

New Roster (1850pts)**Orks: Codex (2014) (Great Waaagh! Detachment) (774pts)****No Force Org Slot (100pts)****Mek (50pts)**

Killsaw (30pts), Kustom Mega-blasta (5pts), Mek's Tools, Stikkbombs

'Ere We Go!, Furious Charge, Mekaniaks, Mob Rule

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mek	Infantry (Character)	4	2	3	4	1	2	2	7	6+	Codex: Orks

Name	Description	Ref
Mek's Tools	In each of your Shooting phases, instead of firing, a model with Mek's Tools may choose to repair a single friendly vehicle if in base contact or embarked upon it. On a 5+ roll, repair one of the following: Weapon Destroyed, Immobilised, Hull Point. This is effective immediately.	Codex: Orks

Name	Range	Strength	AP	Type	Ref
Killsaw	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy	Codex: Orks
Kustom Mega-blasta	24	8	2	Assault 1, Gets Hot!	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Mek (50pts)

Killsaw (30pts), Kustom Mega-blasta (5pts), Mek's Tools, Stikkbombs

'Ere We Go!, Furious Charge, Mekaniaks, Mob Rule

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Kustom Mega-blasta	24	8	2	Assault 1, Gets Hot!	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

HQ (304pts)

Big Mek (144pts)

Cybork Body (5pts), Gubbinz: Mega Force Field (75pts), HQ, Mek's Tools, Stikkbombs
'Ere We Go!, Feel No Pain (6+), Furious Charge, Independent Character, Mob Rule

'Eavy Armour (29pts)

Power Claw (25pts), Slugga

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Big Mek ('Eavy Armour)	Infantry (Character)	4	2	4	4	2	3	3	8	4+	Codex: Orks

Name	Description	Ref
'Eavy Armour	4+ Armour Sv	Codex: Orks
Cybork Body	A model with a cybork body has the Feel No Pain (6+) special rule.	Codex: Orks
Mega Force Field	Bearer & all models within 6" receive a 4+ Invul Sv against shooting attacks. If the bearer is embarked in a vehicle, then the vehicle receives a 4+ Invul Sv against shooting attacks instead.	Waaagh! Ghazghkull
Mek's Tools	In each of your Shooting phases, instead of firing, a model with Mek's Tools may choose to repair a single friendly vehicle if in base contact or embarked upon it. On a 5+ roll, repair one of the following: Weapon Destroyed, Immobilised, Hull Point. This is effective immediately.	Codex: Orks

Name	Range	Strength	AP	Type	Ref
Power Claw	-	x2	2	Melee, Specialist Weapon, Unwieldy	Codex: Orks
Slugga	12	4	6	Pistol	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Mad Dok Grotznik, Da Painboss (160pts)

'Urty Syringe, Cybork Body, Dok's Tools, HQ, Power Claw, Slugga

'Ere We Go!, Fearless, Feel No Pain, Feel No Pain (6+), Furious Charge, Independent Character, Mob Rule, One Scalpel Short of a Medpack, Rampage, Warlord Trait: Brutal but Kunnin'

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mad Dok Grotznik	Infantry (Character)	5	2	4	5	3	3	4	9	4+	Codex: Orks

Name	Description	Ref
Cybork Body	A model with a cybork body has the Feel No Pain (6+) special rule.	Codex: Orks
Dok's Tools	Confers Feel No Pain to unit.	Codex: Orks

Name	Range	Strength	AP	Type	Ref
'Urty Syringe	-	User	-	Melee, Poisoned (4+)	Codex: Orks
Power Claw	-	x2	2	Melee, Specialist Weapon, Unwieldy	Codex: Orks
Slugga	12	4	6	Pistol	Codex: Orks

Elites (160pts)**Meganobz (160pts)**

'Ere We Go!, Furious Charge, Mob Rule

Boss Meganob w/ Twin-linked Shoota (40pts)

Mega Armour, Power Klaw, Stikkbombs, Twin-linked Shoota
Bulky, Slow And Purposeful

Meganob w/ Twin-linked Shoota (40pts)

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Meganob w/ Twin-linked Shoota (40pts)

Mega Armour, Power Klaw, Stikkbombs, Twin-linked Shoota
Bulky, Slow And Purposeful

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Boss Meganob	Infantry (Character)	4	2	4	4	2	3	3	7	2+	Codex: Orks
Meganob	Infantry	4	2	4	4	2	3	3	7	2+	Codex: Orks

Name	Description	Ref
Mega Armour	2+ Armour Sv, Bulky, Slow & Purposeful.	Codex: Orks

Name	Range	Strength	AP	Type	Ref
Power Klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	Codex: Orks
Shoota	18"	4	6	Assault 2	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Troops (210pts)**Boyz (105pts)**

'Ere We Go!, Furious Charge, Mob Rule

15x Boy (105pts)

15x Choppa, 15x Shoota (15pts), 15x Stikkbombs

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Ork Boy	Infantry	4	2	3	4	1	2	2	7	6+	Codex: Orks

Name	Range	Strength	AP	Type	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Shoota	18"	4	6	Assault 2	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Boyz (105pts)

'Ere We Go!, Furious Charge, Mob Rule

15x Boy (105pts)

