
























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 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.															
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, as the volatile grenades detonate prematurely. 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															Unit type		
Waaagh!	Mob Rule			'Ere We Go!			Get Stuck In		Taktiks			Infantry					