

# 1850 Pts - Orks - Flash Gitz Kaptin Badrukk's Flash Gitz Formation List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (77 <math>\times</math> 595 pts)</b>												
Big Mek in Mega Armour	1		4	2	4/8	4	2	3/1	3	8	2+	135
(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Kustom Mega-Blasta; Power Klaw; Mega Armour; Kustom Force Field; Mek's Tools; Da Finkin' Kap; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; <b>Warlord</b>												
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]
Mad Dok Grotsnik	1		5	2	4/8	5	3	3/1	4/5	9	4+	160
(C:O, pg. 59); <b>Infantry</b> (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												
Gretchin	10		2	3	2	2	1	2	1	5	-	35
(C:O, pg. 63); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (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); <b>Infantry</b> ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:O, pg. 63); <b>Infantry</b> (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge												
Mek Gunz	1											90
(C:O, pg. 77); <b>Vehicle Squadron</b> ; Mek Gun; Mek Gun												
Mek Gun	1		Grp: To: 7 Wo: 2 Save: 3+									[30]
(C:O, pg. 78); <b>Artillery</b> ; Traktor Kannon												
Gretchin	2		2	3	2	2	1	2	1	5	-	[0]
(C:O, pg. 63); <b>Artillery</b> ; Close Combat Weapon												
Mek Gun	1		Grp: To: 7 Wo: 2 Save: 3+									[30]
(C:O, pg. 78); <b>Artillery</b> ; Traktor Kannon												
Gretchin	2		2	3	2	2	1	2	1	5	-	[0]
(C:O, pg. 63); <b>Artillery</b> ; Close Combat Weapon												
Mek Gun	1		Grp: To: 7 Wo: 2 Save: 3+									[30]
(C:O, pg. 78); <b>Artillery</b> ; Traktor Kannon												
Gretchin	2		2	3	2	2	1	2	1	5	-	[0]
(C:O, pg. 63); <b>Artillery</b> ; Close Combat Weapon												
Combined Arms Detachment	1		Grp: Detachment									0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Kaptin Badrukk's Flash Gitz (22 ♂, 550 pts)</b>												
Kaptin Badrukk's Flash Gitz	1	Detach										550
(Sanctus Reach: Hour of the Wolf); Kaptin Badrukk's Flash Gitz; Kustomized; Formation												
Flash Gitz	9		4	2	4	4	2	3	3	7	6+	[220]
(C:O, pg. 85); <b>Infantry</b> ; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule												
Kaptin	1		4	2	4	4	2	3	3	7	6+	[22]
(C:O, pg. 85); <b>Infantry</b> (Character); Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule												
Flash Gitz	9		4	2	4	4	2	3	3	7	6+	[220]
(C:O, pg. 85); <b>Infantry</b> ; Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule												
Kaptin	1		4	2	4	4	2	3	3	7	6+	[22]
(C:O, pg. 85); <b>Infantry</b> (Character); Stikkbombs; Snazzgun; Bosspole; Gitfinda; 'Ere We Go!; Furious Charge; Mob Rule												
Kaptin Badrukk	1		5	2	4	4	2	3	4/5	9	3+/5(i)	[110]
(C:O, pg. 60); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Bosspole; Gitfinda; Da Rippa; Goldtoof Armour; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule												
<b>Formation: Ghazghkull's Bullyboyz (19 ♂, 705 pts)</b>												
Ghazghkull's Bullyboyz	1											705
(Waaagh! Ghazghkull, pg. 53); Biggest an' Da Best; Bullyboyz; Da Boss iz Watchin'; Fear; Fearless; Formation												
Meganobz	1											[235]
(C:O, pg. 67); Trukk												
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
(C:O, pg. 67); <b>Infantry</b> (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
(C:O, pg. 67); <b>Infantry</b> ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Big Shoota; Reinforced Ram; Ramshackle												
Meganobz	1											[235]
(C:O, pg. 67); Trukk												
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
(C:O, pg. 67); <b>Infantry</b> (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
(C:O, pg. 67); <b>Infantry</b> ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Big Shoota; Reinforced Ram; Ramshackle												
Meganobz	1											[235]
(C:O, pg. 67); Trukk												
Boss Meganob	1		5	2	4/8	4	2	3/1	3	7	2+	[40]
(C:O, pg. 67); <b>Infantry</b> (Character); Assault Grenades; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Meganobz	4		5	2	4/8	4	2	3/1	3	7	2+	[160]
(C:O, pg. 67); <b>Infantry</b> ; Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bulky; Furious Charge; Mob Rule; Slow and Purposeful												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[35]
(C:O, pg. 70); <b>Vehicle</b> (Fast, Open-Topped Transport); <b>12 model</b> capacity; Big Shoota; Reinforced Ram; Ramshackle												
<b>Total Cost:</b>											<b>1850</b>	

