



1850 Pts - Orks - Lootas Great Waaagh! Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Great Waaagh! Detachment (135 ⁺, 1850 pts)												
Big Mek	1		4	2	4	4	2	3	3/4	8	4+	74
(C:O, pg. 57); Infantry (Character); Stikkbombs; Choppa; Slugga; 'Eavy Armour; Mek's Tools; Gitfinda; Kill-Dakka; 'Ere We Go!; Furious Charge; Mob Rule; Warlord												
Kill-Dakka	1	Kill-Dakka is a ranged weapon with a profile that is randomly generated before deployment at the start of each battle. (See Waagh! Ghazghkull, pg. 49).										[0]
Big Mek	1		4	2	4	4	2	3	3	8	4+	54
(C:O, pg. 57); Infantry (Character); Stikkbombs; Choppa; 'Eavy Armour; Grot Oiler (x1); Mek's Tools; Gitfinda; Rokkit Launcha; 'Ere We Go!; Furious Charge; Mob Rule												
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; Big Shoota; 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; Big Shoota; 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		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; Big Shoota; 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												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10	HP: 3	Save: -				45
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Wreckin' Ball; Ramshackle												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10	HP: 3	Save: -				45
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Reinforced Ram; Wreckin' Ball; Ramshackle												
Lootas	5		4	2	3	4	1	2	2	7	6+	105
(C:O, pg. 84); Infantry ; Stikkbombs; Deffgun; '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												
Lootas	5		4	2	3	4	1	2	2	7	6+	105
(C:O, pg. 84); Infantry ; Stikkbombs; Deffgun; '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												
Lootas	5		4	2	3	4	1	2	2	7	6+	105
(C:O, pg. 84); Infantry ; Stikkbombs; Deffgun; '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												
Great Waaagh! Detachment	1	Grp:	Detachment									0
											Total Cost:	1850

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).
Wreckin' Ball	3" Range; S 9; AP 4; Assault D3. (See C:O, pg, 99).
Mek Weapons	
Rokkit Launcha	24" Range; S 8; AP 3; Assault 1. (See C:O, pg, 95).
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	
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).
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).
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).
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.
Orkimeses' Kustom Gubbinz	
Kill-Dakka	Kill-Dakka is a ranged weapon with a profile that is randomly generated before deployment at the start of each battle. (See Waagh! Ghazghkull, pg. 49).
Wargear	
'Eavy Armour	'Eavy Armour confers a 4+ Armour Save. (See C:O, pg, 99).
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).
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).
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).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Tankbusta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).

Roster Design Information

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

Mob Rule (C:O, pg. 92)