


















ORKS																	
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.															
Green Tide		Add 1 to the Attacks characteristic of models in this unit while it contains 20 or more models.															
Unit Special Rules																	
Furious Charge / Assault Grenades																	
Psychic Domains																	

[illegible]