ORKS

BURNA-BOMMER

125 PTS

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

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

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

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

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.

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").

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.