

WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE

Ork armies have a Strategy rating of 3. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see the Power of the Waaargh and Mob Rule special rules in the forces section).

COST PER FORMATION

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Warband	Two Nobz and six Ork Boyz and two Grotz	200	350	500	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 Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points 0-1 (per army list) Giant Horrid for +100 points
Wildboyz	Two Nobz, Six Wildboyz	150	250	350	Any number of the following for +25 points each: two Wildboyz (note: you get two Wildboyz units for 25 points), Squig Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points 0-1 (per army list) Giant Horrid for +100 points
Boarboyz Horde	Five Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy character for +50 points
Trappas	Six Wildboyz	150	n/a	n/a	Up to one Nob for +35 points Note: All units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each. Up to three Wyrdboy character for +50 points
Junka Brigade	Six Junkatrukks and six Ork Boyz	150	250	350	Any number of the following for +25 points each: Junkatrukk and one Ork Boyz unit Up to one Junkatrukk and one Ork Nob for +35 points Up to one Wyrdboy character for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	None



WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE

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

Warlord Snagga Snagga

Feral Orks are known from across the galaxy, for the most part forming small tribes and causing an occasional nuisance to colonies nearby. What set Snagga-snagga's horde apart were two things – the size of his horde, and the size of the things in his horde!

When the Eldar of Biel-Tan invaded Baran and began to scour it clean of Orks, many tribes fled, their warlords slain by the Eldar, or else panicked by their sudden defeat. Ork battled Ork as tribes lost their stamping grounds and tried to steal them from their neighbours. In the midst of this, Snagga-snagga proved his might and united the tribes into a great Feral Waaagh! that, for a while at least, gave both the Eldar and the Baran Siegemasters a good run for their money.

Where most Feral Orks fear technology, Snagga-snagga always saw it as another way to impress his boyz, prove his might and beat his rivals. Because of this Snagga-snagga was soon attended by many ambitious Boilerboyz, delighted at last to serve a warlord who wouldn't cast them out of the tribe for their 'tinkering'. Two of the most ambitious, Wurzbag and Durrboz, became great rivals vying for his attention, and to prove their worth each built for him the greatest construction they could muster. What emerged were Bigga & Bigga, the first of the Steam Gargants.

Not to be outdone, the Pigdoks quickly produced their own engine of destruction with which to wow Snagga-snagga. Convinced that teknoogy never quite works, and trusting the good old worth of flesh and blood, the Pigdoks raised



SPECIAL RULE Warlord

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 count as being Scouts.

the colossal Squiggoths, grown large from fungus raised in soil, unbeknownst to the Orks, once tended to by the Eldar Exodites and still possessing much of their mystical vitality.

So it was that as Snagga-snagga set out to prove himself Warlord of Baran, he took with him an army quite unlike any seen before.

FO1.2.2 How To Use 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 most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below.

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.

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.

1.3 THE FERAL ORKS

“What are these dirty little things doing here? Where are our cities? Who has murdered the Children of Asuryan?!”

Mauryon returns to Baran

Spored To Be Wild

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet’s inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.



All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet’s surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

Survival of Da Biggest

At first these tribes are small in number and are of little threat to the planet’s inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks’ development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.



Da Tribe

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home-world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.

1.3.1 FERAL ORKS SPECIAL RULES

The following special rules apply to Feral Ork units.

1.3.2 FERAL ORK UNITS

A Feral Ork army is allowed to use the new units on the following pages. All other units that may be used in a Feral Ork army are covered in section 5.5.3 of the Epic: Armageddon rulebook and on the Feral Ork Army Reference Sheet.

Feral Ork Huntas

The Boyz in a Feral Ork army are known as Huntas. They have the same characteristics and can be represented by the same models as Ork Boyz, and so are referred to as Ork Boyz in the army list to avoid confusion.

SPECIAL RULE

1.3.1 Feral Ork Special Rules

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 (ie, 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

1.3.2 Feral Ork Special Rules

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.





ORK WYRDBOYZ

Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these shaman, or Wyrdboyz as they are more commonly known, are reluctant psykers who live in dread

of their heads exploding when they become suffused with psychic energy. They draw their power from the Waaagh! energy subconsciously released by other Orks' excited minds as they go into battle. This energy sometimes grows to such an intensity within the Wyrdboyz mind that he is unable to control it, resulting

in his brain bursting from his skull in an almighty blast. Although such accidents are rare, they mean that Wyrdboyz are understandably reluctant to take part in battles. Unfortunately for them, Feral Ork warlords need their talents to make up for the lack of heavy weaponry in their army and so insist that the Wyrdboyz turn up. On campaign they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, and channelling it into a powerful psychic attack. This attack is known as the Fist of Gork, and is perfectly capable of destroying the most heavily armoured tank, and can even swat aircraft out of the sky.

