

▲ 1850 Pts - Orks - Orks - Jeff O'Neal

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (367, 376 pts)												
Warboss in Mega Armour	1		5	2	5/10	5	3	4/1	4	9	2+	150
(C:O, pg. 54); Infantry (Character); Stikkbombs; Power Klaw; Mega Armour; Attack Squig; Kombi Weapon with Skorcha; Da Lucky Stikk; 'Ere We Go!; Bulky; Furious Charge; Mob Rule; Slow and Purposeful; Waaagh!												
Painboy	1		4	2	4	4	2	3	3	7	6+	50
(C:O, pg. 59); Infantry (Character); 'Urty Syringe; Dok's Tools; 'Ere We Go!; Feel No Pain; Furious Charge; Independent Character; Mob Rule												
Gretchin	10		2	3	2	2	1	2	1	5	-	40
(C:O, pg. 63); Infantry ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[15]
(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x1); Squig Hound (x1); 'Ere We Go!; Furious Charge												
Gretchin	10		2	3	2	2	1	2	1	5	-	40
(C:O, pg. 63); Infantry ; Grot Blasta												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[15]
(C:O, pg. 63); Infantry (Character); Slugga; Grabba Stikk (x1); Squig Hound (x1); 'Ere We Go!; Furious Charge												
Deffkoptas	1		4	2	3	5	2	2	2	7	4+	30
(C:O, pg. 72); JetBikes ; Choppa; Twin-linked Big Shoota (x1); 'Ere We Go!; Furious Charge; Hammer of Wrath; Hit & Run; Jink; Mob Rule; Relentless; Scout; Very Bulky												
Mek Gunz	1											66
(C:O, pg. 77); Vehicle Squadron ; Mek Gun; Mek Gun												
Mek Gun	1	Grp: To: 7	Wo: 2	Save: 3+								[24]
(C:O, pg. 78); Artillery ; Lobba; Ammo Runt												
Gretchin	3		2	3	2	2	1	2	1	5	-	[3]
(C:O, pg. 63); Artillery ; Close Combat Weapon												
Mek Gun	1	Grp: To: 7	Wo: 2	Save: 3+								[21]
(C:O, pg. 78); Artillery ; Lobba; Ammo Runt												
Gretchin	2		2	3	2	2	1	2	1	5	-	[0]
(C:O, pg. 63); Artillery ; Close Combat Weapon												
Mek Gun	1	Grp: To: 7	Wo: 2	Save: 3+								[21]
(C:O, pg. 78); Artillery ; Lobba; Ammo Runt												
Gretchin	2		2	3	2	2	1	2	1	5	-	[0]
(C:O, pg. 63); Artillery ; Close Combat Weapon												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Green Tide (160⁺, 1472 pts)												
Green Tide	1	Detach										1472
												(Waaagh! Ghazghkull, pgs. 58-59); Warboss; Biggest an' Da Best; Da Boss iz Watchin'; Green Tide; Stampede; Waaagh! Horde; Formation
Boyz	29		4	2	3	4	1	2	2/3	7	6+	[230]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	29		4	2	3	4	1	2	2/3	7	6+	[235]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x3); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Bosspole; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	21		4	2	3	4	1	2	2/3	7	6+	[172]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[106]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); Boss Nob; 'Ere We Go!; Furious Charge; Mob Rule
Boss Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
												(C:Orks, pg. 62); Infantry (Character); Stikkbombs; Power Klaw; Shoota; 'Ere We Go!; Furious Charge; Mob Rule
Boyz	10		4	2	3	4	1	2	2/3	7	6+	[65]
												(C:Orks, pg. 62); Infantry ; Stikkbombs; Choppa; Slugga; Big Shoota (x1); 'Ere We Go!; Furious Charge; Mob Rule

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+	[134]
(C:O, pg. 54); Infantry (Character); Stikkbombs; 'Eavy Armour; Attack Squig; Power Klaw; Kombi Weapon with Skorcha; Big Bosspole; 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!; Warlord												
Total Cost:											1848	