

## ▲ 1850 Pts - Orks - Stompa Combined Arms Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (Primary Detachment) (26 <sup>+</sup>, 896 pts)</b>												
Painboy	1		4	2	4	4	2	3	3	7	6+	50
(C:O, pg. 59); <b>Infantry</b> (Character); 'Urty Syringe; Dok's Tools; 'Ere We Go!; Feel No Pain; Furious Charge; Independent Character; Mob Rule												
Gretchin	12		2	3	2	2	1	2	1	5	-	41
(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												
Stompa	1	Grp:	WS: 4	BS: 2	St: 10	In: 1	At: 4	FA: 13	SA: 13	RA: 12		770
HP: 12 Save: -												
(C:O, pg. 87); <b>Vehicle</b> (Superheavy Walker); <b>20 model</b> capacity; <b>1</b> Access Point; Deff Kannon; Mega-Choppa; Skorcha; Supa-Gatler; Twin-linked Big Shoota; Big Shoota (x3); Supa-Rokkit (x3); Effigy												
Combined Arms Detachment (Primary Detachment)	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Green Tide (102 <math>\times</math>, 954 pts)</b>												
Green Tide	1	☉										954
			(Waaagh! Ghazghkull, pgs. 58-59); Warboss; Biggest an' Da Best; Da Boss iz Watchin'; Green Tide; Stampede; Waaagh! Horde; Formation									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[95]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[41]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Power Klaw; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[95]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[41]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Power Klaw; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[95]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[41]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Power Klaw; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[95]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[41]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Power Klaw; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[95]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[75]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[75]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[21]
			(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Slugga; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule									
Boyz	9		4	2	3	4	1	2	2/3	7	6+	[70]
			(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Slugga; Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule									

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Boss Nob	1		4	2	4	4	2	3	3/4	7	6+	[16]
	(C:Orks, pg. 62); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; 'Ere We Go!; Furious Charge; Mob Rule											
Warboss	1		5	2	5/10	5	3	4/1	4/5	9	4+	[109]
	(C:O, pg. 54); <b>Infantry</b> (Character); Stikkbombs; Slugga; 'Eavy Armour; Power Klaw; Big Bosspole; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!;											
	<b>Warlord</b>											
Big Bosspole	1	Any unit with the Ork Faction joined by the bearer of the Big Bosspole has the Fearless special rule. (See Waagh! Ghazghkull, pg. 49).										[0]
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Orky Know-Wots	
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).
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).
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).
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 in 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).
Effigy	All friendly unit with the Orks Faction that are within 6" of a Stompa have the Fearless special rule. (See C:O, pg. 86).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Green Tide	All of the units of Boyz and the Warboss form a single unit known as the Green Tide. The Warboss cannot leave this unit. The Green Tide counts as 11 units for Victory Points purposes if it is completely destroyed. If the Green Tide ever rolls a Breaking Heads or Squabble result on the Mob Rule table, any resulting hits are allocated by the Formation's controlling player. (See Waagh! Ghazghkull, pg. 59).
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).
Stampede	If the formation's Warboss is your Warlord he can use his Waaagh! special rule each and every turn after the first. (See C:O, pg. 89).
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! Horde	Models in the Green Tide gain the Hammer of Wrath special rule in any Assault phase in which they successfully charge an enemy unit and the dice rolled for their charge range is 10 or more (before modifiers). Note that the unit does not need to move the full distance rolled to gain this effect. (See Waagh! Ghazghkull, pg. 59).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Orkimeses' Kustom Gubbinz	
Big Bosspole	Any unit with the Ork Faction joined by the bearer of the Big Bosspole has the Fearless special rule. (See Waagh! Ghazghkull, pg. 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).
Deff Kannon	72" Range; S 10; AP 1; Primary Weapon 1, Massive Blast. (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).
Mega-Choppa	S D; AP 1; Melee. (See C:O, pg, 93).
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy. (See C:O, pg, 93).
Skorcha	Template; S 5; AP 4; Assault 1. (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.
Supa-Gatler	48" Range; S 7; AP 3; Heavy 2D6, Psycho-Dakka-Blasta!, Whirrr Click-click. (See C:O, pg, 96).
Supa-Rokkit	Infinite Range; S 8; AP 3; Heavy 1, Large Blast, One Use Only. (See C:O, pg, 97).
Twin-linked Big Shoota	36" Range; S 5; AP 5; 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)