









ORKS																		
Orks - Clan Snakebites										WARBOSS - Squigbait Skragjaw							143 Pts	
1																		
	6"			3+	2+	6	4			6	6	4	7+	1	4+	5++/5++		
Unit Aptitudes																		
Might is Right				While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.														
Da Biggest and da Best				When you call a Waaagh!, until the start of the next battle round, add 4 to the Attacks characteristic of this model's melee weapons.														
Unit Special Rules																		
Independent Character / Furious Charge																		
Weapons														Nb	Pts			
Attack squig				Melee	User	User	0	1	Melee - Extra Attacks				1	11				
Kombi-skorcha - Shoot'				18"	2	4	0	1	Assault - Rapid Fire 1				1					
Kombi-skorcha - Skorch'				Template	1	4	0	1	Assault - Ignores Cover				1	7				
Power klaw				Melee	User	x2	-2	2	Melee				1	15				
Faction Aptitudes															Unit type			
Waaagh!		Mob Rule		'Ere We Go!		Get Stuck In		Taktiks				Infantry						