

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Cuttin' flames	Melee	2	4+	4	-2	1

ABILITIES

Pyromaniaks

Each time a model in this unit makes a ranged attack with a burna that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

1x Burna Boyz (32mm)

Equipped with: Big shoota, Burna, Kustom mega-blasta, Rokkit launcha, Close combat weapon, Cuttin' flames

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.



KEYWORDS: Infantry,
Burna Boyz

FACTION KEYWORDS:
Orks