

## New Roster (Warhammer 40,000 9th Edition) [37 PL, -1CP, 743pts]

### Patrol Detachment 0CP (Orks) [37 PL, -1CP, 743pts]

Rules: *Dis Is Ours! Zog Off!*

#### Configuration

##### Clan Kultur / Specialist Mobs

**Selections:** Goffs

**Categories:** CONFIGURATION

**Abilities:** *Goffs*

Abilities	Description	Ref
<b>Goffs</b>	Each time you roll an unmodified hit roll of 6 for an attack with a melee weapon made by a model with this kultur, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.	

##### Detachment Command Cost

**Categories:** CONFIGURATION

### HQ [8 PL, -1CP, 143pts]

**Big Mek W/ Kustom Force Field [4 PL, 60pts]****Selections:** Choppa, Kustom Force Field (PA), Slugga, Stikkbombs**Categories:** BIG MEK, CHARACTER, FACTION: <CLAN>, FACTION: ORK, HQ, INFANTRY**Rules:** 'Ere We Go!, Dakka Dakka Dakka, Mob Rule**Abilities:** Big Mekaniak, Kustom Force Field, **Unit:** Big Mek with Kustom Force Field, **Weapon:** Choppa, Slugga, Stikkbomb

Abilities	Description	Ref
<b>Big Mekaniak</b>	At the end of your Movement phase, this model can repair a single friendly (CLAN) Vehicle model within 3". That model regains D3 lost wounds. A model can only be repaired once per turn.	Codex: Orks p86
<b>Kustom Force Field</b>	Friendly Ork units have a 5+ invulnerable save against ranged attacks whilst they are wholly within 9" of this model. While this model is embarked, the model transporting it has a 5+ invulnerable save against ranged attacks.'	Codex: Orks p121

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Big Mek with Kustom Force Field</b>	5"	3+	5+	5	4	4	3	7	4+	Psychic Awakening VI: Saga of the Beast p71

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Choppa</b>	Melee	Melee	user	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	Codex: Orks p121
<b>Slugga</b>	12"	Pistol	1	4	0	1 -	Codex: Orks p120
<b>Stikkbomb</b>	6"	Grenade D6	3	0	1	Blast	Codex: Orks p120

**Warboss [4 PL, -1CP, 83pts]****Selections:** Attack Squig, Brutal but Kunnin, Da Biggest Boss [-1CP], Da Killa Klaw, Kustom Shoota [3pts], Power Klaw [10pts], 2x Slugga, Stikkbombs, Warlord**Categories:** CHARACTER, INFANTRY, WARBOSS, HQ, FACTION: <CLAN>, FACTION: ORK, WARLORD**Rules:** 'Ere We Go!, Dakka Dakka Dakka, Mob Rule**Abilities:** Breakin' Heads, Brutal but Kunnin, Da Biggest Boss, Waaagh!, **Unit:** Warboss, **Weapon:** Attack Squig, Da Killa Klaw, Kustom Shoota, Power Klaw, Slugga, Stikkbomb

Abilities	Description	Ref
<b>Breakin' Heads</b>	If a <CLAN> unit fails a Morale test within 3" of a friendly <CLAN> WARBOSS, they can restore order with a brutal display of violence. If they do, the unit suffers D3 mortal wounds, but the Morale test is then considered to have been passed.	Codex: Orks p85
<b>Brutal but Kunnin</b>	You can re-roll failed hit rolls for your warlord in the fight phase. In addition increase the damage characteristic of your warlords melee weapons by 1 if he finished a charge move or performed heroic intervention this turn.	Codex: Orks p132
<b>Da Biggest Boss</b>	Use this Stratagem before the battle. Select one WARBOSS model in your army. Add 1 to that model's Wounds and Attacks characteristics and it gains a 4+ invulnerable save. You can only use this Stratagem once per battle, and only if your army does not include GHAZGHKULL THRAKA.	
<b>Waaagh!</b>	Friendly <CLAN> Infantry units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.	Codex: Orks p85

