

## 1850 Pts - Orks - Stompa Great Waaagh! Formation List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Great Waaagh! Detachment (95 <sup>+</sup>, 1850 pts)</b>												
Mek	1		4	2	3	4	1	2	2/3	7	6+	15
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Choppa; Slugga; Mek's Tools; 'Ere We Go!; Furious Charge; Mekaniaks; Mob Rule												
Big Mek	1		4	2	4/8	4	2	3/1	3	8	6+	60
(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Slugga; Mek's Tools; Power Klaw; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; <b>Warlord</b>												
Big Mek	1		4	2	4/8	4	2	3/1	3	8	6+	135
(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Slugga; Mek's Tools; Power Klaw; Mega Force Field; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule												
<i>Mega Force Field</i>	1	Big Mek Only. The bearer, and all models within 6" receive a 4+ invulnerable save against shooting attacks. If the bearer is embarked in a vehicle, then the vehicle receives a 4+ invulnerable save against shooting attacks instead. (See Waagh! Ghazghkull, pg. 49).										[0]
Tankbustas	14		4	2	3	4	1	2	2	7	6+	225
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Tankbusta Bombs; Rokkit Launcha; Boss Nob; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters												
Boss Nob	1		4	2	4/6	4	2	3	3	7	6+	[43]
(C:O, pg. 64); <b>Infantry</b> (Character); Stikkbombs; Tankbusta Bombs; Big Choppa; 'Ere We Go!; Furious Charge; Glory Hogs; Mob Rule; Tank Hunters												
Burna Boyz	5		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Burna; 'Ere We Go!; Furious Charge; Mob Rule												
Burna Boyz	5		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Burna; 'Ere We Go!; Furious Charge; Mob Rule												
Burna Boyz	5		4	2	3	4	1	2	2	7	6+	80
(C:O, pg. 64); <b>Infantry</b> ; Stikkbombs; Burna; 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	10		4	2	3	4	1	2	2	7	6+	74
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	10		4	2	3	4	1	2	2	7	6+	74
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	10		4	2	3	4	1	2	2	7	6+	74
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule												
Boyz	10		4	2	3	4	1	2	2	7	6+	74
(C:Orks, pg. 62); <b>Infantry</b> ; Stikkbombs; Choppa; Shoota; Rokkit Launcha (x1); 'Ere We Go!; Furious Charge; Mob Rule												
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
(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												
Great Waaagh! Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Warlord Traits

**Warlord**

See WH40k, pg. 124.

Orky Know-Wots	
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).
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).
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).
Mekaniaks	For each HQ choice in a detachment (not including other Mek's) 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).
Tank Hunters	Tank Hunters (see WH40k, pg. 172).
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	
Mega Force Field	Big Mek Only. The bearer, and all models within 6" receive a 4+ invulnerable save against shooting attacks. If the bearer is embarked in a vehicle, then the vehicle receives a 4+ invulnerable save against shooting attacks instead. (See Waagh! Ghazghkull, pg. 49).
Wargear	
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).
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).
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).
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).
Tankbusta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
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)