

BURNA-BOMMER

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

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skorch 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

RULES - Deadly Demise D3

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 RULES

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.