Assault 1. (See C:O, pg, 94).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg, 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Twin-linked Big Shoota	36" Range; S 5; AP 5; Assault 3, Twin-linked (See C:O, pg, 96).

Roster Design Information

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

Mob Rule (C:O, pg. 92)