


















ORKS			BOMBA' BOYZ'S - Da Green Rain													135 Pts			
Orks - Clan Snakebites																			
12	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.																
Reckless Bombardment			Once per battle, during the Shooting phase, this unit may choose to expend all of their remaining grenades in a reckless bombardment. For each model in the unit, roll a D6. On a roll of 4+, the targeted enemy unit suffers a mortal wound. However, for each roll of 1, a friendly Ork Boy from the throwing unit suffers a mortal wound instead, as the volatile grenades detonate prematurely. After resolving the bombardment, the unit may not throw grenades.																
Unit Special Rules																			
Furious Charge / Assault Grenades																			
Psychic Domains																			

[illegible]