

Unlimited Pts - Orks - Da Black and Green horde

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Da Black Ork Warband (29⁺, 365 pts)												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	100
(C:Orks, pp. 32 & 97); Independent Character; Unit Type: Infantry; Power Klaw; Twin Linked Shoota; Furious Charge; Mob Rule; Waaagh!; 'Eavy Armour; Bosspole												
Nobz Mob	0											0
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Nobz; Furious Charge; Mob Rule; Waaagh!												
Nobz	5		4	2	4/6	4	2	3	3	7	4+	[150]
'Eavy Armour; Slugga; Big Choppa												
Boyz	20		4	2	3	4	1	2	2/3	7	6+	130
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Choppa & Slugga; Big Shoota (x2); Furious Charge; Mob Rule; Waaagh!												
Deffkoptas	3		4	2	3	4	2	2	2	7	4+	135
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x3); Furious Charge; Hit & Run; Mob Rule; Scouts												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Da Coloured Orks of Outpost (29⁺, 365 pts)												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	100
(C:Orks, pp. 32 & 97); Independent Character; Unit Type: Infantry; Power Klaw; Twin Linked Shoota; Furious Charge; Mob Rule; Waaagh!; 'Eavy Armour; Bosspole												
Nobz Mob	0											0
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Count as Troop ; Nobz; Furious Charge; Mob Rule; Waaagh!												
Nobz	5		4	2	4/6	4	2	3	3	7	4+	[150]
'Eavy Armour; Slugga; Big Choppa												
Boyz	10		4	2	3	4	1	2	2/3	7	6+	65
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Choppa & Slugga; Big Shoota (x1); Furious Charge; Mob Rule; Waaagh!												
Boyz	10		4	2	3	4	1	2	2/3	7	6+	65
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Choppa & Slugga; Big Shoota (x1); Furious Charge; Mob Rule; Waaagh!												
Deffkoptas	3		4	2	3	4	2	2	2	7	4+	135
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x3); Furious Charge; Hit & Run; Mob Rule; Scouts												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Battlewagon (1⁺, 135 pts)												
Battlewagon	1	Grp:		BS: 2	FA: 14	SA: 12	RA: 10					135
(C:Orks, pp. 55 & 102); Unit Type: Vehicle (Tank, Open-topped); Transport Capacity: 20 models; Big Shoota (x1); Zzap Gun; 'Ard Case; Grabbin' Klaw; Stikkbomb Chukka												
Total Cost:											865	

Option Footnotes	
Special Rules	
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Mob Rule	May use number in mob instead of leadership (p31 C:O)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Waaagh!	All friendly units have 'fleet of foot' for one turn (additional rules apply p31 C:O)
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jetbikes	Unit Type: Jetbikes (p.53 WH40k) 1.) Move up to 12" over terrain. If end of move is in Diff Terr, do Dangerous Terrain test. Can land on top of Diff Terr, is without cover, and is as tall as the Terr for LOS. Can move though Diff Terr, take test. Get Cover. 2.) Turbo boosters special rule (p.76 WH40k) 3.) Shoot 1 weapon per rider. can Move and fire, RF and Heavy and still assault. 4.) Assault 6" affected by Diff Terr. Eldar Jetbikes: Can move 6" in assault phase. 5.) Fall back 3D6" over terrain. 6.) Increase stat +1T. (not vs Instant death.)
Unit Type: Vehicle (Tank, Open-topped)	Unit Type: Vehicle (Tank, Open-topped) (WH40k, pp. 68-70)
Vehicle Upgrades	
'Ard Case	No longer open topped (p93 C:O)
Grabbin' Klaw	On a 4+ an enemy vehicle in 2" cannot move (p93 C:O)
Stikkbomb Chukka	Unit treated as having stikkbombs if assaulting (p93 C:O)
Wargear	
'Eavy Armour	p91 C:O
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Weapons	
Big Choppa	p89 C:O
Big Shoota	R36"; S5; AP5; Assault 3 (p89 C:O)
Choppa	If used with another close combat weapon, +1 attack in close combat.
Choppa & Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Stikkbombs	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Twin Linked Rokkit Launcha	R24"; S8; AP3; Assault 1; Linked (p89 C:O)
Twin Linked Shoota	R18"; S4; AP6; Assault 2; Linked (p91 C:O)
Zzap Gun	R36"; S 2D6; AP2; Heavy 1 (p51 C:O)

Roster Design Information

Waaagh! (C:O, pg. 31)

Mob Rule! (C:O, pg. 31)

Furious Charge (on selected units) (WH40K, pg. 75)

Validation Report

c-1. File Version: 1.07b For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0.0

% Fast: 31.2

% Heavy: 15.6






% HQ: 23.1

Model Count: 57

% Troops: 30.1

% Wargear: 0.0

Files version: 1.07

Group	Min	Max	Used
	1	2	2
	0	3	1
	2	6	4
	0	3	2
	0	3	1