
























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 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.															
'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						