

2150 Pts - Codex: Orks - Tournament - Jeff Preuss

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Goff - 'Ard Boyz (30+, 370 pts)												
'Ard Boyz	29		4	2	3	4	1	2	2/3	7	4+	370
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Stikkbombs; Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!												
'Ard Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Bosspole; Stikkbombs; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Goff - Boyz (30+, 255 pts)												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	255
(C:Orks, pp. 40 & 100); Unit Type: Infantry; Stikkbombs; Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[52]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Bosspole; Stikkbombs; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Goff - Shoota Boyz (13+, 123 pts)												
Boyz	12		4	2	3	4	1	2	2	7	6+	123
(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	4+	[51]
(C:Orks, pp. 40 & 100); Unit Type: Infantry; 'Eavy Armour; Bosspole; Slugga; Power Klaw; Furious Charge; Mob Rule; Waaagh!												
Death Skull - Big Mek (1+, 140 pts)												
Big Mek	1		4	2	4/8	4	2	3/1	3	8	4+/5(i)	140
(C:Orks, pp. 34 & 97); Unit Type: Infantry; Mek's Tools; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; Shokk Attack Gun; Furious Charge; Independent Character; Mob Rule; Waaagh!												
Death Skull - 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!												
Evil Sunz - Deffkoptas (5+, 225 pts)												
Deffkoptas	5		4	2	3	4	2	2	2	7	4+	225
(C:Orks, pp. 48 & 101); Unit Type: Jetbikes; Choppa; Twin Linked Rokkit Launcha (x5); Furious Charge; Hit & Run; Mob Rule; Scouts												
Evil Sunz - Da Vulcha Boyz (11+, 205 pts)												
Da Vulcha Boyz	10		4	2	3	4	1	2	2/3	7	6+	205
(C:Orks, pp. 47 & 101); Unit Type: Jump Infantry; Rokkit Pack; Stikkbombs; Choppa & Slugga; Furious Charge; Mob Rule												
Boss Zagstruk	1		5	2	4/8	4	2	3	4/5	9	4+/5(i)	[85]
(C:Orks, pp. 63 & 100); Unit Type: Jump Infantry; Cybork Body; Rokkit Pack; Stikkbombs; Choppa & Slugga; Da Vulcha's Klaws; Furious Charge; Mob Rule; Swoop Attack; Violent Temper; Waaagh!												
Goff - Warboss (1+, 105 pts)												
Warboss	1		5	2	5/10	5	3	4/1	4	9	4+/5(i)	105
(C:Orks, pp. 32 & 97); Unit Type: Infantry; Stikkbombs; 'Eavy Armour; Bosspole; Cybork Body; Power Klaw; Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Goff - Nobz (11 ♂, 575 pts)												
Nobz	1	♂										575
(C:Orks, pp. 34 & 98); Unit Type: Infantry; Count as Troop ♂; Cybork Body; Stikkbombs; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Nobz; Feel No Pain; Furious Charge; Mob Rule; Waaagh!												
Painboy	1		4	2	4	4	2	3	3	7	4+/5(i)	[61]
(C:Orks, pp. 40 & 100); Dok's Tools; Cybork Body; Stikkbombs; 'Urty Syringe; 'Eavy Armour												
Nobz	1		4	2	4/6	4	2	3	3	7	4+/5(i)	[41]
'Eavy Armour; Cybork Body; Stikkbombs; Big Choppa; Twin Linked Shoota												
Nobz	1		4	2	4/6	4	2	3	3	7	4+/5(i)	[41]
'Eavy Armour; Cybork Body; Stikkbombs; Big Choppa; Twin Linked Shoota												
Nobz	1		4	2	4/6	4	2	3	3	7	4+/5(i)	[41]
'Eavy Armour; Cybork Body; Stikkbombs; Big Choppa; Twin Linked Shoota												
Nobz	1		4	2	4/8	4	2	3/1	3	7	4+/5(i)	[61]
'Eavy Armour; Cybork Body; Stikkbombs; Power Klaw; Twin Linked Shoota												
Nobz	1		4	2	4/8	4	2	3/1	3	7	4+/5(i)	[61]
'Eavy Armour; Cybork Body; Stikkbombs; Power Klaw; Twin Linked Shoota												
Nobz	1		4	2	4/8	4	2	3/1	3	7	4+/5(i)	[61]
'Eavy Armour; Cybork Body; Stikkbombs; Power Klaw; Twin Linked Shoota												
Nobz	1		4	2	4	4	2	3	3	7	4+/5(i)	[36]
'Eavy Armour; Cybork Body; Stikkbombs; Choppa; Shoota/Skorcha Kombi-weapon												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10						[70]
(C:Orks, pp. 41 & 100); Unit Type: Vehicle (Fast, Open-topped); Transport Capacity: 12 models; Armour Plates; Boarding Plank; Grot Rigger; Reinforced Ram; Wreckin' Ball; Big Shoota; Ramshackle												
Total Cost:											2148	

