

ORKS

BURNA-BOMMER

Deadly Demise D3

Waaagh!

M	T	SV	W	LD	OC	RW
-	9	3+	12	7+	-	6+

125 PTS

Base 120x92mm Oval

Base



1
KOMMANDO

2
BEWEGUNG

3
BESCHUSS

4
ANGRIFF

5
NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

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+

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+

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+

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+

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.

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

RETTUNGSWURF JE DS

DS 0
3+

DS -1
4+

DS -2
5+

DS -3
6+

DS -4
6++

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