


## 1850 Pts - Orks - Lootas Combined Arms Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (70  1850 pts)</b>												
Big Mek	1		4	2	4/6	4	2	3	3	8	6+	65
(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Slugga; Grot Oiler (x3); Mek's Tools; Big Choppa; Da Finkin' Kap; 'Ere We Go!; Furious Charge; Mob Rule; <b>Warlord</b>												
Da Finkin' Kap	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]
Mad Dok Grotsnik	1		5	2	4/8	5	3	3/1	4/5	9	4+	160
(C:O, pg. 59); <b>Infantry</b> (Character); 'Urty Syringe; Power Claw; 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												
Meganobz	1											235
(C:O, pg. 67); Trukk												
Boss Meganob	1		4	2	4/8	4	2	3/1	3	7	2+	[40]
(C:O, pg. 67); <b>Infantry</b> (Character); Assault Grenades; Power Claw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Meganobz	4		4	2	4/8	4	2	3/1	3	7	2+	[160]
(C:O, pg. 67); <b>Infantry</b> ; Stikkbombs; Power Claw; 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); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Rokkit Launcha; Reinforced Ram; Ramshackle												
Lootas	5		4	2	3	4	1	2	2	7	6+	127
(C:O, pg. 84); <b>Infantry</b> ; Stikkbombs; Deffgun; Mek; Mek; Mek; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[19]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Grot Oiler; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[19]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Grot Oiler; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[19]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Grot Oiler; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Gretchin	11		2	3	2	2	1	2	1	5	-	38
(C:O, pg. 63); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge												
Lootas	14		4	2	3	4	1	2	2	7	6+	210
(C:O, pg. 84); <b>Infantry</b> ; Stikkbombs; Deffgun; Mek; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[14]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Lootas	14		4	2	3	4	1	2	2	7	6+	210
(C:O, pg. 84); <b>Infantry</b> ; Stikkbombs; Deffgun; Mek; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[14]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Stompa	1	Grp:  WS: 4 BS: 2 St: 10 In: 1 At: 4 FA: 13 SA: 13 RA: 12 HP: 12 Save: -										770
		(C:O, pg. 87); <b>Vehicle</b> (Superheavy Walker); <b>20 model</b> capacity; <b>1</b> Access Point; Deff Kannon; Mega-Choppa; Skorcha; Supa-Gatler; Twin-linked Big Shoota; Big Shoota (x3); Supa-Rokkit (x3); Effigy										
Combined Arms Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

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.)
<b>Warlord</b>	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).
Runts & Squigs	
Grot Oiler	One use only. A grot oiler allows a Mek to re-roll a failed Mek's Tools repair roll. (See C:O, pg. 97).
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).
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).
Bulky	Bulky (see WH40k, pg. 159).
Effigy	All friendly unit with the Orks Faction that are within 6" of a Stompa have the Fearless special rule. (See C:O, pg. 86).
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).
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).
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).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Fast, Open-Topped Transport)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.

Wargear	
'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).
Big Shoota	36" Range; S 5; AP 5; Assault 3. (See C:O, pg, 96).
Choppa	S User; AP -; Melee. (See C:O, pg, 93).
Deff Kannon	72" Range; S 10; AP 1; Primary Weapon 1, Massive Blast. (See C:O, pg, 95).
Deffgun	48" Range; S 7; AP 4; Heavy D3. (See C:O, pg, 95).
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).
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).
Mega-Choppa	S D; AP 1; Melee. (See C:O, pg, 93).
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.
Supa-Gatler	48" Range; S 7; AP 3; Heavy 2D6, Psycho-Dakka-Blasta!, Whirrr Click-click. (See C:O, pg, 96).
Supa-Rokkit	Infinite Range; S 8; AP 3; Heavy 1, Large Blast, One Use Only. (See C:O, pg, 97).
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)