15x Choppa, 15x Shoota (15pts), 15x Stikkbombs

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
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Ork Boy Infantry	4	2	3	4	1	2	2	7	6+	Codex: Orks
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Name	Range	Strength	AP	Type	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Shoota	18"	4	6	Assault 2	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Orks: Codex (2014) (Formation Detachment) (1076pts)

Formation (1076pts)

"Green Tide" (1076pts)

Waaagh! Ghazghkull Formation

Biggest an' da Best (formation), Da Boss iz Watchin' (formation), Green Tide, Stampede, Waaagh! Horde

Boyz (92pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (21pts)

Big Choppa (5pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boy w/ Rokkit Launcha (11pts)

Choppa, Rokkit Launcha, Stikkbombs

Boyz (92pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (21pts)

Big Choppa (5pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boy w/ Rokkit Launcha (11pts)

Choppa, Rokkit Launcha, Stikkbombs

Boyz (86pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (21pts)

Big Choppa (5pts), Slugga, Stikkbombs

9x Boy (54pts)

9x Choppa, 9x Slugga, 9x Stikkbombs

Boy w/ Rokkit Launcha (11pts)

Choppa, Rokkit Launcha, Stikkbombs

Boyz (81pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (21pts)

Big Choppa (5pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (81pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (21pts)

Big Choppa (5pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (101pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (41pts)

Power Klaw (25pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (101pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (41pts)

Power Klaw (25pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (101pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (41pts)

Power Klaw (25pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (101pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (41pts)

Power Klaw (25pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Boyz (101pts)

'Ere We Go!, Furious Charge, Mob Rule

Boss Nob (41pts)

Power Klaw (25pts), Slugga, Stikkbombs

10x Boy (60pts)

10x Choppa, 10x Slugga, 10x Stikkbombs

Warboss (139pts)

Gubbinz: Da Supa-Cybork (50pts), Stikkbombs, Warlord

'Ere We Go!, Eternal Warrior, Feel No Pain (5+), Furious Charge, Independent Character, Mob Rule, Ork Tactical Objectives, Relentless, Waaagh!, Warlord, Warlord Trait: Orks, Warlord Trait: Waaagh! Ghazghkull (Waaagh! Ghazghkull Formation)

'Eavy Armour (29pts)

Power Klaw (25pts), Slugga

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
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Boss Nob	Infantry (Character)	4	2	4	4	2	3	3	7	6+	Codex: Orks
Ork Boy	Infantry	4	2	3	4	1	2	2	7	6+	Codex: Orks
Warboss ('Eavy Armour)	Infantry (Character)	5	2	5	5	3	4	4	9	4+	Codex: Orks

Name	Description	Ref
'Eavy Armour	4+ Armour Sv	Codex: Orks
Da Supa-Cyborg	Feel no Pain (5+), Eternal Warrior and Relentless.	Waaagh! Ghazghkull

Name	Range	Strength	AP	Type	Ref
Big Choppa	-	+2	5	Melee, Two-Handed	Codex: Orks
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Power Klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	Codex: Orks
Rokkit Launcha	24	8	3	Assault 1	Codex: Orks
Slugga	12	4	6	Pistol	Codex: Orks
Stikkbombs	8	3	-	Assault 1, 3" Blast, Assault grenades	Warhammer 40k rulebook

Selection Rules

'Ere We Go!: (Codex: Orks)

Biggest an' da Best (formation): (Waaagh! Ghazghkull)

Bulky: (Warhammer 40k rulebook p35)

Da Boss iz Watchin' (formation): (Waaagh! Ghazghkull)

Eternal Warrior: (Warhammer 40k rulebook)

Fearless: (Warhammer 40k rulebook)

Feel No Pain: (Warhammer 40k rulebook p35)

Feel No Pain (5+): (Warhammer 40k rulebook p35)

Feel No Pain (6+): (Warhammer 40k rulebook p35)

Furious Charge: (Warhammer 40k rulebook p27)

Green Tide: (40k Apocalypse 2nd Ed)

Independent Character: (Warhammer 40k rulebook p39)

Mekaniaks: (Codex: Orks)

Mob Rule: (Codex: Orks)

One Scalpel Short of a Medpack: (Codex: Orks)

Ork Tactical Objectives: (Codex: Orks)

Rampage: (Warhammer 40k rulebook)

Relentless: (Warhammer 40k rulebook)

Slow And Purposeful: (Warhammer 40k rulebook p42)

Stampede: (Waaagh! Ghazghkull)

Waaagh!: (Codex: Orks)

Waaagh! Horde: (Waaagh! Ghazghkull)

Warlord: (Warhammer 40k rulebook)

Warlord Trait: Brutal but Kunnin': (Codex: Orks)

Warlord Trait: Orks: 1 Prophet of the Waaagh!

2 Bellowing Tyrant

3 Like a Thunderbolt!

4 Brutal but Kunnin'

5 Kunnin' but Brutal

6 Might is Right (Codex: Orks)

Warlord Trait: Waaagh! Ghazghkull (Waaagh! Ghazghkull Formation): 1 Supa-shootist

2 Waaagh!-mongerer

3 Madboy

4 A Kunnin' Plan

5 Kallin' in a Favour

6 Dead 'Ard (Waaagh! Ghazghkull)

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