



PLAYER	Mike Adams
ARMY	“Orkses Is Never Beaten” (Orks)

UNIT	WS	BS	S	T	W	I	A	Ld	Sv	NOTES	POINTS
HQ Warboss “Fathead Numbnutz”	5	2	5	4	3	4	4	9	4+	Big Shoota, Choppa, Tankbusta Bombz, ‘Eavy Armour	85
Troops 15 Shoota Boyz (inc. Nob) Nob “Deffsnik”	4	2	3	4	1	2	2	7	6+	3 Rokkit Launchas	161
14 Shoota Boyz (inc. Nob) Nob “Shootsnik”	4	2	3	4	1	2	2	7	6+	3 Rokkit Launchas	153
Fast Attack 9 Trukk Boyz (inc. Nob) Nob “Urdgob”	4	2	3	4	1	2	2	7	6+	Slugga and Choppa, 1 Burna, Bailin’ Out	107
9 Trukk Boyz (inc. Nob) Nob “Drokkclaw”	4	2	3	4	1	2	2	7	6+	Big Horns, Tankbusta Bombz	132
9 Trukk Boyz (inc. Nob) Nob “Drokkclaw”	4	2	3	4	1	2	2	7	6+	Slugga and Choppa, 1 Burna, Bailin’ Out	132
5 Warbikes	4	2	3	4/5	1	2	2	7	6+/ 5+	Big Horns, Tankbusta Bombz, Power Claw	150
										Twin-linked Big Shootas, Short Ranged, Hard to Hit, Speed Freeks, Psycho Blastas	150

VEHICLE	Front	Side	Rear	BS	TYPE & NOTES	POINTS
Transports Wartrukk	10	10	10	2	Fast, Open-topped, Big Shoota, Armour Plates	43
Wartrukk	10	10	10	2	Fast, Open-topped, Big Shoota, Armour Plates	43
Heavy Support Looted Basilisk	12	10	10	2	Tank, Open-topped, Indirect Fire	125

Total Points 999

WEAPON	Range	Str	AP	Type	NOTES
Slugga	12"	4	6	Pistol	
Shoota	24"	4	6	Rapid Fire	
Big Shoota	36"	5	5	Assault 3	
Rokkit Launcha	24"	8	3	Assault 1	
Burna	Template	4	5	Assault 1	Can be used either as a ranged weapon or as a close combat power weapon (not both at the same time)
Choppa	-	-	-	-	Close combat weapon, save limited to 4+
Power Claw	-	-	-	-	Close combat power weapon, doubles user's Strength to max 10, always strikes last
Earthshaker (looted)	120"	9	3	Ordnance 1/Blast	Indirect Fire: G36"-240"
Heavy Bolter (looted)	36"	5	4	Heavy 3	

