500 Pts - Orks - Flash Gitz Allied Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Allied Detachment (24 , 500 pts)												
Big Mek in Mega Armour	**1**		4	2	4/8	4	2	3/1	3	8	2+	125
(C:O, pg. 57); **Infantry** (Character); Stikkbombs; Kustom Mega-Blasta; Power Klaw; Mega Armour; Kustom Force Field; Mek's Tools; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; **Warlord**												
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												
Flash Gitz	**9**		4	2	4	4	2	3	3	7	6+	340
(C:O, pg. 85); **Infantry**; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule; Battlewagon												
Kaptin	**1**		4	2	4	4	2	3	3	7	6+	[22]
(C:O, pg. 85); **Infantry** (Character); Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule												
Battlewagon	**1**	Grp: BS: 2 FA: 14 SA: 12 RA: 10 HP: 4 Save: -										[120]
(C:O, pg. 79); Codex: Orks; **Vehicle** (Tank, Open-topped, Transport); **20 model** capacity; Rokkit Launcha (x1); Reinforced Ram												
Allied Detachment	**1**	Grp: Detachment										0
											Total Cost:	**500**

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).
	Orky Know-Wots
Bosspole	Each time a unit that includes at least one model with a Bosspole rolls on the Mob Rule table (pg. 92), you may choose to re-roll any result other than a Breaking Heads result. You must accept the result of the re-roll. (See C:O, pg, 98).
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 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).
Bulky	Bulky (see WH40k, pg. 159).
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).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
	Unit Type
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Open-topped, Transport)	Vehicle (Tank, Open-topped, Transport) (see WH40k, pg. 92-93, 88, 80-82).
	Wargear
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).

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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).
Kustom Mega-Blasta	24" Range; S 8; AP 2; Assault 1, 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).
Snazzgun	24" Range; S 5; AP D6; Assault 3. (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)

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