ORK WYRDBOYZ

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Fist Of Gork	45cm	MW5+/AA5+	Macro-Weapon	



Notes: Character.. Note that the Wyrdboy may be added to any unit in the formation, including Orkeosaurus and Squigggoths.



ORK WILDBOYZ

A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry, such as clubs

and spears and bows. The Ork raiding party will bring these wild Orks back to the tribe where over a period of time they will be taught the proper Orky way. However, before they are truly accepted in the tribe they must prove their strength in battle, while they are still new to the marvels of Ork kulture. Though they haven't really

got the hang of using shootas and stikkbombs, they're more than willing to have a go at the enemy with their clubs and spears and anything else that comes to hand. A Feral Ork warlord will often bring some of his Wildboyz along to a battle so that they can have some fun and get a bit of experience at the same time. The Nobz always keep a special eye on the Wildboyz and make sure that they don't do anything too impetuous like running through minefields or standing around in the open. After the battle the Wildboyz who have done well are rewarded with a shoota and allowed to join the ranks of the Boyz mobs.

ORK WILDBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	n/a
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons	-	



ORK MADBOYZ

Most feral Orks have little understanding of technology and often their introduction to even the simplest mechanical devices will be too much for their small brains to handle. When this happens an Ork

can become psychotic and lose what little rational thought processes he had in the first place. These Orks

are known as Madboyz or Nuttas. While some become just plain crazy, others are inspired geniuses whose inventions and ideas are immensely valuable to the Orks. All Madboyz are unpredictable and somewhat anarchic, and so are grouped together on the battlefield to ensure they don't cause confusion in the ranks of the other mobs in the army. Other Orks have the utmost respect for the Madboyz, whose crazed notions are seen as sign of favour from the Ork gods Gork and Mork.

ORK MADBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons		
Shootas	(15cms)	Small Arms		



Notes: Fearless



ORK BOARBOYZ

For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp tusks, a thick skull, and the odour of the dung-heap – much like its rider! Although

most Ork tribes, with the notable exception of followers of the Snakebite clan, now favour bikes, buggies and other mechanical contraptions, Feral Orks still rely on the good old warboar with its familiar smell and violent temper to carry them into battle. Ork Boarboyz must first capture a

wild boar and then beat the creature into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of the boar, whilst the boar for his part in the bargain is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick! Amongst the more advanced tribes, the Nobz will take their best boarz to the tribe's Meks and Painboyz to have them turned into a strange amalgam of animal and machine known as a cyboar. Basic improvements to the boar involve its tusks being replaced with steel ones, the addition of an armoured carapace, and the fitting of wheels or chemical injectors to increase the boar's speed and ferocity.

ORK BOARBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	15cm	Small Arms	-	
Choppas	base contact	Assault Weapons	-	

Notes: *Mounted, Infiltrators*



SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures that are capable of stripping the flesh off a man-sized creature in seconds. Squig katapults are made from a combination of wood, box girders and scrap metal scavenged by the Orks from crashed and

wrecked vehicles. Any metal that is used is fashioned into girder-like sections, perforated with large holes to reduce weight and bulk. These sections are bolted together before the battle, and can be carried about at other times by the Grot gun crew. The katapult operates by a simple mechanism. The ammunition (a pot full of buzzer squigs) is loaded into a holder mounted on a long arm that is held under tension by powerful springs. The arm is wound back by a handle and fastened with a catch operated by a lever. When the katapult is loaded, the lever is released and the arm flings the pot of squigs towards the target.

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SQUIG KATAPULT				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Squig Katapult	45cm	1BP	Disrupt	



JUNKATRUKK

It's not uncommon for Feral Ork tribes to capture vehicles left by other forces. These vehicles will have been heavily damaged, and it's rare that a feral Ork tribe will either have the mechanical expertise or spare parts needed to get them up and running in anything like their original form. But such minor problems don't stop the tribe from making full use of the newly looted vehicles, far from it! The vehicles

will be given to one of the tribe's Boilerboyz or Pigdoks, and they will quickly get it back up and running again. Boilerboyz are masters of primitive steam-powered technology, and can usually convert a captured vehicle to run on steam-power by the addition of a simple steam-powered engine. Pigdoks look after the tribe's squigs, boars and cyboars, and by the simple expedient of harnessing two or more of their charges to the front of the captured vehicle they can create a crude yet surprisingly effective combat vehicle.

