





# 1850 Pts - Orks - Gorkanaut & Morkanaut Combined Arms Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (110  , 1850 pts)</b>												
Weirdboy	1		4	2	4/6	4	2	3	3	7	6+	70
(C:O, pg. 55); <b>Infantry</b> (Character); Weirdboy Staff; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Psyker (Mastery Level 2); Waaagh! Energy; <b>Warlord; Power of the Waaagh! ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers</b>												
Weirdboy	1		4	2	4/6	4	2	3	3	7	6+	70
(C:O, pg. 55); <b>Infantry</b> (Character); Weirdboy Staff; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Psyker (Mastery Level 2); Waaagh! Energy; <b>Power of the Waaagh!; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers</b>												
Burna Boyz	2		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Infantry</b> (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); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Burna Boyz	2		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Infantry</b> (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); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Burna Boyz	2		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; 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); <b>Infantry</b> (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); <b>Infantry</b> (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); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	210
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Rokkit Launcha (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule												
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	210
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Rokkit Launcha (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule												
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Boyz	29	D	4	2	3	4	1	2	2/3	7	6+	210
	(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Rokkit Launcha (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule											
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
	(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule											
Morkanaut	1	Grp: 	WS: 4	BS: 2	St: 8	In: 2	At: 4	FA: 13	SA: 13	RA: 12		280
	(C:O, pg. 83); <b>Vehicle</b> (Walker, Transport); <b>6 model</b> capacity; <b>1</b> Access Point; Klaw of Gork (or possibly Mork); Kustom Mega-Blasta; Kustom Mega-Kannon; Rokkit Launcha (x2); Twin-linked Big Shoota (x2); Kustom Force Field; Hammer of Wrath											
Morkanaut	1	Grp: 	WS: 4	BS: 2	St: 8	In: 2	At: 4	FA: 13	SA: 13	RA: 12		280
	(C:O, pg. 83); <b>Vehicle</b> (Walker, Transport); <b>6 model</b> capacity; <b>1</b> Access Point; Klaw of Gork (or possibly Mork); Kustom Mega-Blasta; Kustom Mega-Kannon; Rokkit Launcha (x2); Twin-linked Big Shoota (x2); Kustom Force Field; Hammer of Wrath											
Morkanaut	1	Grp: 	WS: 4	BS: 2	St: 8	In: 2	At: 4	FA: 13	SA: 13	RA: 12		280
	(C:O, pg. 83); <b>Vehicle</b> (Walker, Transport); <b>6 model</b> capacity; <b>1</b> Access Point; Klaw of Gork (or possibly Mork); Kustom Mega-Blasta; Kustom Mega-Kannon; Rokkit Launcha (x2); Twin-linked Big Shoota (x2); Kustom Force Field; Hammer of Wrath											
Combined Arms Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</b>	

#### Option Footnotes

Unit Upgrades	
Upgrade to Pysker (Mastery Level 2)	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Orky Know-Wots	
Kustom Force Field	The bearer, and all models within 6", receive a 5+ invulnerable save against any shooting attack. If the bearer is embarked in a vehicle, the the vehicle receives a 5+ invulnerable save against any shooting attacks instead. (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).
Psychic Powers	
<b>Daemonology: Malefic Powers</b>	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
<b>Daemonology: Sanctic Powers</b>	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
<b>Power of the Waaagh!</b>	0 - Frazzle, 1 - 'Eadbanger, 2 - Warpath, 3 - Da Jump, 4 - Killbolt, 5 - Power Vomit, 6 - Da Krunch (see C:O, pg. 101).
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).
Independent Character	Independent Character (see WH40k, pg. 166).
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).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Waaagh! Energy	A Weirdboy generates a bonus +1 Warp Charge point if, at the start of your Psychic phase, there are ten or more models with the 'Ere We Go! special rule within 12" of him. If a Weirdboy generates a bonus Warp Charge point in this manner, he must pass at least one Psychic test during that phase or suffer a single Strength 2 hit at the end of that Psychic phase with no saves allowed. This special rule does not apply if the Weirdboy is embarked inside a Transport or Building. (See C:O, pg. 55).

Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Big Choppa	S +2; AP 5; Melee, Two-handed. (See C:O, pg. 93).
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).
Klaw of Gork (or possibly Mork)	S 10; AP 1; Melee, Concussive. (See C:O, pg. 93).
Kustom Mega-Blasta	24" Range; S 8; AP 2; Assault 1, Gets Hot. (See C:O, pg. 95).
Kustom Mega-Kannon	36" Range; S 8; AP 2; Heavy 1, Blast, Gets Hot. (See C:O, pg. 95).
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.
Twin-linked Big Shoota	36" Range; S 5; AP 5; Assault 3, Twin-linked (See C:O, pg. 96).
Weirdboy Staff	S +2; AP 4; Melee, Force, Two-handed. (See C:O, pg. 93).

### Roster Design Information

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

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