
























ORKS			SHOOTA' BOYZ'S - Krumpin' Shootas														235 Pts		
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.																	
Dakka! Dakka! Dakka!		Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. This special rule does not affect weapons that automatically hit their target.																	
Unit Special Rules																			
Furious Charge / Assault Grenades																			
Psychic Domains																			

Weapons								Pts
Shoota		18"	2	4	0	1	Assault - Rapid Fire 1	0
Close combat weapon		Melee	User	User	0	1	Melee	0
Big choppa		Melee	-1	+3	-1	2	Melee - Two Handed	5
Big shoota		36"	3	5	0	1	Assault - Rapid Fire 2	6
Kombi-skorcha - Shoot'		18"	2	4	0	1	Assault - Rapid Fire 1	0
Kombi-skorcha - Skorch'		Template	1	4	0	1	Assault - Ignores Cover	7
Rokkit launcha		24"	2	9	-2	1	Assault - Blast	7
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