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JUNKATRUKK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+/AT6+	-	

Notes: *Transport* (may carry one Grot plus any one of the following units: Boyz, Nobz, Wildboyz). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.



BEASTS

Squiggoths are large creatures that are normally hunted down by Orks as food. Feral Orks see the great beasts as more than simply food and also use them in battle. Squiggoths don't

normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! Really large Squiggoths are called Orkeosauruses by their proud owners, and are highly valued not just for the carnage they can cause in battle but also for the prestige that they bring their tribe. When the tribe marches off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths and Orkeosauruses. In battle the Pigdok who

nurtured the creature will sit proudly high up on the swaying carapace on its back, bellowing as the scurrying gun crews load and fire their guns, wincing as the odd Grot or Ork loses its grip and plummets out of the tower. Squiggoths and Orkeosauruses are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with the creatures is that when they finally realise they are hurt or, indeed, dead they tend to panic and rampage around until they finally keel over. This is especially true of the enormous Orkeosauruses, who are capable of rampaging around for almost ten minutes even after having suffered a mortal wound – which can be more than a little bit dangerous for any troops who happen to be in the way.

SQUIGGOTH

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shoota Teeth & Horns	30cm (base contact)	AP5+/AT6+ Assault Weapon	– Macro-Weapon, Extra Attacks (D3)	
Big Gun	45cm	AP5+/AT5+		



Notes: Reinforced Armour. Thick Rear Armour. Transport (May carry any four of the following units: Boyz, Nobz, Wildboyz. May carry two Grotz in addition to any other units.)

ORKEOSAURUS

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
4 x Twin Big Shoota Goring Tusks	30cm (base contact)	AP5+/AT6+ Assault Weapon	– Macro-Weapon, Extra Attacks (+D3)	
OR	(Base Contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D3)	
2 x Big Gun	45cm	AP5+/AT5+		



Notes: Damage capacity 6. Reinforced Armour. Thick Rear Armour. Transport (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry six Grotz in addition to any other units).

Critical bit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed.

GIANT HORRID

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Horrid rush	(base contact)	Assault Weapon	Extra Attack (+1), TK (D2)	
Boulder throw	(15 cm)	Assault Weapon	Extra Attack (+1), MW	
2 x Shoulders Big Shoota	30 cm	AP5+/AT6+		

Notes: DC 3, Reinforced Armour, Infiltrator, Invulnerable save, Fearless Walker, ignore forest dangerous terrain



Critical bit effect: The shot enrages the Giant Horrid. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then is killed.



STEAM GARGANT

There is great rivalry between the Boilerboyz and the Pigdoks in Feral Ork tribes. Each feel that they have the answer to the tribe's future; for the Pigdoks the way forward lies with sticking to traditional Orky values, while the Boilerboyz feel that creations powered by their new steam-powered teknlology will lead the tribe to power and riches. Being Orks, each group tries to prove its point by creating ever bigger and more powerful war machines. For the Pigdoks the pinnacle of their art are the mighty Orkeosaurus that they breed, while for the Boilerboyz it is the huge steam-powered Gargants that they create.

The Steam Gargants used by Feral Ork tribes are, if anything, even more varied in appearance than the more traditional Gargants used by other tribes. This is because Feral Orks have not been exposed to the full extent of Ork culture, and so will develop their own ideas of how to do things. While most Mekboyz know that a Gargant should be a living idol created in the form of the Ork gods Gork and Mork, a Feral Ork Boilerboy hidden away on a backwater planet will often have no idea of this, and so will create giant war machines in any shape and size that takes his fancy. In one way, however, Steam Gargants are the same as any other Ork Gargant, and that is in being large, well armoured, and very, very shooty!

STEAM GARGANT				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
0-2 x Soopa Gun	60cm	2BP	Macro-Weapon	
0-2 x Mega-choppa	(base contact)	Assault Weapon	Macro-Weapon, Extra Attacks (+1) Titan Killer (D3)	
Fist of Gork	45cm	MW5+/AA5+	Macro-Weapon	

Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit.

Notes: *Damage Capacity 4. Reinforced Armour. Fearless. Walker.* May not have more than two Soopa guns or Mega-choppas in total (one on each arm).


