











2000 Pts - Codex: Orks - Orks, 2000pts, Kann Wall

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Big Mek (1⁺, 100 pts)													
	Big Mek	1		4	2	4	4	2	3	3	8	6+/5(i)	100
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; Cybork Body; Grot Oiler (x1); Kustom Force Field; Choppa; Furious Charge; Independent Character; Mob Rule; Waaagh!													
HQ: Big Mek (1⁺, 95 pts)													
	Big Mek	1		4	2	4	4	2	3	3	8	6+/5(i)	95
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; Cybork Body; Kustom Force Field; Choppa; Furious Charge; Independent Character; Mob Rule; Waaagh!													
Elite: Lootas (10⁺, 150 pts)													
	Lootas	10		4	2	3	4	1	2	2	7	6+	150
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Deffguns; Furious Charge; Mob Rule; Waaagh!													
Elite: Lootas (10⁺, 150 pts)													
	Lootas	10		4	2	3	4	1	2	2	7	6+	150
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Deffguns; Furious Charge; Mob Rule; Waaagh!													
Elite: Lootas (10⁺, 150 pts)													
	Lootas	10		4	2	3	4	1	2	2	7	6+	150
(C:Orks, pp. 43 & 100); Unit Type: Infantry; Deffguns; Furious Charge; Mob Rule; Waaagh!													
Troops: Boyz (30⁺, 220 pts)													
	Boyz	29		4	2	3	4	1	2	2	7	6+	220
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Shootas; Furious Charge; Mob Rule; Waaagh!													
	Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!													
Troops: Boyz (30⁺, 220 pts)													
	Boyz	29		4	2	3	4	1	2	2	7	6+	220
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Shootas; Furious Charge; Mob Rule; Waaagh!													
	Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!													
Troops: Boyz (30⁺, 220 pts)													
	Boyz	29		4	2	3	4	1	2	2	7	6+	220
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Shootas; Furious Charge; Mob Rule; Waaagh!													
	Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!													
Troops: Gretchin (11⁺, 40 pts)													
	Gretchin	10		2	3	2	2	1	2	1	5	-	40
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Gretchin Blasta; It's a Grot's Life													
	Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Squig Hound; Grabba Stikk (x1); Slugga; Furious Charge													
Troops: Gretchin (11⁺, 40 pts)													
	Gretchin	10		2	3	2	2	1	2	1	5	-	40
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Gretchin Blasta; It's a Grot's Life													
	Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
(C:Orks, pp. 50 & 100); Unit Type: Infantry; Squig Hound; Grabba Stikk (x1); Slugga; Furious Charge													
Fast Attack: Deffkoptas (1⁺, 70 pts)													
	Deffkoptas	1		4	2	3/6	4/5	2	2/1	2	7	4+	70
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x1); Buzzsaw (x1); Furious Charge; Hit & Run; Mob Rule; Scouts													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Deffkoptas (1⁺, 70 pts)												
Deffkoptas	1		4	2	3/6	4/5	2	2/1	2	7	4+	70
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x1); Buzzsaw (x1); Furious Charge; Hit & Run; Mob Rule; Scouts												
Fast Attack: Deffkoptas (1⁺, 70 pts)												
Deffkoptas	1		4	2	3/6	4/5	2	2/1	2	7	4+	70
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x1); Buzzsaw (x1); Furious Charge; Hit & Run; Mob Rule; Scouts												
Heavy Support: Killer Kans (3⁺, 135 pts)												
Killer Kans	3	Grp:	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		135
(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Dreadnought CCW; Grotzooka (x3)												
Heavy Support: Killer Kans (3⁺, 135 pts)												
Killer Kans	3	Grp:	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		135
(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Dreadnought CCW; Grotzooka (x3)												
Heavy Support: Killer Kans (3⁺, 135 pts)												
Killer Kans	3	Grp:	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		135
(C:Orks, pp. 53 & 102); Unit Type: Vehicle (Walker); Dreadnought CCW; Grotzooka (x3)												
Total Cost:												2000

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.)
It's a Grot's Life	If crossing a minefield remove 3D3 Gretchin and the minefield (p50 C:O)
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 (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Cybork Body	(p91 C:O)
Grot Oiler	Reroll failed repair roll (p34 C:O)
Kustom Force Field	5+ cover save, obscures vehicles (p34 C:O)
Mek's Tools	When repairing on a 4+ the damage result is negated. On a 1 the vehicle is shaken (p34 C:O)
Squig Hound	Reroll failed Morale test, remove D3 Gretchin (p50 C:O)
Weapons	
Buzzsaw	Power klaw (p48 C:O)
Choppa	If used with another close combat weapon, +1 attack in close combat.
Deffguns	R48"; S7; AP4; Heavy D3 (p43 C:O)
Dreadnought CCW	
Grabba Stikk	Single model loses one attack (p50 C:O)
Gretchin Blasta	R12"; S3; AP-; Assault 1 (p50 C:O)
Grotzooka	R18"; S6; AP5; Heavy 2; Blast (p53 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
Shootas	R18"; S4; AP6; Assault 2 (p91 C:O)
Slugga	12" Range; S4; AP6; Pistol (p91 C:O).

Twin Linked Rokkit Launchers	R24"; S8; AP3; Assault 1; Linked (p89 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: 1.46 For Bug Reports/www.ab40k.org; 1. Army: Codex: Orks; b-1. Roster Options: Named or Special Characters;

a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 22.5

% Fast: 10.5

% Heavy: 20.3






% HQ: 9.8

Model Count: 156

% Troops: 37

% Wargear: 0

Files version: 1.46

Group	Min	Max	Used
	1	2	2
	0	3	3
	2	6	5
	0	3	3
	0	3	3