
























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							