

Xenos - Orks - 550 warhorde - (550 pts)

Army Roster (Xenos - Orks) (550 pts)

Rules: Waaagh!

Configuration	
Battle Size	Incursion (1000 Point limit)
Detachment	War Horde Rules: Get Stuck In, Sustained Hits
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Legends are visible
Character (80 pts)	
Warboss (1) (80 pts)	Supa-Cybork Body, Attack squig, Power klaw, Warlord Rules: Waaagh!, Leader, Pistol, Twin-linked, Devastating Wounds, Anti-, Rapid Fire, Extra Attacks, Feel No Pain Unit: Warboss Abilities: Might is Right, Da Biggest and da Best, Invulnerable Save (5+) Ranged Weapons: Twin slugga, Kombi-weapon Melee Weapons: Power klaw, Attack Squig Abilities: Leader Abilities: Supa-Cybork Body
Battleline (85 pts)	
Boyz (10) (85 pts)	<ul style="list-style-type: none"> • 8x Boy w/ Slugga and choppa • Boy w/ Rokkit launcha and close combat weapon • Boss Nob: Power klaw and slugga Rules: Waaagh!, Pistol, Blast Unit: Boy, Boss Nob Abilities: Get Da Good Bitz, Bodyguard Ranged Weapons: Slugga (x3) (x6), Rokkit launcha Melee Weapons: Power klaw (x2) (x2), Choppa, Close combat weapon[1]
Infantry (320 pts)	
Flash Gitz (10) (160 pts)	Ammo Runt <ul style="list-style-type: none"> • 9x Flash Gitz • Kaptin Rules: Waaagh!, Heavy, Sustained Hits, Lethal Hits Unit: Flash Gitz Abilities: Gun-crazy Show-offs, Ammo Runt Melee Weapons: Choppa (x2) (x4) Ranged Weapons: Snazzgun (x2) (x4)
Gretchin (11) (40 pts)	1 Runtherd and 10 Gretchin <ul style="list-style-type: none"> • Runtherd • 10x Gretchin Rules: Waaagh!, Pistol Abilities: Runtherd, Thievin' Scavengers Unit: Gretchin (x10) (x10), Runtherd Melee Weapons: Close combat weapon[2], Grot-smacka Ranged Weapons: Grot blasta, Slugga (x3) (x3)
Meganobz (3) (120 pts)	<ul style="list-style-type: none"> • 3x Meganob w/ Kustom shoota and power klaw Rules: Waaagh!, Feel No Pain, Rapid Fire Unit: Meganobz Ranged Weapons: Kustom shoota Melee Weapons: Power klaw (x2) (x2) Abilities: Krumpin' Time
Dedicated Transport (65 pts)	
Trukk (1) (65 pts)	Wreckin' ball Rules: Deadly Demise D3, Firing Deck 12, Waaagh!, Rapid Fire, Extra Attacks Unit: Trukk Abilities: Grot Riggers, Invulnerable Save (6+) Transport: Trukk Melee Weapons: Spiked wheels, Wreckin' ball Ranged Weapons: Big shoota

Rules:

Waaagh!	If your Army Faction is ORKS, once per battle, at the start of the battle round, you can call a Waaagh! If you do, until the start of the next battle round, the Waaagh! is active for your army and: <ul style="list-style-type: none"> - Units from your army with this ability are eligible to declare a charge in a turn in which they Advanced. - Add 1 to the Strength and Attacks characteristics of melee weapons equipped by models from your army with this ability. - Models from your army with this ability have a 5+ invulnerable save.
Get Stuck In	Melee weapons equipped by ORKS models from your army have the [SUSTAINED HITS 1] ability.
Sustained Hits	Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'
Leader	While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.
Pistol	Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.
Twin-linked	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved
Anti-	Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.
Rapid Fire	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.
Extra Attacks	Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of such a weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The number of attacks made with an Extra Attacks weapon cannot be modified by other rules.
Feel No Pain	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
Blast	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).
Heavy	Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.
Lethal Hits	Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.
Deadly Demise D3	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Firing Deck 12	Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with. Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons.

Unit	M	T	SV	W	LD	OC
Warboss	6"	5	4+	6	6+	1
Boy	6"	5	5+	1	7+	2
Boss Nob	6"	5	5+	2	7+	2
Flash Gitz	6"	5	4+	2	7+	1
Gretchin (x10) (x10)	6"	2	7+	1	8+	2
Runtherd	6"	5	5+	2	7+	1
Meganobz	5"	6	2+	3	7+	1
Trukk	12"	8	4+	10	7+	2

Abilities

Might is Right

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Da Biggest and da Best

When you call a Waaagh!, until the start of the next battle round, add 4 to the Attacks characteristic of this model's melee weapons.

Invulnerable Save (5+)

This model has a 5+ invulnerable save.

Get Da Good Bitz

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Bodyguard

If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one (but only if one of those is a WARBOSS model). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

Gun-crazy Show-offs

Each time a model in this unit targets the closest eligible target with its snazzgun, until the end of the phase, that weapon has an Attacks characteristic of 4.

Ammo Runt

Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: Place an Ammo Runt token next to the unit, removing it after this ability has been used.

Runtherd

Each time an attack targets this unit, if it contains one or more Gretchin models, until that attack is resolved, Runtherd models in this unit have a Toughness characteristic of 2.

Thievin' Scavengers

At the start of your Movement phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.

Grot Riggers

At the start of your Command phase, this model regains 1 lost wound.

Invulnerable Save (6+)

This model has a 6+ invulnerable save.

Ranged Weapons	Range	A	BS	S	AP	D
Twin slugga	12"	2	5+	4	0	1
Pistol, Twin-linked						
Kombi-weapon	24"	1	5+	4	0	1
Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1						
Slugga (x3) (x3)	12"	1	5+	4	0	1
Pistol						
Rokkit launcha	24"	D3	5+	9	-2	3
Blast						
Snazzgun (x2) (x2)	24"	3	5+	6	-1	2
Heavy, Sustained Hits 1						
Grot blasta	12"	1	4+	3	0	1
Pistol						
Kustom shoota	18"	4	5+	4	0	1
Rapid Fire 2						
Big shoota	36"	3	5+	5	0	1
Rapid Fire 2						

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Power klaw	Melee	4	3+	10	-2	2	-
Attack Squig	Melee	2	4+	4	0	1	Extra Attacks
Power klaw (x2) (x2)	Melee	3	4+	9	-2	2	-
Choppa	Melee	3	3+	4	-1	1	-
Close combat weapon[1]	Melee	2	3+	4	0	1	-
Choppa (x2) (x2)	Melee	4	3+	5	-1	1	-
Close combat weapon[2]	Melee	1	5+	2	0	1	-
Grot-smacka	Melee	3	3+	5	0	1	-
Spiked wheels	Melee	3	4+	6	0	1	-
Wreckin' ball	Melee	1	4+	10	0	D6	Extra Attacks

Transport
Trukk
This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR model takes up the space of 2 models. It cannot transport JUMP PACK or GHAZGHKULL THRAKA models.

Abilities
Leader
This model can be attached to the following units: - BOYZ - NOBZ

Abilities

Supa-Cybork Body

ORKS model only. The bearer has the Feel No Pain 4+ ability.
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Abilities

Krumpin' Time

During the battle round in which you call a Waaagh!, models in this unit have the Feel No Pain 5+ ability.
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