

WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE ARMY LIST (swordwind)

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Warband	2 Nobz, 6 Ork Boyz and 2 Grots	200	350	500	<p>Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit taken), two Wildboyz (note you get two Wildboyz units for 25 points), Squig Catapult, Boarboyz</p> <p>Up to one Nob for +35 points</p> <p>Any number of Squigoths for +50 points each</p> <p>Up to one Wyrdboy character for +50 points</p> <p>Up to one Orkeosaurus for +150 points</p>
Wildboyz	2 Nobz, 6 Wildboyz	150	250	350	<p>Any number of the following for +25 points each: two Wildboyz (note you get two Wildboyz units for 25 points), Squig Catapult, Boarboyz</p> <p>Up to one Nob for +35 points</p> <p>Any number of Squigoths for +50 points each</p> <p>Up to one Wyrdboy character for +50 points</p> <p>Up to one Orkeosaurus for +150 points</p>
Boarboyz Horde	5 Boarboyz	100	175	250	<p>Any number of the following for +25 points each: Boarboyz</p> <p>Up to one Wyrdboy character for +50 points</p>
Trappas	6 Wildboyz	150	n/a	n/a	<p>Up to one Nob for +35 points</p> <p>Note: All units in a Trappa formation count as having the Scout ability</p>
0-1 Madboyz Horde	6 Madboyz	100	n/a	n/a	<p>Up to 6 extra Madboyz for +15 points each</p> <p>Up to 3 Wyrdboy character for +50 points</p>
Junka Brigade	6 Junkatrukks and 6 Ork Boyz	150	250	350	<p>Any number of the following for +25 points each: Junkatrukk and one Ork Boy unit</p> <p>Up to one Junkatrukk and one Ork Nob for +35 points</p> <p>Up to one Wyrdboy character for +50 points</p>
0-1 Steam Gargant	1 Steam Gargant	200	350	500	None

WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE REFERENCE SHEET (swordwind)

STRATEGY RATING 3 INITIATIVE 3+									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	base contact	Assault wpn, MW, +1A	Supreme Commander
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist Of Gork	45cm	MW5+, AA5+, MW	
Nobz	INF	15cm	4+	3+	5+	Shootas	15cm	Small Arms	Leader
						2 x Big Shootas	30cm	AP6+/AT6+	
						Big Choppas	base contact	Assault wpn, +1A	
Boyz	INF	15cm	6+	4+	6+	Shootas	15cm	Small Arms	
						Choppas	base contact	Assault wpn	
						Big Shootas	30cm	AP6+/AT6+	
Wildboyz	INF	15cm	6+	4+	n/a	Choppas	base contact	Assault wpn	
Madboyz	INF	15cm	6+	4+	6+	Shootas	15cm	Small Arms	Fearless
Grotz	INF	15cm	none	6+	6+	Shootas	base contact	Assault wpn	
Boarboyz	INF	25cm	6+	4+	6+	Shootas	15cm	Small Arms	No BM if killed
						Choppas	base contact	Assault wpn	Mounted, Infiltrators
Squig Katapult	INF	10cm	none	6+	5+	Squig Katapult	45cm	IBP, Disrupt	
Junkatrukk	LV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	Transport (1 + 1 Groz), Units being transported may shoot normally and use their FF in an Assault
Squiggoth	LV	20cm	4+	4+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	Transport (4 + 2 Groz), Thick Rear Armour
						Big Gun	45cm	AP5+/AT5+	Thick Rear Armour
						Teeth & Horns	base contact	Assault wpn, MW, +(D3)A	Reinforced Armour
Orkeosaumis	WE	15cm	4+	4+	5+	4 x Twin Big Shootas	30cm	AP5+/AT6+	Transport (12 + 6 Groz), Thick Rear Armour
						2 x Big Gun	45cm	AP5+/AT5+	Thick Rear Armour
						Goring Tusks	base contact	Assault wpn, MW, +(D3)A	Reinforced Armour
						or	base contact	Assault wpn, TK (D3), +1A	DC6, Crit = See datasheet
Steam Gargant	WE	15cm	4+	4+	4+	0-2 x Soopa Gun	60cm	2BP, MW	Reinforced Armour, Fearless
						0-2 x Mega-choppa	base contact	Assault wpn, MW, TK (D3), +1A	Walker,
						Fist Of Gork	45cm	MW3+, AA3+, MW	DC4, Crit = See datasheet