
























ORKS																		
Orks - Clan Snakebites										LOOTAS - Lootin’ Luggers							114 Pts	
5																		
Boyz’s	6"			5+	3+	5	4				1	3	4	8+	1	5+		
Spanner	6"			5+	3+	5	4				2	4	4	7+	2	5+		
Unit Aptitudes																		
Dat’s Our Loot!			Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is within range of an objective marker, you can re-roll the Hit roll instead.															
Unit Special Rules																		
Furious Charge / Assault Grenades																		
Weapons																Nb	Pts	
Big shoota					36"	3	5	0	1	Assault - Rapid Fire 2					1	6		
Deffgun					48"	2	8	-1	2	Heavy - Rapid Fire 1					4	48		
Close combat weapon					Melee	User	User	0	1	Melee					5			
Faction Aptitudes																	Unit type	
Waaagh!	Mob Rule			’Ere We Go!			Get Stuck In		Taktiks					Infantry				