

1850 Pts - Orks - Ghazghkull Thraka Council of Waaagh! Formation List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Council of Waaagh! (17 \times, 1023 pts)												
Council of Waaagh!	1											1023
(Waaagh! Ghazghkull, pg. 52); Warboss; Warboss; Big Mek; Banner of the Great Waaagh!; Biggest an' Da Best; Boss Mob; Da Boss iz Watchin'; Ghazghkull's Leftenuntz; Formation												
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; Prophet of Gork and Mork; Slow and Purposeful; Waaagh!; Warlord												
Mad Dok Grotznik	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												
Nobz	1											[370]
(C:O, pg. 67); Waaagh! Banner; Battlewagon												
Boss Nob	1		4	2	4	4	2	3	3/4	7	6+	[18]
(C:O, pg. 66); Infantry (Character); Stikkbombs; Choppa; Slugga; Furious Charge; Mob Rule												
Nobz	9		4	2	4/6	4	2	3	3	7	6+	[207]
(C:O, pg. 66); Infantry ; Assault Grenades; Slugga; Big Choppa; Furious Charge; Mob Rule												
Battlewagon	1	Grp: BS: 2 FA: 14 SA: 12 RA: 10 HP: 4 Save: -										[125]
(C:O, pg. 79); Vehicle (Tank, Open-topped, Transport); 20 model capacity; Big Shoota (x2); Reinforced Ram												
Warboss	1		6	2	5/10	5	3	4/1	4/5	9	4+	[89]
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Warboss	1		6	2	5/10	5	3	4/1	4/5	9	4+	[89]
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Big Mek	1		4	2	4/6	4	2	3	3	8	6+	[90]
(C:O, pg. 57); Infantry (Character); Stikkbombs; Kustom Force Field; Mek's Tools; Big Choppa; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule												
: Ork Horde Detachment (Primary Detachment) (77 \times, 827 pts)												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	89
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	89
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	89
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!												
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												
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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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												
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												
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												
Ork Horde Detachment (Primary Detachment)	1	Grp: Detachment										0
Total Cost:											1850	

Option Footnotes	
Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
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).
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).
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).
Waaagh! Banner	All models in a unit that includes a Waaagh! Banner add +1 to the Weapon skill characteristic on their profile. (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).
Banner of the Great Waaagh!	As long as the bearer of the Waaagh! banner is still alive, all models in the same unit have the Fearless special rule and add 1 to the Weapon Skill characteristic on their profile. In addition, all friendly units with the Orks Faction within 12" re-roll failed Morale and Pinning checks. (See Waaagh! Ghazghkull, pg. 52).
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 Waaagh! Ghazghkull, pg. 48).
Boss Mob	All models in this formation must be deployed as a single unit. Models with the Independent Character special rule cannot choose to leave or join the unit. (See Waaagh! Ghazghkull, pg. 52).
Bulky	Bulky (see WH40k, pg. 159).

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).
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).
Ghazghkull's Leftenuntz	Both of the Ork Warbosses in the formation have +1 WS on their profile. Furthermore, at the start of each battle, before deployment make two rolls on the Waaagh! Ghazghkull Warlord Traits table, re-rolling duplicates, and apply both of the results to Ghazghkull Thraka in addition to his standard Warlord Trait. (See Waagh! Ghazghkull, pg. 52).
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).
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).
Rampage	Rampage (see WH40k, pg. 170).
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 (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).
'Urty Syringe	S User; AP -; Melee, Poisoned (4+). (See C:O, pg. 93).
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
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).
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).
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).
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)