

1850 Pts - Orks - Gorkanaut & Morkanaut Ork Horde Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Ork Horde Detachment (43 1145 pts)													
Mad Dok Grotsnik	1		5	2	4/8	5	3	3/1	4/5	9	4+	160	
(C:O, pg. 59); Infantry (Character); 'Urty Syringe; Power Klaw; Slugga; Cybork Body; Dok's Tools; 'Ere We Go!; Fearless; Feel No Pain (6+); Furious Charge; Independent Character; Mob Rule; One Scalpel Short of a Medpack; Rampage													
Warboss	1		5	2	5/7	5	3	4/1	4	9	4+	109	
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; Headwoppa's Killchoppa; 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!													
<i>Headwoppa's Killchoppa</i>	1	S +2; AP 5; Melee, Decapitating Strike, Rending, Two-handed. (See C:O, pg. 100).											[0]
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	99	
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; Da Finkin' Kap; 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!; Warlord													
<i>Da Finkin' Kap</i>	1	The wearer of Da Finkin' Kap generates an additional Warlord Trait from the Strategic Traits table in the WH40K rules. If the additional trait is the same as the first trait they generated, roll again until a different trait is generated. (See C:O, pg. 100).										[0]	
Gretchin	11		2	3	2	2	1	2	1	5	-	38	
(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	11		2	3	2	2	1	2	1	5	-	38	
(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	12		2	3	2	2	1	2	1	5	-	41	
(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													
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													
Void Shield Generator	1												100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)													
Ork Horde Detachment	1	Grp: Detachment											0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Ghazghkull's Bullyboyz (19 ⁺, 705 pts)												
Ghazghkull's Bullyboyz	1											705
	(Waaagh! Ghazghkull, pg. 53); Biggest an' Da Best; Bullyboyz; Da Boss iz Watchin'; Fear; Fearless; Formation											
Meganobz	1											[235]
	(C:O, pg. 67); Trukk											
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
	(C:O, pg. 67); Infantry (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
	(C:O, pg. 67); Infantry ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
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; Big Shoota; Reinforced Ram; Ramshackle											
Meganobz	1											[235]
	(C:O, pg. 67); Trukk											
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
	(C:O, pg. 67); Infantry (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
	(C:O, pg. 67); Infantry ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
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; Big Shoota; Reinforced Ram; Ramshackle											
Meganobz	1											[235]
	(C:O, pg. 67); Trukk											
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
	(C:O, pg. 67); Infantry (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
	(C:O, pg. 67); Infantry ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful											
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; Big Shoota; Reinforced Ram; Ramshackle											
											Total Cost:	1850

Option Footnotes

Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
1 - Conqueror of Cities	(See Warhammer 40,000: The Rules, pg. 125.)
2 - Night Attacker	(See Warhammer 40,000: The Rules, pg. 125.)
3 - Master of Ambush	(See Warhammer 40,000: The Rules, pg. 125.)
4 - Strategic Genius	(See Warhammer 40,000: The Rules, pg. 125.)
5 - Divide to Conquer	(See Warhammer 40,000: The Rules, pg. 125.)
6 - Princes of Deceit	(See Warhammer 40,000: The Rules, pg. 125.)
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 Finkin' Kap	The wearer of Da Finkin' Kap generates an additional Warlord Trait from the Strategic Traits table in the WH40K rules. If the additional trait is the same as the first trait they generated, roll again until a different trait is generated. (See C:O, pg. 100).
Headwoppa's Killchoppa	S +2; AP 5; Melee, Decapitating Strike, Rending, Two-handed. (See C:O, pg. 100).

Orky Know-Wots	
Cyborg Body	A model with a cyborg body has the Feel No Pain (6+) special rule. (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).
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).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
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 Waagh! Ghazghkull, pg. 48).
Bulky	Bulky (see WH40k, pg. 159).
Bullyboyz	All models in this formation add +1 to the Weapon Skill characteristic on their profile. (See Waagh! Ghazghkull, pg. 53).
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).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (6+)	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).
One Scalpel Short of a Medpack	Dok Grotznik and any unit he joins have the Fearless and Rampage special rules. Once Dok Grotznik has joined a unit, he may not leave it unless he is the last remaining member of that unit. (See C:O, pg. 59).
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Rampage	Rampage (see WH40k, pg. 170).
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).
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).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
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	
'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 Shoota	36" Range; S 5; AP 5; Assault 3. (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).
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).
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)