











## 1850 Pts - Orks - Stompa Ork Horde Detachment List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Ork Horde Detachment (50 人, 1850 pts)</b>												
Warboss	1		5	2	5/10	6	3	4/1	4	9	4+	110
(C:O, pg. 54); <b>Infantry</b> (Character); Stikkbombs; Slugga; Warbike; Power Klaw; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Waaagh!; <b>Warlord</b>												
Painboy	1		4	2	4	5	2	3	3	7	4+	75
(C:O, pg. 59); <b>Infantry</b> (Character); 'Urty Syringe; Dok's Tools; Warbike; Twin-linked Dakkagun (x1); 'Ere We Go!; Feel No Pain; Furious Charge; Independent Character; Mob Rule												
Big Mek	1		4	2	4/6	5	2	3	3	8	4+	115
(C:O, pg. 57); <b>Infantry</b> (Character); Stikkbombs; Kustom Force Field; Mek's Tools; Warbike; Big Choppa; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Independent Character; Mob Rule												
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												
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												
Nobz	1											545
(C:O, pg. 67); Warbike; Waaagh! Banner; Nobz; Nobz												
Boss Nob	1		4	2	4/6	5	2	3	3	7	4+	[50]
(C:O, pg. 66); <b>Infantry</b> (Character); Stikkbombs; Slugga; Warbike; Big Choppa; Twin-linked Dakkagun (x1); Furious Charge; Mob Rule												
Nobz	2		4	2	4/8	5	2	3/1	3	7	4+	[140]
(C:O, pg. 66); <b>Infantry</b> ; Assault Grenades; Slugga; Warbike; Power Klaw; Twin-linked Dakkagun (x2); Furious Charge; Mob Rule												
Nobz	4		4	2	4/6	5	2	3	3	7	4+	[200]
(C:O, pg. 66); <b>Infantry</b> ; Assault Grenades; Slugga; Warbike; Big Choppa; Twin-linked Dakkagun (x4); Furious Charge; Mob Rule												
Nobz	3		4	2	4	5	2	3	3/4	7	4+	[135]
(C:O, pg. 66); <b>Infantry</b> ; Assault Grenades; Choppa; Slugga; Warbike; Twin-linked Dakkagun (x3); 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												
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												
Stompa	1		Grp:  WS: 4 BS: 2 St: 10 In: 1 At: 4 FA: 13 SA: 13 RA: 12 HP: 12 Save: -									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												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); <b>Impassible Building</b> (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Ork Horde Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</b>	

Option Footnotes	
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).
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).
Warbike	A model equipped with a warbike changes their unit type to Bike, as described in the WH40K Rules. In addition, they have a 4+ Armour Save. Furthermore, if a model on a warbike turbo-boosts, it counts its cover save as being 1 point higher than normal until the start of its next turn. Warbikes are fitted with a twin-linked dakkagun. (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).
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Mekaniaks	For each HQ choice in a detachment (not including other Meks) 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).
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 collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
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).
Terrain Type	
<b>Impassible Building (AV13) with Battlements</b>	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Superheavy Walker)</b>	See WH40K rulebook, pgs. 44-49.
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 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).
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-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).
Twin-linked Dakkagun	18" Range; S 5; AP 5; Assault 3, Twin-linked. (See C:O, pg, 95).
Warbike	A model equipped with a warbike changes their unit type to Bike, as described in the WH40K Rules. In addition, they have a 4+ Armour Save. Furthermore, if a model on a warbike turbo-boosts, it counts its cover save as being 1 point higher than normal until the start of its next turn. Warbikes are fitted with a twin-linked dakkagun. (See C:O, pg, 98).

### Roster Design Information

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

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