

1850 Pts - Orks - Ghazghkull Thraka Combined Arms Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (89 1850 pts)												
Ghazghkull Thraka	1		6	2	5/10	5	4	4/1	5	9	2+	225
<small>(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; Prophet of Gork and Mork; Slow and Purposeful; Waaagh!; Warlord</small>												
Warboss in Mega Armour	1		5	2	5/10	5	3	4/1	4	9	2+	130
<small>(C:O, pg. 54); Infantry (Character); Stikkbombs; Power Klaw; Twin-linked Shoota; Mega Armour; Bosspole; Da Lucky Stikk; 'Ere We Go!; Bulky; Furious Charge; Independent Character; Mob Rule; Slow and Purposeful; Waaagh!</small>												
<i>Da Lucky Stikk</i>	1	<small>All model in the bearer's unit add +1 to the Weapon Skill characteristic on their profile (this is not cumulative with the bonus from a Waaagh! banner. In addition, the bearer can choose to re-roll any failed To Hit or To Wound rolls or saving throws that they make. However, should three or more of the re-rolls generate failed results in the same turn, the model is immediately removed as a casualty with no saving throws of any kind allowed. (See C:O, pg. 100).</small>										[0]
Big Mek in Mega Armour	1		4	2	4/8	4	2	3/1	3	8	2+	125
<small>(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</small>												
Mek	1		4	2	3	4	1	2	2/3	7	6+	15
<small>(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mekaniaks; Mob Rule</small>												
Boss Snikrot	1		5	2	5	4	2	3	4/5	8	6+	60
<small>(C:O, pg. 69); Infantry (Character); Stikkbombs; Mork's Teeth; 'Ere We Go!; Ambush; Boss of the Red Skull Kommandos; Fear; Furious Charge; Independent Character; Infiltrate; Mob Rule; Move Through Cover; Stealth</small>												
Kommandos	14		4	2	3	4	1	2	2/3	7	6+	190
<small>(C:O, pg. 64); Infantry; Stikkbombs; Choppa; Slugga; Burna (x2); Boss Nob; 'Ere We Go!; Furious Charge; Infiltrate; Mob Rule; Move Through Cover; Stealth</small>												
Boss Nob	1		4	2	4	4	2	3	3/4	7	6+	[20]
<small>(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; 'Ere We Go!; Furious Charge; Infiltrate; Mob Rule; Move Through Cover; Stealth</small>												
Boyz	12		4	2	3	4	1	2	2/3	7	4+	145
<small>(C:Orks, pg. 62); Infantry; Stikkbombs; Choppa; 'Eavy Armour; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Boss Nob	1		4	2	4/6	4	2	3	3	7	4+	[25]
<small>(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Gretchin	10		2	3	2	2	1	2	1	5	-	35
<small>(C:O, pg. 63); Infantry; Grot Blasta</small>												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
<small>(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge</small>												
Gretchin	10		2	3	2	2	1	2	1	5	-	35
<small>(C:O, pg. 63); Infantry; Grot Blasta</small>												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
<small>(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x1); 'Ere We Go!; Furious Charge</small>												
Lootas	14		4	2	3	4	1	2	2	7	6+	210
<small>(C:O, pg. 84); Infantry; Stikkbombs; Deffgun; Mek; 'Ere We Go!; Furious Charge; Mob Rule</small>												
Mek	1		4	2	3	4	1	2	2/3	7	6+	[14]
<small>(C:O, pg. 64); Infantry (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mob Rule</small>												

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											
Burna-Bommer	1	Grp:	BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -								125	
	(C:O, pg. 74); Vehicle (Flyer); Twin-linked Big Shoota; Twin-linked Supa Shoota; Burna Bombs (x2); Skorcha Missile (x1); Grot Gunner; Skyfire; Supersonic; Waaagh! Plane											
Burna-Bommer	1	Grp:	BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 Save: -								125	
	(C:O, pg. 74); Vehicle (Flyer); Twin-linked Big Shoota; Twin-linked Supa Shoota; Burna Bombs (x2); Skorcha Missile (x1); Grot Gunner; Skyfire; Supersonic; Waaagh! Plane											
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; Big Shoota (x1); Reinforced Ram											
Void Shield Generator	1										100	
	(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)											
Combined Arms 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).
Gifts of Gork and Mork	
Da Lucky Stikk	All model in the bearer's unit add +1 to the Weapon Skill characteristic on their profile (this is not cumulative with the bonus from a Waaagh! banner. In addition, the bearer can choose to re-roll any failed To Hit or To Wound rolls or saving throws that they make. However, should three or more of the re-rolls generate failed results in the same turn, the model is immediately removed as a casualty with no saving throws of any kind allowed. (See C:O, pg. 100).
Mork's Teeth	S User; AP 5; Melee, Shred. (See C:O, pg. 69).
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).
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).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Ambush	If Boss Snikrot joins a unit of Kommandos that are held in Reserves, and no other Independent Characters join the unit, then Snikrot's unit can move on from any table edge when they arrive from Reserves. No dice roll is required to determine where they enter from; the Ork player chooses. In addition, Boss Snikrot and his unit have their Stealth special rule replaced with the Shrouded special rule on the turn they deploy or arrive from Reserves, until the start of their next turn. (See C:O, pg. 69).
Boss of the Red Skull Kommandos	Boss Snikrot can only join units of Kommandos. If Boss Snikrot is included in a Detachment that includes at least one unit of Kommandos, Boss Snikrot does not take up a slot on the FOC. (See C:O, pg. 69).
Bulky	Bulky (see WH40k, pg. 159).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).

Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Grot Gunner	When a model with this special rule fires a big shoota or twin-linked big shhota, these shots are resolved at Ballistic Skill 3. (See C:O, pg. 92).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Mekaniaks	For each HQ choice in a detachment (not including other Mekes) 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).
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).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Prophet of Gork and Mork	The Ghazkull is your Warlord, he gains a 2+ invulnerable save on any turn he calls a Waaagh! This invulnerable save lasts until the start of his next turn. In addition, Ghazkull and all other models in his unit that are equipped with mega armour can Run on a turn he calls a Waaagh despite having the Slow and Purposeful special rule. (See C:O, pg. 86).
Skyfire	Skyfire (see WH40k, pg. 171).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Supersonic	Supersonic (see WH40k, pg. 172).
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).
Waaagh! Plane	During a turn in which a Waaagh! is called, each of this model's Assault weapons fires one more shot than normal. (See C:O, pg. 73).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer)	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	
'Eavy Armour	'Eavy Armour confers a 4+ Armour Save. (See C:O, pg. 99).
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).
Burna	Template; S 4; AP 5; Assault 1. S User; AP 3, Melee, Two Handed. (See C:O, pg. 96).
Burna Bombs	S 5; AP 4; Bomb 1, Large Blast, Ignores Cover, One Use Only. (See C:O, pg. 94).
Choppa	S User; AP -; Melee. (See C:O, pg. 93).
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).
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).
Skorcha Missile	24" Range; S 5; AP 4; Heavy 1, Blast, Ignores Cover, One Use Only. (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.
Twin-linked Big Shoota	36" Range; S 5; AP 5; Assault 3, Twin-linked (See C:O, pg, 96).
Twin-linked Shoota	18" Range; S 4; AP 6; Assault 2, Twin Linked. (See C:O, pg, 96).
Twin-linked Supa Shoota	36" Range; S 6; AP 4; 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)