

1850 Pts - Orks - Flash Gitz Combined Arms Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (94 1850 pts)												
Mad Dok Grotsnik	1		5	2	4/8	5	3	3/1	4/5	9	4+	160
(C:O, pg. 59); Infantry (Character); 'Urty Syringe; Power Klaw; 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												
Ghazghkull Thraka	1		6	2	5/10	5	4	4/1	5	9	2+	225
(C:O, pg. 86); Infantry (Character); Stikkbombs; Big Shoota; Power Klaw; Mega Armour; Bosspole; Cybork Body; 'Ere We Go!; Bulky; Eternal Warrior; Feel No Pain (6+); Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; Waaagh!												
Warboss in Mega Armour	1		5	2	5/10	5	3	4/1	4	9	2+	110
(C:O, pg. 54); Infantry (Character); Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Da Finkin' Kap; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; Waaagh!; Warlord												
<i>Da Finkin' Kap</i>	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]
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												
Boyz	10		4	2	3	4	1	2	2	7	4+	170
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; 'Eavy Armour; Shoota; Rokkit Launcha (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Boss Nob	1		4	2	4/6	4	2	3	3	7	4+	[26]
(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Shoota; 'Eavy Armour; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[30]
(C:O, pg. 70); Vehicle (Fast, Open-Topped Transport); 12 model capacity; Rokkit Launcha; Ramshackle												
Boyz	10		4	2	3	4	1	2	2	7	4+	175
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; 'Eavy Armour; Shoota; Rokkit Launcha (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Boss Nob	1		4	2	4/6	4	2	3	3	7	4+	[26]
(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Shoota; 'Eavy Armour; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
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	4+	175
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; 'Eavy Armour; Shoota; Rokkit Launcha (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule; Trukk												
Boss Nob	1		4	2	4/6	4	2	3	3	7	4+	[26]
(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Shoota; 'Eavy Armour; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
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
Flash Gitz	9	■	4	2	4	4	2	3	3	7	6+	255
	(C:O, pg. 85); Infantry ; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule; Trukk											
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											
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											
Flash Gitz	9	■	4	2	4	4	2	3	3	7	6+	255
	(C:O, pg. 85); Infantry ; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule; Trukk											
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											
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											
Flash Gitz	9	■	4	2	4	4	2	3	3	7	6+	255
	(C:O, pg. 85); Infantry ; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule; Trukk											
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											
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											
Combined Arms Detachment	1	Grp:	Detachment									0
Total Cost:											1850	

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).
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).
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).
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).
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).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).

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).
Waaagh!	Once per game, at the start of any of your turns after the first, a model with this special rule can, if he is your Warlord, call a Waaagh! On the turn he does so, all friendly units made up entirely of models with the 'Ere We Go! special rule may charge in the Assault phase even if they made a Run move in the same turn. (See C:O, pg. 54).
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.
Wargear	
'Eavy Armour	'Eavy Armour confers a 4+ Armour Save. (See C:O, pg. 99).
'Urty Syringe	S User; AP -; Melee, Poisoned (4+). (See C:O, pg. 93).
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).
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).
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).
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).
Snazzgun	24" Range; S 5; AP D6; Assault 3. (See C:O, pg. 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
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)