

1500 Pts - Orks - Waagh_01

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Warboss (12⁺, 294 Pts)												
Warboss	0		5	2	5	4	3	4	4	9/10	6+	294
Independant character; Move through cover; Skilled rider; Choppa (x1); Kombi Weapon: Shoota/Skorcha; Big Horns/Iron Gob; Bosspole												
<i>Big Horns/Iron Gob</i>	1	Increases leadership of Nob or Warboss while leading a mob (C:O p34)										[6]
<i>Bosspole</i>	1	Re-roll mob-up (C:O p34)										[3]
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[46]
Power Claw (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3/4	7	6+	[23]
Choppa (x1); Slugga (x1)												
Nob	1		4	2	4/8	4	2	3/1	3/4	7	6+	[46]
Power Claw (x1); Slugga (x1)												
Nob	1		4	2	4	4	2	3	3	7	6+	[41]
Slugga (x1); Waaagh! Banner												
<i>Waaagh! Banner</i>	1	Allows re-roll of Waaagh! tests. (exceptions apply C:O p36)										[20]
Mekboy	1		4	2	3	4	1	2	2	7	6+	[20]
Burna												
Mekboy	1		4	2	3	4	1	2	2	7	6+	[20]
Burna												
Fast Attack: Warbike Squad (5⁺, 150 Pts)												
Warbike Squad	5		4	2	3	4/5	1	2	2	7	6+	150
Pscoblastas (C:O p14); Immune to pinning or moral checks; Invulnerable save; (C:O p14); Twin Linked Big Shootas (x5)												
Troops: Shoota Boyz (15⁺, 144 Pts)												
Shoota Boyz	15		4	2	3	4	1	2	2	7	6+	144
Big Shoota (x3); Shoota (x12)												
Troops: Shoota Boyz (15⁺, 144 Pts)												
Shoota Boyz	15		4	2	3	4	1	2	2	7	6+	144
Big Shoota (x3); Shoota (x12)												
Troops: Tankbustas (10⁺, 131 Pts)												
Tankbustas	10		4	2	3	4	1	2	2/3	7	6+	131
Tank Hunters; Close Combat Weapon (x10); Slugga (x7); Frag Stikkbombz; Tankbusta Bombz; Rokkit Launcha (x3)												
<i>Frag Stikkbombz</i>	1	Fight simultaneously with troops in cover (exceptions apply p39 WH40K)										[0]
<i>Tankbusta Bombz</i>	1	AP Str 6+ (D6 x 2) (C:O p36)										[0]
Troops: Tankbustas (10⁺, 131 Pts)												
Tankbustas	10		4	2	3	4	1	2	2/3	7	6+	131
Tank Hunters; Close Combat Weapon (x10); Slugga (x7); Frag Stikkbombz; Tankbusta Bombz; Rokkit Launcha (x3)												
<i>Frag Stikkbombz</i>	1	Fight simultaneously with troops in cover (exceptions apply p39 WH40K)										[0]
<i>Tankbusta Bombz</i>	1	AP Str 6+ (D6 x 2) (C:O p36)										[0]
Troops: Slugga Boyz (26⁺, 252 Pts)												
Slugga Boyz	26		4	2	3	4	1	2	2/3	7	6+	252
Choppa (x23); Slugga (x23); Burna (x3)												
Troops: Slugga Boyz (26⁺, 252 Pts)												
Slugga Boyz	26		4	2	3	4	1	2	2/3	7	6+	252
Choppa (x23); Slugga (x23); Burna (x3)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											Total Cost:	1498

Option Footnotes






Wargear	
Big Horns/Iron Gob	Increases leadership of Nob or Warboss while leading a mob (C:O p34)
Bosspole	Re-roll mob-up (C:O p34)
Waaagh! Banner	Allows re-roll of Waaagh! tests. (exceptions apply C:O p36)
Weapons	
Big Shoota	36" Range S5 AP5 Assault 3
Burna	Range: Template S4 AP5 Assault 1 or Power Weapon
Choppa	Limits armor save to 4+ (C:O p34)
Frag Stikkbombz	Fight simultaneously with troops in cover (exceptions apply p39 WH40K)
Kombi Weapon: Shoota/Skorcha	24" Range S4 AP6 Rapid & once per game Range: Template S5 AP4 Assault 1
Power Klaw	Initiative 1, no armour save (p46 WH40K)
Rokkit Launcha	24" Range S8 AP3 Assault 1
Shoota	24" Range S4 AP6 Rapid
Slugga	12" Range S4 AP6 Pistol
Tankbusta Bombz	AP Str 6 + (D6 x 2). (C:O p36)
Twin Linked Big Shootas	18" Range S5 AP5 Assault 3 Linked

Validation Report

Core/Expansion Lists: Core Lists; 1. Ork Klans: Ork Waaaaagh!; 2. Warboss Retinue: Nobz as individuals; 3. Vehicle Squadrons: Squadron as a group; Scenario: Normal Mission
Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0.0
% Fast: 10.0
% Heavy: 0.0
% HQ: 19.6
Model Count: 119
% Troops: 70.4
% Wargear: 1.9

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