WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

"Some says we'z Feral, nomadz they calls uz. I just say we'z always marching, konkering we iz…"

Warlord Snagga Snagga

Forces

The Warlord Snagga Snagga's Feral Ork Horde Army List uses the datasheets from the Feral Ork Forces section.

Using The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The different types of Ork formations you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules

The *Mob Rule* (see *Mob Rule*) and *Power of the Waaagh!* (see *Power of the Waaagh!*) rules apply to all Ork formations.

SPECIAL RULE

Feral Ork Epic Tournament Special Rules

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation have *scout*.

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

Warlord Snagga Snagga's Feral Ork Horde armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test (see *Power of the Waaagh!*), or the size of the formation when rallying (see *Mob Rule*).

ORK FORMATIONS

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRA UNITS**
Boarboyz Horde	Five Boarboyz	100	175	250	Add any number of Boarboyz for +25 points each Add up to one Wyrdboy character to any unit for +50 points
Junka Brigade	Six Boyz and six Junkatrukks	175	300	n/a	Add any number of Boyz with a Junkatrukk for +25 points each Add up to one Nobz with a Junkatrukk for +50 points Add up to one Wyrdboy character to any unit for +50 points
0–1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Add up to six Madboyz for +15 points each Add up to three Wyrdboy characters to any unit(s) for +50 points each
0–1 Steam Gargant	One Steam Gargant	200	350	500	None
Trappas	Six Wildboyz	150	n/a	n/a	Add up to one Nobz for +35 points **Note:** All units in the formation have *Scout*
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Boarboyz, Boyz with an optional Grotz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points
Wildboyz	Two Nobz and six Wildboyz	125	225	325	Add any number of the following units for +25 points each: Boarboyz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points

FERAL ORK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45cm	MW5+/AA5+, MW	
Boarboyz	INF	20cm	5+	4+	6+	Shootas	(15cm)	Small Arms	*Infiltrator, Mounted.*
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	*Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.*
Madboyz	INF	15cm	6+	4+	6+	Shootas	(15cm)	Small Arms	*Fearless.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Squig Katapult	INF	10cm	-	6+	5+	Squig Katapult	45cm	1BP, D	
Wildboyz	INF	15cm	6+	4+	-	-			
Junkatrukk	LV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Transport. May transport one of the following units: Boyz, Grotz, Nobz. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support.*
Squiggoth	LV	20cm	4+	4+	5+	Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Thick Rear Armour, Transport. May transport four of the following units: Boyz, Grotz, Nobz, Wildboyz; plus two units of Grotz.*
						2× Twin Big Shoota	30cm	AP5+/AT6+	
						Teeth and Horns	(bc)	Assault Weapons, EA(+D3), MW	
Orkeosaurus	WE	15cm	4+	4+	5+	2× Big Gun	45cm	AP5+/AT5+	*Damage Capacity 6, Reinforced Armour, Thick Rear Armour, Transport. May Transport twelve of the following units: Boyz, Grotz, Nobz, Wildboyz; plus six units of Grotz). Critical Hit Effect: The unit takes a point of damage and moves 3D6cm in a random direction. If it moves into impassable terrain it stops and is destroyed. If it moves into another unit or units, it stops and one of those units suffers a macro-weapon hit.*
						4× Twin Big Shoota	30cm	AP5+/AT6+	
						Goring Tusks	(bc)	Assault Weapons, EA(+D3), MW	
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	
Steam Gargant	WE	15cm	4+	4+	4+	0–2× Soopagun	60cm	2BP, FxF, MW	*Damage Capacity 4, Fearless, Reinforced Armour, Walker. Armed with any two of the following weapons: Soopagun, Mega-Choppa. Critical Hit Effect: The unit is destroyed. All units within 2D6cm suffer a hit.*
						0–2× Mega Choppa	(bc)	Assault Weapons, EA(+1), TK(D3)	
						Fist of Gork	45cm	MW5+/AA5+, MW	

SPECIAL RULE
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. To represent this Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Grotz or Squig Katapultz units, receive a +1 modifier to any Rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule War Engines count each point of starting damage capacity as a unit.

SPECIAL RULE
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low Initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up. Because of this Ork formations that are attempting to take Charge or Double actions receive a +2 modifier to their Action test roll.