

1850 Pts - Orks - Flash Gitz Great Waaagh! Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Great Waaagh! Detachment (136 ⁺, 1850 pts)												
Big Mek in Mega Armour	1		4	2	4/8	4	2	3/1	3	8	2+	100
(C:O, pg. 57); Infantry (Character); Stikkbombs; Power Klaw; Mega Armour; Tellyport Blasta; Mek's Tools; Shoota; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; Warlord												
Big Mek in Mega Armour	1		4	2	4/8	4	2	3/1	3	8	2+	105
(C:O, pg. 57); Infantry (Character); Stikkbombs; Power Klaw; Mega Armour; Tellyport Blasta; Mek's Tools; Gitfinda; Shoota; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful												
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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	2/3	7	6+	100
(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; 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	
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													
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; Big Shoota; 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; Big Shoota; 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).
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 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).
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).
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).
Ramshackle	Roll a D6 each time a Trukkk suffers a penetrating hit. On the roll of a 6, the Trukkk only suffers a glancing hit instead. (See C:O, pg. 92).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
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.
Wargear	
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.
Tankbusta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Tellyport Blasta	12" Range; S 8; AP 2; Assault 1, Blast, Tellyported. (See C:O, pg. 95).

Roster Design Information

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

Mob Rule (C:O, pg. 92)