
























ORKS				WARBIKERS - Waaagh! Krumpas												250 Pts		
Orks - Clan Snakebites																		
9																		
Boyz's	12"			5+	3+	5	4				3	3	4	8+	1	4+	6++/6++	
Nob	12"			5+	3+	5	4				4	4	4	7+	2	4+	6++/6++	
Unit Aptitudes																		
Drive-by Dakka		Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.																
Unit Special Rules																		
Furious Charge / Assault Grenades																		
Weapons																	Nb	Pts
Power klaw				Melee	User	x2	-2	2	Melee							1		15
Choppa				Melee	User	User	0	1	Melee							8		
Twin dakkagun				18"	3	5	0	1	Assault - Rapid Fire 2 - Twin							9		45
Faction Aptitudes																Unit type		
Waaagh!	Mob Rule		'Ere We Go!			Get Stuck In		Taktiks								Infantry		