

July Orks

Detachment Name	Detachment Type	Half Strength	Morale Value	Points Cost
GreatGargant1	Ork Gargants	9/18 DC	9	445
Warband1	Ork Warband	14/28 mixed	9	434
Warlord1	Ork Warlord	4/8 mixed	4	167
Gunfortress	Ork Battle Fortress Mob	2/4 DC	2	95
Army Totals:			24	1141

Detachment Name: GreatGargant1 Detachment Type: Ork Gargants File Version: Version 3.0 Epic Remastered	Half Strength: 9/18 DC Morale Value: 9 Points Cost: 445
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Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Great Gargant	WE	15 cm	WE	WE	30	5+	18DC. . See Datasheet.

Detachment Name: Warband1 Detachment Type: Ork Warband File Version: Version 2.4 Epic Remastered	Half Strength: 14/28 mixed Morale Value: 9 Points Cost: 434
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Chain of Command: Warboss > Nobz/Meganobz > any unit without the Grots note.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
4	Gretchin unit	INF	10/20 cm	15 cm	1	1	3+	Grots
5	Nobz unit	INF	10/20 cm	30 cm	1	4	4+	Save, (Hero)
4	Ork unit	INF	10/20 cm	30 cm	1	2	4+	
4	Shooty Boyz unit	INF	10/20 cm	45 cm	2	1	4+	(Heavy Weapons)
6	Battlewagon (3rd era)	VEH	25 cm	30 cm	2	1	5+	Transport (4)
1	Stompa v2	VEH	15 cm	45 cm	4	4	5+	2DC. Robust
1	Warboss in Stompa	VEH	15 cm	45 cm	4	8	5+	2DC. Robust, Save, (Hero)
1	Weirdboy Battle Tower	VEH	25 cm	45 cm	1	2	5+	Hitch (1), Psyker
Totals:					42	56		

Detachment Name: Warlord1 Detachment Type: Ork Warlord File Version: Version 2.5 Epic Remastered	Half Strength: 4/8 mixed Morale Value: 4 Points Cost: 167
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Chain of Command: Warlord > Nobz > any unit without the Grots note.

Supreme Commander Detachments with their HQ within 30cm of the Supreme Commander are Stubborn. If the Supreme **(reminder):** Commander contributes to an assault or firefight you may re-roll combat resolution.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
2	Nobz unit	INF	10/20 cm	30 cm	1	4	4+	Save, (Hero)
2	Stormboyz unit	INF	20/30 cm	15 cm	1	3	4+	Jump Packs, (Assault)
1	Battlewagon (3rd era)	VEH	25 cm	30 cm	2	1	5+	Transport (4)
1	Warlord in Stompa	VEH	15 cm	45 cm	4	8	5+	2DC. Robust, Save, Supreme Commander, (Hero)
1	Weirdboy Warphead Battle Tower	VEH	25 cm	45 cm	1	4	5+	Hitch (1), Psyker, Save, (Hero)
Totals:					11	27		

Detachment Name: Gunfortress Detachment Type: Ork Battle Fortress Mob File Version: Version 3.0 Epic Remastered	Half Strength: 2/4 DC Morale Value: 2 Points Cost: 95
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Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Gunfortress	WE	15 cm	45 cm	8	8	5+	4DC. Hitch (4). See Datasheet.

Special Abilities Summary

Hitch (X): X Infantry units can be carried. Infantry cannot move, and must disembark at end of movement. Transport is not slowed down.

Jump Packs: Ignore terrain while moving, but still affected by Dangerous Terrain at the start and end of each move.

Psyker: Can use and nullify Psychic Fate Cards. Gives an advantage in assaults.

Robust: Unit has Damage Capacity 2, so needs 2 hits to kill. Counts as 2 units for hit allocation and detachment strength. Killed by weapons that automatically cause critical damage.

Save: 4+ Save against all hits.

Transport (X): X Infantry units can be carried. Embarking/disembarking costs 5 cm for both Transport and Infantry.

Super-heavy Weapons Summary

Total Units:

Battlewagon (3rd era): 7

Great Gargant: 1

Gretchin unit: 4

Gunfortress: 1

Nobz unit: 7

Ork unit: 4

Shooty Boyz unit: 4

Stompa v2: 1

Stormboyz unit: 2

Warboss in Stompa: 1

Warlord in Stompa: 1

Weirdboy Battle Tower: 1

Weirdboy Warphead Battle Tower: 1