
























ORKS																		
Orks - Clan Snakebites										BOYZ’S - Gork’s Smashas							215 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 Moral 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																		
Weapons																Nb	Pts	
Choppa				Melee	User	User	0	1	Melee						19			
Slugga				12"	1	4	0	1	Pistol						19			
Big choppa				Melee	-1	+3	-1	2	Melee - Two Handed						1	5		
Twin slugga				12"	1	4	0	1	Pistol - Twin						1	1		
Faction Aptitudes																Unit type		
Waaagh!	Mob Rule	’Ere We Go!			Get Stuck In			Taktiks							Infantry			