

ORKS

BURNA-BOMMER

Deadly Demise D3 Waaagh!

M-93+127+-6+

125 PTS

Base 120x92mm Oval Base



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Dual Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 4

R	A	BS	S	AP	D
36"	6	5+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Dual Supa-shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 4 SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	8	5+	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Skorcha Missile Rack

BLAST 2

IGNORES COVER

R	A	BS	S	AP	D
36"	6	5+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Armoured Impact

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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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.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 6++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 6++
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REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Burna-bommer

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