

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

Equipped with: Skorcha missile rack, Twin big shoota, Twin supa-shoota, Armoured hull

Wargear Options:

- This model can be equipped with 1x Skorcha missile rack.

KEYWORDS: Vehicle, Fly, Aircraft, Burna-bommer, Speed Freaks

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skorcha missile rack BLAST, IGNORES COVER	36"	2D6	5+	5	-1	1
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1
Twin supa-shoota RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED	36"	4	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Burna Bomb

At the end of your opponent's Fight phase, you can select one visible enemy unit (excluding Lone Operative units) within 24" of this unit:

- Friendly ORKS units' ranged attacks that target that enemy unit have **IGNORES COVER** until the end of your next turn.
- Roll one D6 for each model in that enemy unit:
- For each 6, that enemy unit suffers 1 mortal wound.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).*

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).*

Sustained Hits

This ability always takes the form **SUSTAINED HITS X**. Each time an attack made with a **SUSTAINED HITS** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **SUSTAINED HITS 2** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **SUSTAINED HITS 2** ability).*

Twin-linked

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

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KEYWORDS: Vehicle, Fly, Aircraft, Burna-bommer, Speed
Freeks
FACTION KEYWORDS: Orks

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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.