
























ORKS																	
Orks - Clan Snakebites										BURNA' BOYZ'S - Fightin' Frenzy							118 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																	
Pyromaniaks		Each time a model in this unit makes a ranged attack with a burna that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.															
Unit Special Rules																	
Furious Charge / Assault Grenades																	
Weapons														Nb	Pts		
Close combat weapon					Melee	User	User	0	1	Melee				1			
Kustom mega-blasta - Short range					12"	3	9	-2	D6	Pistol - Hazardous				1	8		
Kustom mega-blasta - Medium range					24"	3	9	-2	D3	Assault - Hazardous				1	10		
Kustom mega-blasta - Long range					36"	3	9	-2	1	Heavy - Hazardous - Blast				1	16		
Faction Aptitudes															Unit type		
Waaagh!	Mob Rule		'Ere We Go!			Get Stuck In			Taktiks						Infantry		