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

Name	_	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
: Combined Arms Detachment (110	1				4/0							70
Weirdboy	1		4	2	4/6	4	2	3	3	7	6+	70
											ous Char	ge; Warlord ;
												c Powers
Weirdboy	1	8	4	2	4/6	4	2	3	3	7	6+	70
											ous Char	
												Power of the
Burna Boyz	waa	agh!; L	<u>aemon</u> 4	ology: I	Vialetic 3	Powers 4	; Daem	ionology 2	y: Sanc	tic Pow	ers 6+	80
Bullia Boy2	(C·O		•			<u> </u>	⊥ ' rna: Mek		Mek· '	Fre We	Go!; Fu	
	,	ge; Mo		incry, s	iikkooii	105, 1341	1114, 11101	i, 1110ii,	ivion,	Die we	00., 10	11045
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
						r); Stikk	kbombs;	Choppa	ı; Slugg	ga; Mek	's Tools;	'Ere We
Mek	Go!;	Furious	s Charg 4	e; Mob	Rule	4	1	2	2/3	7	6+	[16]
WER	(C:O), pg. 64	•	ntry (C	haracte		bombs:			a: Mek		'Ere We
				e; Mob		,,				, .,		
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
				ntry (C e; Mob		r); Stikk	kbombs;	Choppa	ı; Slugg	ga; Mek	's Tools;	'Ere We
Burna Boyz	2	Furious	s Cnarg 4	e; Mob	3	4	1	2	2	7	6+	80
Burna Boy2	\vdash									Ere We	Go!; Fu	
		ge; Mo				, 20	, 1,101	., 1.1011,				
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
						r); Stikk	bombs;	Choppa	ı; Slugg	ga; Mek	's Tools;	'Ere We
Mek	Go!;	Furious	s Charg	e; Mob	Rule 3	4	1	2	2/3	7	6+	[16]
Wek	(C:O), pg. 64	•				bombs:					'Ere We
				e; Mob				· · · · · · ·			,	
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
				intry (C e; Mob		r); Stikk	tbombs;	Choppa	ı; Slugg	ga; Mek	's Tools;	'Ere We
Burna Boyz	2	L	4	2	3	4	1	2	2	7	6+	80
	(C:O), pg. 64); Infa	ntry; S		ıbs; Bu	rna; Mel			Ere We	Go!; Fu	
		ge; Mo			,							
Mek	1		4	2	3	4	1	2	2/3	7	6+	[16]
				i ntry (C e; Mob		r); Stikk	dombs;	Choppa	ı; Slugg	ga; Mek	's Tools;	'Ere We
Mek	1	Fullous	4	2	3	4	1	2	2/3	7	6+	[16]
Weik	(C:O), pg. 64); Infa	ntry (C						a; Mek		'Ere We
			s Charg	e; Mob	Rule		1					
Mek	1	<u> </u>	4 \ T.C	2	3	4	1	2	2/3	7	6+	[16]
	,			intry (C e; Mob		r); Stikk	tbombs;	Cnoppa	ı; Siugg	ga; Mek	s Tools;	'Ere We
Boyz	29		4	2	3	4	1	2	2/3	7	6+	210
,	\vdash	orks, pg.	62); I ı	nfantry	; Stikkb	ombs; (Choppa;	Slugga	; Rokki	t Launcl	ha (x3);	Boss Nob;
			; Furio	us Char	ge; Mo							
Boss Nob	1	\1	<u>4</u>	2	4/6	4	2	3	3	7	6+	[21]
				nfantry ob Rule		cter); St	ıkkboml	os; Slug	ga; Bıg	Cnoppa	a; 'Ere W	re Go!;
Boyz	29	Dus Cha	4	2	3	4	1	2	2/3	7	6+	210
	\vdash	rks, pg.										Boss Nob;
				us Char	ge; Mo							
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
					(Charac	cter); St	ikkbomł	os; Slug	ga; Big	Choppa	a; 'Ere W	/e Go!;
	rum	ous Chai	ige; M	ob Rule								

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
Boyz	29	D	4	2	3	4	1	2	2/3	7	6+	210
							Choppa;	Slugga	; Rokkit	t Launch	na (x3);	Boss Nob;
	'Ere V	We Go!	; Furio	us Char		b Rule	,	Υ		,	,	
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
				-		cter); St	ikkboml	s; Slug	ga; Big	Choppa	ı; 'Ere V	Ve Go!;
				ob Rule								000
Morkanaut					2 St: 8	In: 2	At: 4 I	A: 13	SA: 13	3 RA: 1	12	280
	_		Save:		11 70				• •		D : . I	71 66 1
	1.			,					•		t Launcl	Klaw of Gork
		•			_			Hamn			t Launci	la (XZ),
Morkanaut								A: 13			12	280
	1 1	-	Save:		_ 01. 0	111. 2	/ tt 7 i	71. 10	O/ 1. 10	, 10, 1.	12	
	_				alker, T	ransport); 6 mo	del capa	acity; 1	Access	Point; I	Claw of Gork
	(C:O, pg. 83); Vehicle (Walker, Transport); 6 model capacity; 1 Access Point; Klaw of Gork (or possibly Mork); Kustom Mega-Blasta; Kustom Mega-Kannon; Rokkit Launcha (x2);											
								; Hamn				
Morkanaut	1 (Grp: 🛂	WS: 4	4 BS: 2	2 St: 8	In: 2	At: 4 F	A: 13	SA: 13	3 RA: 1	12	280
			Save:									
												Klaw of Gork
											t Launcl	na (x2);
O alliant Anna Batarlana d); Kust	tom For	ce Field	; Hamn	ner of W	/rath		
Combined Arms Detachment	1 (Grp: De	etachm	ent								0
										Total	Cost:	1850

Option Footnotes						
	Unit Upgrades					
Upgrade to Pysker						
(Mastery Level 2)						
	Warlord Traits					
Warlord	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 rsult instead; this is effective immediately, (See C:O,					
	pg, 98).					
Psychic Powers						
Daemonology: Malefic	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 -					
Powers	Possession (see Warhammer 40,000: The Rules, pg. 195).					
Daemonology: Sanctic	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame,					
Powers	6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).					
Power of the Waaagh!	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					
D 1 (M + 1 10)	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).					
	the mendooy is embarked histor a fransport of bunding. (See C.O., pg. 33).					

Unit Type					
Infantry	See WH40K rulebook, pgs. 44-49.				
Infantry (Character)	See WH40K rulebook, pgs. 44-49.				
Vehicle (Walker,	See WH40K rulebook, pgs. 44-49.				
Transport)					
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	S 10; AP 1; Melee, Concussive. (See C:O, pg, 93).				
Mork)					
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)