BURNA-BOMMER

125 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	5+	5	0	1
Dual Supa-shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4, SUSTAINED HITS 1	36"	8	5+	6	-1	1
Skorcha Missile Rack BLAST 2, IGNORES COVER	36"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Burna Bomb
At the end of your opponent's Fight phase, you can select one visible enemy unit (excluding Lone Operative and MONSTER/VEHICLE units) within 36" of this unit, and roll one D6 for that units. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- That enemy unit cannot be hidden until the end of your next turn.
- Ranged attacks that target that enemy unit have [IGNORES COVER] until the end of your next turn.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

Equipped with: Dual Big Shoota, Dual Supa-shoota, Skorcha Missile Rack, Armoured Impact

KEYWORDS: Vehicle, Fly, Aircraft, Burna-bommer, Speed Freeks
FACTION KEYWORDS: Orks