

BURNA-BOMMER

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

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

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

⚔ 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

RULES - Deadly Demise D3, Waaagh!

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.

