




1850 Pts - Orks - Gorkanaut & Morkanaut Great Waaagh! Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Great Waaagh! Detachment (98 , 1849 pts)												
Kaptin Badrukk	1		5	2	4	4	2	3	4/5	9	3+/5(i)	113
(C:O, pg. 60); Infantry (Character); Stikkbombs; Choppa; Slugga; Ammo Runt (x1); Bosspole; Gitfinda; Da Rippa; Goldtoof Armour; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Warlord												
Tankbustas	5		4	2	3	4	1	2	2	7	6+	100
(C:O, pg. 64); Infantry ; 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: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Tankbustas	5		4	2	3	4	1	2	2	7	6+	100
(C:O, pg. 64); Infantry ; 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: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Tankbustas	5		4	2	3	4	1	2	2	7	6+	100
(C:O, pg. 64); Infantry ; 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: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Tankbustas	5		4	2	3	4	1	2	2	7	6+	100
(C:O, pg. 64); Infantry ; 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: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Tankbustas	5		4	2	3	4	1	2	2	7	6+	100
(C:O, pg. 64); Infantry ; 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: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Boyz	10		4	2	3	4	1	2	2	7	6+	109
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Boyz	10		4	2	3	4	1	2	2	7	6+	109
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Boyz	10		4	2	3	4	1	2	2	7	6+	109
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Boyz	10		4	2	3	4	1	2	2	7	6+	109
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Boyz	10	D	4	2	3	4	1	2	2	7	6+	109
	(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule; Trukk											
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
	(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Ramshackle											
Flash Gitz	4	D	4	2	4	4	2	3	3	7	6+	122
	(C:O, pg. 85); Infantry ; Stikkbombs; Snazzgun; Ammo Runt (x4); Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule											
Kaptin	1		4	2	4	4	2	3	3	7	6+	[22]
	(C:O, pg. 85); Infantry (Character); Stikkbombs; Snazzgun; Bosspole; Gitfinda; '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											
Great Waaagh! Detachment	1	Grp: Detachment										0
Total Cost:											1849	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Reinforced Ram	A vehicle with a reinforced ram can Tank Shock and Ram, and treats its front Armour Value as two higher than normal when Ramming. Furthermore, the vehicle may re-roll failed Dangerous Terrain tests. (See C:O, pg. 93).
Gifts of Gork and Mork	
Da Ripa	18" Range; S 7; AP 2; Assault 3, Gets Hot. (See C:O, pg. 60).
Goldtoof Armour	Goldtoof Armour confers a 3+ Armour Save and a 5+ invulnerable Save. (See C:O, pg. 60).
Runts & Squigs	
Ammo Runt	One use only. A model with an ammo runt can re-roll one To Hit roll when shooting. (See C:O, pg. 97).
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).
Gitfinda	A model with a Gitfinda that remained stationary during its Movement phase has a Ballistic Skill 3 until the end of its turn. (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).
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).
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).
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).
Tank Hunters	Tank Hunters (see WH40k, pg. 172).

Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Fast, Open-Topped Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
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).
Shoota	18" Range; S 4; AP 6; Assault 2. (See C:O, pg. 96).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg. 96).
Snazzgun	24" Range; S 5; AP D6; Assault 3. (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).

Roster Design Information

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

Mob Rule (C:O, pg. 92)