ORKS Orks - Clan Snakebites						BURNA' BOYZ'S - Fightin' Frenzy										118 P ts	
	Orks - 0	Clan Sn	ıakebite	es													
5	7		*	il	(4)	(E)			6			X	14		0		
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	*	Φ		O	49	₫,	Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	1	
Kustom mega-blasta - Short range	12"	3	9	-2	D 6	Pistol - Hazardous	1	8
Kustom mega-blasta - Medium range	24"	3	9	-2	D 3	Assault - Hazardous	1	10
Kustom mega-blasta - Long range	36"	3	9	-2	1	Heavy - Hazardous - Blast	1	16
Faction Aptitudes								e

		-		**
Waaagh! Mob Rule	'Ere We Go!	Get Stuck In	Taktiks	Infantry