ORKS

Orks - Clan Snakebites

BOMBA' BOYZ'S - Da Green Rain

135 Pts

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 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.
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. After resolving the bombardment, the unit may not throw grenades.

Unit Special Rules

Furious Charge / Assault Grenades

Weapons							Nb	Pts
Choppa	Melee	User	User	0	1	Melee	11	
Slugga	12"	1	4	0	1	Pistol	12	
Big choppa	Melee	-1	+3	-1	2	Melee - Two Handed	1	5

Faction Aptitudes

Waaagh!	Mob Rule	'Ere We Go!	Get Stuck In	Taktiks

Unit type

Infantry