

## 500 Pts - Orks - Lootas Allied Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Allied Detachment (47  , 500 pts)</b>												
Big Mek	1		4	2	4	4	2	3	3	8	6+	85
<small>(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Choppa; Shokk Attack Gun; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule; <b>Warlord</b></small>												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	205
<small>(C:Orks, pg. 62); <b>Infantry</b>; Stikkbombs; Choppa; Slugga; Rokkit Launcha (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Boss Nob	1		4	2	4	4	2	3	3/4	7	6+	[16]
<small>(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Lootas	14		4	2	3	4	1	2	2	7	6+	210
<small>(C:O, pg. 84); <b>Infantry</b>; Stikkbombs; Deffgun; Mek; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[14]
<small>(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Allied Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>500</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Orky Know-Wots	
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).
Furious Charge	Furious Charge (see WH40k, pg. 164).
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).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Choppa	S User; AP -; Melee. (See C:O, pg. 93).
Deffgun	48" Range; S 7; AP 4; Heavy D3. (See C:O, pg. 95).
Rokkit Launcha	24" Range; S 8; AP 3; Assault 1. (See C:O, pg. 95).
Shokk Attack Gun	60" Range; S 2D6; AP 2; Ordnance 1, Large Blast. (See C:O, pg. 96).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg. 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.

### Roster Design Information

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

Mob Rule (C:O, pg. 92)