Option Footnotes	
Special Rules	
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
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.)
Mob Rule	May use number in mob instead of leadership (p31 C:O)
Ramshackle	If a Trukk suffers a Vehicle Destroyed! or Vehicle Explodes! (wrecked) result, roll on the Ramshackle table below and apply the result instead of the usual effects. If the Trukk suffers more than one result, roll one die per result on the Ramshackle table , but only apply the lowest dice roll: 1 - 2: Kaboom! Truck Destroyed, all passengers and models within D6" take a S3 hit. surviving passengers must disembark and take a Pinning test. 3 - 4: Kareen! Move the Trukk 3D6" in a random direction, then apply the Kaboom! resul above. If the Trukk would careen into enemy models or terrain, stop it 1" away. 5 -6 Kerrunch! Truck is wrecked, Ork passengers take no damage but must immediately disembark.
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Swoop Attack	
Violent Temper	
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: Jump Infantry	Unit Type: Jump Infantry (p.52 WH40k) 1) Move up to 12" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. 2) Assault 6" affected by Diff Terr. 3) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.
Unit Type: Vehicle (Fast, Open-topped)	Unit Type: Vehicle (Fast, Open-topped) (WH40k, pg. 70)
Wargear	
'Eavy Armour	p91 C:O
Armour Plates	'Crew stunned' treated as 'Crew shaken' (p93 C:O)
Boarding Plank	One Ork may make a close combat attack against an enemy vehicle (p93 C:O)
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Cybork Body	(p91 C:O)
Dok's Tools	(p38 C:O)
Grot Rigger	Negate Immobilised on a 4+ (p93 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)
Reinforced Ram	May Tank Shock, Add +2 to front armour for Death or Glory, Re-roll Dangerous Terrain tests (p93 C:O)
Rokkit Pack	Every time the unit moves roll a d6, on a 1 remove a model. You may add the rolled distance to amount you moved this turn. (p47 C:O)
Stikkbombs	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Wreckin' Ball	on a 4+ an enemy unit in 2" takes a S9 hit (p93 C:O)
Weapons	
'Urty Syringe	Poisoned weapon (p38 C:O)
Big Choppa	p89 C:O
Big Shoota	R36"; S5; AP5; Assault 3 (p89 C:O)
Choppa	If used with another close combat weapon, +1 attack in close combat.
Choppa & Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Da Vulcha's Klaws	Acts as a power klaw, fight in iniative order when charging (p63 C:O)
Deffguns	R48"; S7; AP4; Heavy D3 (p43 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
Shokk Attack Gun	R60"; S 2D6; AP2; Ordnance 1; Large Blast (Special rules apply p35 C:O)
Shoota	R18"; S4; AP6; Assault 2 (p91 C:O)

Shoota/Skorcha Kombi- weapon	Shoota: R18"; S4; AP6; Assault 2 (p91 C:O) Skorcha: Template; S5; AP4; Assault 1 (p89 C:O)
Shootas	R18"; S4; AP6; Assault 2 (p91 C:O)
Slugga	12" Range; S4; AP6; Pistol (p91 C:O).
Twin Linked Rokkit Launcha	R24"; S8; AP3; Assault 1; Linked (p89 C:O)
Twin Linked Shoota	18" Range; S4; AP6; Assault 2, Linked (p91 C:O)