
















ORKS				SHOOTA' BOYZ'S - Krumpin' Shootas													215 Pts	
Orks - Clan Snakebites																		
20																		
Boyz's	6"			5+	3+	5	4				1	3	4	8+	1	5+		
Nob	6"			5+	3+	5	4				2	4	4	7+	2	5+		
Unit Aptitudes																		
Breakin' Heads		While a Warboss model is leading this unit, in your Command phase, the first time a Battle-shock test is failed for this unit that phase, if it is within range of an objective marker, you can choose to break some heads. If you do, 1 Bodyguard model in this unit is destroyed and you can re-roll that test.																
Dakka! Dakka! Dakka!		Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. This special rule does not affect weapons that automatically hit their target.																
Unit Special Rules																		
Furious Charge / Assault Grenades																		
Weapons															Nb	Pts		
Shoota				18"	2	4	0	1	Assault - Rapid Fire 1						17			
Close combat weapon				Melee	User	User	0	1	Melee						19			
Big choppa				Melee	-1	+3	-1	2	Melee - Two Handed						1	5		
Big shoota				36"	3	5	0	1	Assault - Rapid Fire 2						1	6		
Kombi-skorcha - Shoot'				18"	2	4	0	1	Assault - Rapid Fire 1						1			
Kombi-skorcha - Skorch'				Template	1	4	0	1	Assault - Ignores Cover						1	7		
Rokkit launcha				24"	2	9	-2	1	Assault - Blast						1	7		
Faction Aptitudes															Unit type			
Waaagh!	Mob Rule		'Ere We Go!			Get Stuck In		Taktiks							Infantry			