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Warboss</b>	5"	2+	5+	6	5	6	4	8	4+	Codex: Orks p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Attack Squig</b>	Melee	Melee	4	-1	1	Each time a model with an attack squig fights, it can make 2 additional attacks with this weapon.	Codex: Orks p121
<b>Da Killa Klaw</b>	Melee	Melee	x2	-3	3	Model with Power Klaw only. You can re-roll failed wound rolls for this weapon.	Codex: Orks p130
<b>Kustom Shoota</b>	18"	Assault 4	4	0	1	-	Codex: Orks p120
<b>Power Klaw</b>	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll	Codex: Orks p121
<b>Slugga</b>	12"	Pistol 1	4	0	1	-	Codex: Orks p120
<b>Stikkbomb</b>	6"	Grenade D6	3	0	1	Blast	Codex: Orks p120

**Troops [24 PL, 500pts]**

**Boyz [12 PL, 250pts]****Categories:** BOYZ, INFANTRY, FACTION: ORK, FACTION: <CLAN>, TROOPS**Rules:** 'Ere We Go!, Dakka Dakka Dakka, Mob Rule**Abilities:** Green Tide**Boss Nob [18pts]****Selections:** Choppa, Killsaw [10pts], Stikkbombs**Unit:** Boss Nob, **Weapon:** Choppa, Killsaw, Stikkbomb**29x Ork Boy W/ Shoota [232pts]****Selections:** 29x Shoota, 29x Stikkbombs**Unit:** Ork Boy, **Weapon:** Shoota, Stikkbomb

Abilities	Description	Ref
<b>Green Tide</b>	If this unit includes 20 or more models, add 1 to the Attacks characteristic of each model in the unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Boss Nob</b>	5"	3+	5+	5	4	2	3	7	6+	Codex: Orks p91
<b>Ork Boy</b>	5"	3+	5+	4	4	1	2	6	6+	Codex: Orks p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Choppa</b>	Melee	Melee	user	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	Codex: Orks p121
<b>Killsaw</b>	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll. If a model is equipped with 2 Killsaws, add 1 to its Attacks characteristic	Codex: Orks p121
<b>Shoota</b>	18"	Assault 2	4	0	1	-	Codex: Orks p120
<b>Stikkbomb</b>	6"	Grenade D6	3	0	1	Blast	Codex: Orks p120

**Boyz [12 PL, 250pts]****Categories:** BOYZ, INFANTRY, FACTION: ORK, FACTION: <CLAN>, TROOPS**Rules:** *'Ere We Go!, Dakka Dakka Dakka, Mob Rule***Abilities:** *Green Tide***Boss Nob [18pts]****Selections:** Choppa, Killsaw [10pts], Stikkbombs**Unit:** *Boss Nob*, **Weapon:** *Choppa, Killsaw, Stikkbomb***29x Ork Boy W/ Slugga & Choppa [232pts]****Selections:** 29x Choppa, 29x Slugga, 29x Stikkbombs**Unit:** *Ork Boy*, **Weapon:** *Choppa, Slugga, Stikkbomb*

Abilities	Description	Ref
<b>Green Tide</b>	If this unit includes 20 or more models, add 1 to the Attacks characteristic of each model in the unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Boss Nob</b>	5"	3+	5+	5	4	2	3	7	6+	Codex: Orks p91
<b>Ork Boy</b>	5"	3+	5+	4	4	1	2	6	6+	Codex: Orks p89

Weapon	Range	Type	S	AP	D	Abilities	Ref	
<b>Choppa</b>	Melee	Melee	user	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	Codex: Orks p121	
<b>Killsaw</b>	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll. If a model is equipped with 2 Killsaws, add 1 to its Attacks characteristic	Codex: Orks p121	
<b>Slugga</b>	12"	Pistol	1	4	0	1	-	Codex: Orks p120
<b>Stikkbomb</b>	6"	Grenade D6	3	0	1	Blast	Codex: Orks p120	

