


















ORKS
Orks - Clan Snakebites

BURNA' BOYZ'S - Fightin' Frenzy

158 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

Psychic Domains

[illegible]