

1850 Pts - Orks - Gorkanaut & Morkanaut Dread Mob Formation List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Dread Mob (17 ⁺, 1419 pts)												
Dread Mob	1											1419
(Waaagh! Ghazghkull, pg. 56); Big Mek; Morkanaut; Morkanaut; 'Ere We Go!; Biggest an' Da Best; Da Boss iz Watchin'; Wall of Steel; Formation												
Deff Dread	1	Grp: WS: 4 BS: 2 St: 5/10 In: 2 At: 3 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[90]
(C:O, pg. 80); Vehicle (Walker); Power Klaw (x2); Skorcha (x2); Hammer of Wrath												
Deff Dread	1	Grp: WS: 4 BS: 2 St: 5/10 In: 2 At: 3 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[90]
(C:O, pg. 80); Vehicle (Walker); Power Klaw (x2); Skorcha (x2); Hammer of Wrath												
Deff Dread	1	Grp: WS: 4 BS: 2 St: 5/10 In: 2 At: 3 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[90]
(C:O, pg. 80); Vehicle (Walker); Power Klaw (x2); Skorcha (x2); Hammer of Wrath												
Killer Kans	3	Grp: WS: 2 BS: 3 St: 5/7 In: 2 At: 2 FA: 11 SA: 11 RA: 10 HP: 2 Save: -										[165]
(C:O, pg. 81); Vehicle (Walker); Kan Klaw (x3); Grotzooka (x3); Cowardly Grots!; Hammer of Wrath												
Killer Kans	3	Grp: WS: 2 BS: 3 St: 5/7 In: 2 At: 2 FA: 11 SA: 11 RA: 10 HP: 2 Save: -										[165]
(C:O, pg. 81); Vehicle (Walker); Kan Klaw (x3); Grotzooka (x3); Cowardly Grots!; Hammer of Wrath												
Killer Kans	3	Grp: WS: 2 BS: 3 St: 5/7 In: 2 At: 2 FA: 11 SA: 11 RA: 10 HP: 2 Save: -										[165]
(C:O, pg. 81); Vehicle (Walker); Kan Klaw (x3); Grotzooka (x3); Cowardly Grots!; Hammer of Wrath												
Painboy	1		4	2	4	4	2	3	3	7	6+	[50]
(C:O, pg. 59); Infantry (Character); 'Urty Syringe; Dok's Tools; 'Ere We Go!; Feel No Pain; Furious Charge; Independent Character; Mob Rule												
Big Mek	1		4	2	4/6	4	2	3	3	8	4+	[44]
(C:O, pg. 57); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Mek's Tools; 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 HP: 5 Save: -										[280]
(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); 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 HP: 5 Save: -										[280]
(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); Twin-linked Big Shoota (x2); Kustom Force Field; Hammer of Wrath												
: Combined Arms Detachment (29 ⁺, 429 pts)												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	119
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Bosspole; Power Klaw; Da Lucky Stikk; 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!; Warlord												
<i>Da Lucky Stikk</i>	1	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).										[0]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Meganobz	1											240
(C:O, pg. 67)												
Boss Meganob	1		4	2	4/8	4	2	3/1	3	7	2+	[40]
(C:O, pg. 67); Infantry (Character); Assault Grenades; Power Claw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Meganobz	5		4	2	4/8	4	2	3/1	3	7	2+	[200]
(C:O, pg. 67); Infantry ; Stikkbombs; Power Claw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Gretchin	10		2	3	2	2	1	2	1	5	-	35
(C:O, pg. 63); Infantry ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); Infantry (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); Infantry ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge												
Combined Arms Detachment	1	Grp: Detachment										0
											Total Cost:	1848

Option Footnotes

Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
Warlord	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).
Orky Know-Wots	
Bosspole	Each time a unit that includes at least one model with a Bosspole rolls on the Mob Rule table (pg. 92), you may choose to re-roll any result other than a Breaking Heads result. You must accept the result of the re-roll. (See C:O, pg. 98).
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).
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).
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).
Biggest an' Da Best	This special rule only applies to a Warlord chosen as part of a Detachment or Formation presented in this book. If your Warlord has this special rule, he must always issue and accept a challenge whenever possible. If you have more than one model in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. If a Warlord with this special rule kills an enemy character in a challenge, he can re-roll all failed To Wound rolls in close combat for the rest of the game. (See Waaagh! Ghazghkull, pg. 48).
Bulky	Bulky (see WH40k, pg. 159).

Cowardly Grots!	If a unit of Killa Kans suffers 25% or more casualties during any one phase, the unit must roll a D6 at the end of that phase. Add +1 to the dice roll if there are three or more Killa Kans in the unit, and a further +1 if there are one or more Deff Dreads within 6" of the unit. On a result of 3+ the test is passed and nothing happens. On a result of 1-2 the test is failed and every model in the unit immediately suffers a Crew Shaken result. Note that no models lose a Hull Point as a result of a failed Cowardly Grots! test. (See C:O, pg. 81).
Da Boss iz Watchin'	Units with the Mob Rule special rule that include at least one model from this Detachment or Formation gain a +2 modifier to any rolls on the Mob Rule table. However, should any of these units suffer hits from the Breaking Heads or Squabble results on the Mob Rule table, they will suffer D3+3 Strength 4, AP- hits instead of D6 Strength 4, AP- hits. (See Waagh! Ghazghkull, pg. 48).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
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).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
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).
Wall of Steel	All models in this Formation with the Hammer of Wrath special rule inflict D3 hits instead of the usual 1. (See Waagh! Ghazghkull, pg. 56).
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.
Vehicle (Walker, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
'Eavy Armour	'Eavy Armour confers a 4+ Armour Save. (See C:O, pg. 99).
'Urty Syringe	S User; AP -; Melee, Poisoned (4+). (See C:O, pg. 93).
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Big Choppa	S +2; AP 5; Melee, Two-handed. (See C:O, pg. 93).
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).
Grotzooka	18" Range; S 6; AP 5; Heavy 2, Blast. (See C:O, pg. 95).
Kan Klaw	S +2; AP 2; 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).
Mega Armour	Mega armour confers a 2+ armour Save. Models with mega armour have the Bulky and Slow and Purposeful special rules. (See C:O, pg. 99).
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).
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).
Twin-linked Shoota	18" Range; S 4; AP 6; Assault 2, Twin Linked. (See C:O, pg. 96).

Roster Design Information

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

Mob Rule (C:O, pg. 92)