1850 Pts - Orks - Lootas Ork Horde Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Ork Horde Detachment (88 , 1849 pts)												
Big Mek	**1**		4	2	4	4	2	3	3/4	8	4+	64
(C:O, pg. 57); **Infantry** (Character); Stikkbombs; Choppa; Slugga; 'Eavy Armour; Grot Oiler (x3); Mek's Tools; Da Finkin' Kap; 'Ere We Go!; Furious Charge; Mob Rule; **Warlord**												
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]
Big Mek	**1**		4	2	4	4	2	3	3/4	8	4+	54
(C:O, pg. 57); **Infantry** (Character); Stikkbombs; Choppa; Slugga; 'Eavy Armour; Grot Oiler (x3); Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Big Mek	**1**		4	2	4	4	2	3	3	8	4+	104
(C:O, pg. 57); **Infantry** (Character); Stikkbombs; Choppa; 'Eavy Armour; Kustom Force Field; Grot Oiler (x3); Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	**1**		4	2	3	4	1	2	2/3	7	6+	20
(C:O, pg. 64); **Infantry** (Character); Stikkbombs; Choppa; Slugga; Grot Oiler; Mek's Tools; 'Ere We Go!; Furious Charge; Mekaniaks; 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; Big Shoota; 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; Big Shoota; Reinforced Ram; Ramshackle												
Gretchin	**10**		2	3	2	2	1	2	1	5	-	35
(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	**10**		2	3	2	2	1	2	1	5	-	35
(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	**10**		2	3	2	2	1	2	1	5	-	35
(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												
Lootas	**5**		4	2	3	4	1	2	2	7	6+	112
(C:O, pg. 84); **Infantry**; Stikkbombs; Deffgun; Mek; Mek; 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); **Infantry** (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	**1**		4	2	3	4	1	2	2/3	7	6+	[14]
(C:O, pg. 64); **Infantry** (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												
Mek	**1**		4	2	3	4	1	2	2/3	7	6+	[14]
(C:O, pg. 64); **Infantry** (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule												

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Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Lootas	**14**		4	2	3	4	1	2	2	7	6+	210
	(C:O, pg. 84); **Infantry**; 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); **Infantry** (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); **Infantry**; 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); **Infantry** (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule											
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); **Vehicle** (Superheavy Walker); **20 model** capacity; **1** Access Point; Deff Kannon; Mega-Choppa; Skorcha; Supa-Gatler; Twin-linked Big Shoota; Big Shoota (x3); Supa-Rokkit (x3); Effigy											
Ork Horde Detachment	**1**	Grp: Detachment										0
											Total Cost:	**1849**

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 - Princeps 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).
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	
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 rsult 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).
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).
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).
Mekaniaks	For each HQ choice in a detachment (not inclduing other Meks) you may include a single Mek chosen from this datasheet. These selections do not use up FOC slots. Before the battle, immediately after determining Warlord Traits, any Mek that is not already part of another unit must, if possible, be assigned to any unit with the Infantry or Artillery type in their detachment; a Mek cannot leave his unit and is treated as part of it for the entire battle for all rules purposes. (See C:O, pg. 56).

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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 (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.

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).
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).
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).
Mega-Choppa	S D; AP 1; Melee. (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).
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)

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