**Elites [3 PL, 65pts]**

**Painboy [3 PL, 65pts]****Selections:** 'Urty Syringe, Power Klaw [10pts]**Categories:** CHARACTER, FACTION: <CLAN>, FACTION: ORK, INFANTRY, ELITES, PAINBOY**Rules:** 'Ere We Go!, Dakka Dakka Dakka, Mob Rule**Abilities:** Dok's Tools, Grot Orderly, Sawbonez, **Unit:** Painboy, **Weapon:** 'Urty Syringe, Power Klaw

Abilities	Description	Ref
<b>Dok's Tools</b>	Roll a D6 each time a <CLAN> INFANTRY or <CLAN> BIKER unit loses a wound whilst within 3" of any friendly <CLAN> PAINBOYZ. On a 6, that unit does not lose that wound.	
<b>Grot Orderly</b>	Once per battle, you can re-roll the dice when this model is attempting to heal a model using the Sawbonez ability, either when determining if the surgery is successful or when determining the number of lost wounds regained.	
<b>Sawbonez</b>	At the end of your Movement phase, this model can attempt surgery on a single friendly <CLAN> INFANTRY or BIKER model within 1" of it. If it does so, roll a D6 to determine if the surgery is successful. On a 1 the surgery fails and the model you were attempting to heal loses a wound. On a 2+ the surgery succeeds and that model regains D3 lost wounds. A model can only be the target of a surgery attempt once per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Painboy</b>	5"	3+	5+	5	4	4	4	6	6+	Codex: Orks p93

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>'Urty Syringe</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. This weapon always wounds on a 4+ unless it is targeting a VEHICLE or TITANIC model, in which case it wounds on a 6+.	Codex: Orks p121
<b>Power Klaw</b>	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll	Codex: Orks p121

**Fast Attack [2 PL, 35pts]**

## DeffKopta [2 PL, 35pts]

**Categories:** FACTION: <CLAN>, FACTION: ORK, DEFFKOPTAS, FAST ATTACK, FLY, SPEED FREEKS, VEHICLE

**Rules:** 'Ere We Go!, Dakka Dakka Dakka, Mob Rule

**Abilities:** Scoutin' Ahead, Turbo-boost

## DeffKopta [2 PL, 35pts]

**Selections:** Slugga, Spinnin' Blades, Twin Big Shoota [10pts]

**Unit:** Deff Kopta, **Weapon:** Slugga, Spinnin' Blades, Twin Big Shoota

Abilities	Description	Ref
<b>Scoutin' Ahead</b>	During deployment, you can set up a unit of Deffkoptas behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases, the Deffkoptas can swoop around to ambush the foe - set them up anywhere on the battlefield that is more than 9" away from any enemy models and within 14" of a battlefield edge.	
<b>Turbo-boost</b>	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Deff Kopta	14"	3+	5+	4	5	4	2	6	4+	Codex: Orks p104

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Slugga</b>	12"	Pistol	1	4	0	1 -	Codex: Orks p120
<b>Spinnin' Blades</b>	Melee	Melee	+1	0	1	Make D3 hit rolls for each attack made with this weapon instead of 1	
<b>Twin Big Shoota</b>	36"	Assault	6	5	0	1 -	Codex: Orks p120

## Force Rules

**Dis Is Ours! Zog Off!:** If your army is battle-forged, all Troops units in Ork Detachments gain this ability. Such a unit that is within range of an objective Marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. ( )

## Selection Rules

**'Ere We Go!:** You can re-roll charge rolls for this unit. When doing so, you can re-roll all or any of the dice. (Codex: Orks p82)

**Dakka Dakka Dakka:** Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon by a model in this unit, that hit roll succeeds regardless of modifiers.

In addition, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate extra hit rolls. When firing a weapon with randomly determined characteristics (ie. Bubblechukka), any additional hit rolls use the same characteristics as the hit roll that generated the additional hit roll. This ability does not affect weapons that automatically hit their target. (Codex: Orks p82)

**Mob Rule:** When using the Leadership characteristic of this unit, you can use either its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit, or the number of models in another friendly unit within 6" that has this ability. (Codex: Orks p82)