
























ORKS																		
Orks - Clan Snakebites										BLIND' BOYZ'S - Da Iron Bashaz							216 Pts	
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.																
'Ard Boyz		This unit gain the the Hammer of Wrath special rule when charging from a distance of 9" or more.																
Unit Special Rules																		
Furious Charge / Assault Grenades																		
Weapons																Nb		Pts
Choppa					Melee	User	User	0	1	Melee						17		
Slugga					12"	1	4	0	1	Pistol						18		
Big shoota					36"	3	5	0	1	Assault - Rapid Fire 2						1	6	
Power klaw					Melee	User	x2	-2	2	Melee						1	15	
Faction Aptitudes																	Unit type	
Waaagh!	Mob Rule			'Ere We Go!			Get Stuck In			Taktiks					Infantry			