

ORKS

BURNA BOYZ

[LEGENDS]

60–120 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota	36"	3	5+	5	0	1
LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2						
Burna BLAST 1 TORRENT	12"	3	-	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
► Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cuttin' Flames	Melee	2	4+	4	-2	1
Gun Stock and Fists	Melee	2	3+	5	0	1

AUFSTELLUNG

- 1x Burna Boyz [Legends]
- Equipped with:** Big Shoota, Burna, Kustom mega-blasta, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Cuttin' Flames, Gun Stock and Fists
- Wargear Options:**
- This model can replace its 1 Spanner and 4 Burna Boyz with 2 Spanners and 8 Burna Boyz.
 - This model can replace its Big Shoota with Kustom mega-blasta or Rokkit Launcha.

ABILITIES

- Pyromaniaks**
- This unit's attacks that target a unit within 6" of this unit can re-roll wound rolls of 1.

CORE 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.

