

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE

FORMATION	CORE UNITS	NORMAL	BIG	UGE	EXTRAS	
Warband	Two Nobz units, six Boyz units and two Grotz units	200	350	500	Any number of Boyz (each with optional Grotz), two Wildboyz, Boarboyz Up to three Squig Catapults Up to one Nobz Up to one Wyrdboy Any number of Squiggoths Up to one Orkeosaurus	+25 each +25 each +35 each +50 each +50 each +175 each
Wildboyz	Two Nobz units and six Wildboyz units	125	225	325	Any number of Boarboyz, two Wildboyz Up to three Squig Catapults Up to one Nobz Up to one Wyrdboy Any number of Squiggoths Up to one Orkeosaurus	+25 each +25 each +35 each +50 each +50 each +175 each
Trappas	Six Wildboyz units (gain Scouts ability)	150	-	-	Up to one Nobz	+35
Boarboyz Horde	Five Boarboyz units	100	175	250	Any number of Boarboyz Up to one Wyrdboy	+25 each +50 each
0-1 Madboyz Horde	Six Madboyz units	100	-	-	Up to six Madboyz Up to three Wyrdboy	+15 each +50 each
Junka Brigade	Six Boyz units and six Junkatrukks	175	300	-	Any number of Boyz (each with free Junkatrukk) Up to one Nobz with Junkatrukk Up to one Wyrdboy	+25 each +50 each +50 each
0-1 Steam Gargant	One Steam Gargant	200	350	500	-	

USING THE ARMY LIST

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Warband may include two Orkeosaurus and an uge Warband may include three Orkeosaurus.

CODEX ORKS – WARLORD SNAGGA SNAGGA’S FERAL ORK HORDE

Name	Type	Speed	Strategy Rating: 3			Initiative: 3+			Notes
			Armour	C	F	Weapons	Range	Firepower	
Ork Warlord	Ch	na	na	na	na	Massive Choppas	Base Contact	Assault Wpn, MW, +1A	Supreme Commander
Ork Wyrdboy	Ch	na	na	na	na	Fist of Gork	45cm	MW5+/AA5+, MW	
Ork Nobz	Inf	15cm	4+	3+	5+	Shootas 2 × Big Shootas Big Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, +1A	Leader
Ork Boyz	Inf	15cm	6+	4+	6+	Shootas Big Shootas Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn	
Ork Wildboyz	Inf	15cm	6+	4+	-	Choppas	Base Contact	Assault Wpn	
Ork Madboyz	Inf	15cm	6+	4+	6+	Shootas Choppas	(15cm) Base Contact	Small Arms Assault Wpn	Fearless
Ork Boarboyz	Inf	20cm	5+	4+	6+	Shootas Choppas	(15cm) Base Contact	Small Arms Assault Wpn	Infiltrators, Mounted
Grotz	Inf	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	No blast markers for Grotz units that are killed; don't count Grotz units that are lost in assault.
Ork Squig Catapult	Inf	10cm	-	6+	5+	Squig Catapult	45cm	1BP, Disrupt	
Ork Junktrukks	LV	25cm	5+	5+	6+	Big Shootas	30cm	AP6+/AT6+	Transport (one: Boyz, Nobz, Wildboyz. May carry one Grotz in addition to any other units).
Ork Squiggoth	LV	20cm	4+	4+	5+	2 × Twin Big Shootas Big Gun Teeth & Horns	30cm 45cm Base Contact	AP5+/AT6+ AP5+/AT5+ Assault Wpn, MW, +D3A	Reinforced Armour, Thick Rear Armour. Transport (up to four: Boyz, Nobz, Wildboyz. May carry up to two Grotz in addition to any other units).
Orkeosaurus	WE	15cm	4+	4+	5+	4 × Twin Big Shootas 2 × Big Gun Goring Tusks <u>or</u>	30cm 45cm Base Contact Base Contact	AP5+/AT6+ AP5+/AT5+ Assault Wpn, MW, +D3A Assault Wpn, TK(D3), +1A	Reinforced Armour, Thick Rear Armour. Transport (up to twelve: Boyz, Nobz, Wildboyz. May carry up to six Grotz in addition to any other units). Dam Cap: 6, Crit: Rampages 3D6cm in random direction causing macro-weapon hit on 4+ to all units moved over and takes point of damage.
Ork Steam Gargant	WE	15cm	4+	4+	4+	Fist of Gork 0-2 Soopagun 0-2 Mega-choppa	45cm 60cm Base Contact	MW5+/AA5+, MW 2BP, MW, FF Arc Assault Wpn, TK(D3), +1A	Fearless, Reinforced Armour, Walker May have 2 Soopagun or 1 Soopagun and 1 Mega-choppa or 2 Mega-choppa. Dam Cap: 4, Crit: Destroyed, units in 2D6cm hit.

Warlord Snagga Snagga's Feral Ork Horde Special Rules

- Mob Rule** Orks believe that as long as there are a bunch of them still fighting together (slightly more than they can count up to 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, not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule, war engines count each point of starting damage capacity as a unit.
- Power of the Waaagh!** Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punchup! Because of this, Ork formations that are attempting to take an engage or double action receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.
- Feral Ork Warlord** Every Feral Ork army must include a supreme commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. The Warlord character must be added to the formation in the army with the most units (war engines count as a number of units equal to their starting damage capacity).

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