

ORKS

BURNA  
BOYZ

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 <b>RAPID FIRE 2</b>            | 36"   | 3  | 5+  | 5 | 0  | 1  |
| Burna <b>IGNORES COVER</b> <b>TORRENT</b> | 12"   | D6 | N/A | 4 | 0  | 1  |
| Kustom mega-blasta <b>HAZARDOUS</b>       | 24"   | 3  | 5+  | 9 | -2 | D6 |
| Rokkit launcha <b>BLAST</b>               | 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 |

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.

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 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).*

### 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.