<b>Option Footnotes</b>	
<b>Formation Type</b>	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
<b>Warlord Traits</b>	
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 - Princes of Deceit	(See Warhammer 40,000: The Rules, pg. 125.)
<b>Warlord</b>	See WH40k, pg. 124.
<b>Vehicle Equipment</b>	
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).
<b>Gifts of Gork and Mork</b>	
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).
Da Rippa	18" Range; S 7; AP 2; Assault 3, Gets Hot. (See C:O, pg. 60).
Goldtoof Armour	Goldtoof Armour confers a 3+ Armour Save and a 5+ invulnerable Save. (See C:O, pg. 60).
<b>Orky Know-Wots</b>	
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).
Cybork Body	A model with a cybork 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).
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).
<b>Special Rules</b>	
'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).
Biggest an' Da Best	This special rule only applies to a Warlord chosen as part of a Detachment or Formation presented in this book. If your Warlord has this special rule, he must always issue and accept a challenge whenever possible. If you have more than one model in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. If a Warlord with this special rule kills an enemy character in a challenge, he can re-roll all failed To Wound rolls in close combat for the rest of the game. (See Waagh! Ghazghkull, pg. 48).
Bulky	Bulky (see WH40k, pg. 159).
Bullyboyz	All models in this formation add +1 to the Weapon Skill characteristic on their profile. (See Waagh! Ghazghkull, pg. 53).
Da Boss iz Watchin'	Units with the Mob Rule special rule that include at least one model from this Detachment or Formation gain a +2 modifier to any rolls on the Mob Rule table. However, should any of these units suffer hits from the Breaking Heads or Squabble results on the Mob Rule table, they will suffer D3+3 Strength 4, AP- hits instead of D6 Strength 4, AP- hits. (See Waagh! Ghazghkull, pg. 48).
Fear	Fear (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).
Kaptin Badrukk's Flash Gitz	During deployment, the controlling player can choose to form Kaptin Badrukk and all of the units of Flash Gitz in this formation into a single unit known as Kaptin Badrukk's Flash Gitz. Badrukk cannot leave this unit. Kaptin Badrukk's Flash Gitz counts as 3 units for Victory Points purposes if it is completely destroyed (See Sanctus Reach - Hour of the Wolf).
Kustomized	All snazzguns carried by models in this formation have the Master-crafted special rule. (See Sanctus Reach - Hour of the Wolf).

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).
Unit Type	
<b>Artillery</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Fast, Open-Topped Transport)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> Squadron	Vehicle Squadron (see WH40k, pg. 79).
Wargear	
'Urty Syringe	S User; AP -; Melee, Poisoned (4+). (See C:O, pg. 93).
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
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).
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).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg. 96).
Snazzgun	24" Range; S 5; AP D6; Assault 3, Master-crafted. (See C:O, pg. 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Traktor Kannon	36" Range; S 8; AP 3; Heavy 1, Skyfire, Traktor. (See C:O, pg. 97).
Twin-linked Shoota	18" Range; S 4; AP 6; Assault 2, Twin Linked. (See C:O, pg. 96).
Weapons	
Close Combat Weapon	S User; AP - ; Melee.

### Roster Design Information

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

*Mob Rule* (C:O, pg. 92)