

BURNAS

Burna boyz in Gorkamorka

Benjamin Fox has always loved Gorkamorka, although he has also enjoyed Necromunda, Mordheim and 40K, but it has always been his favourite. It has now been twelve years since he received his first copy of the game and it is more alive for him than it has ever been.

There comes a time in every young Spanner Boy's life when he gets his very own blowtorch. To some it is just a tool of the mekboy trade, but to others it is more than that - a wonderful device that is as happy melting armour plating as it is flesh.

All Spanner Boyz that join Ork mobs have their own blowtorch, but it is not uncommon to see them converted for use in combat, creating terrifying weapons spewing gouts of oily flame and making short work of anything armoured that gets too close!

Let's burn..

Much like Slaver equipment, Burnas are Spanner Boy equipment and may only be purchased for use by Spanners.

It is a two-handed weapon and counts as part of the Gunz weapon list in terms of carrying capacity (so Spanner boyz may carry one other gun and as many stikkbombs and hand-to-hand weapons as desired).

A Burna costs 10 teef.

Weapon Profile

A Burna is a large, heavily modified blowtorch, built for both ranged and hand-to-hand combat requiring two hands to use. Fueled by hefty canisters of promethium carried by the user it is able to create a huge plume of flame in a split second. Should targets be within spitting distance a quick turn of a valve readies a blue cutting flame ideal for taking on armoured opponents.

Special Rules

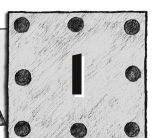
Ammo Test.

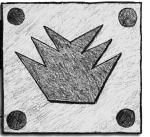
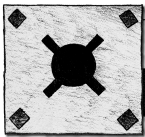
An Ammo test is required every time the Burna is fired. Burnas can be very unreliable weapons, although when they work they quickly justify their popularity.

Cuttin' flame.

A Burna can be used in hand-to-hand and requires both hands. It hits at S5 with a -2 save modifier regardless of user strength, however the bulkiness of the weapon and its

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll	Notes
Template		-	-	3	-2	1	4+	Target is set on fire





associated fuel tanks and tubing make it quite cumbersome to wield, represented by the fact that the warrior will always lose draws in hand to hand.

Should the weapon run out of ammo, providing it doesn't explode, it will still be usable in hand to hand combat for D3 turns, if the warrior sacrifices one turn to fiddle with the knobs and leaky couplings.

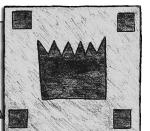
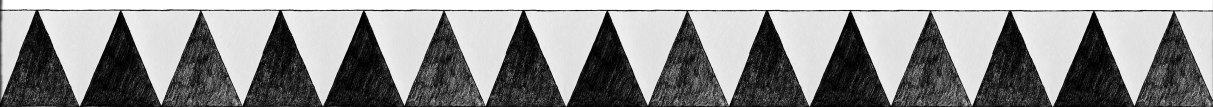
Template.

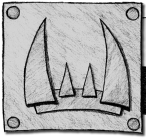
Firing a Burna is much like a Scorcha - place the Scorcha template with the narrow end in contact with the firing model and angle the larger end to cover whomever you wish to target. Any models on the edge of the template (partially covered) are also hit on a

4+. There is no need to roll to hit and so modifiers such as cover are negated.

Catching Fire.

Burnas can cause warriors to catch fire, as per the rules for Scorchas on page 56 of *Da Roolz*. Please note that whilst the Burna is S3, if set on fire it still inflicts hits at S4 - serves the target right for being so flammable!





Mutie Driveback.

Mutie mounts are instinctively afraid of fire, regardless of other factors (such as the "Toughened Mount" result from the Mutie healing rules - *Da Green Pitz*). If a Mutie is within 2" of the *Scorcha* template they are driven back 2D3", even if they are not hit or wounded.

Twiztin' Firestarter!

You know what they say, a strong defence is a good offence, or something like that.. Admittedly your average Ork won't understand what you're on about but they tend to do it anyway. Of course the strongest offence is setting everything and everyone on fire!

Burnas are ideal for slowing down enemies and sowing seeds of panic on the battlefield. They are especially effective when your scorching flames roar into a horde of tightly packed boyz, who are likely wanting to cause trouble for your lads.

They're quite the defense, stopping anything on the charge... almost. They're not just good for defending your mob either, they're pretty effective at flushing out enemies cowering on vehicles, protected by armour. You might not be able to get them off their truck, but you can cook 'em inside it like squigs in a barrel!

Brethren, be aware of the dangers when facing the Greenflesh who hide their eyes. The staves they wield take the fires that warm us; that drive off their foul kind, and turn it into a vicious weapon that frightens our noble steeds and reduces our warriors to piles of charred bones.

There is however a best way to engage these horrifying foes, and that way is to circle the Greenflesh at range, allowing your mount's instincts to keep you at a distance until the infernal contraptions are consumed by the very flame they use against us.

We offer praise to Magod that they all be consumed by the cleansing fires!

*-The Tablets of the Cognoscenti - Second Testament
(Translated from debris found)*

Da End

There you have it, portable fiery death in Gorkamorka. There's lots of fun to be had with them and they're quite versatile tools if you're of a tactical mind set. You might want to make sure your Spanners have backup weapons though, as I've had my Burna Boy caught short as two rather burly Freebootas closed in. Needless to say it didn't turn out too well for my boy!

In terms of modelling there are plenty of miniatures out there available both in metal and plastic, or you could even convert your own as I did. At the time of writing a boxed set of plastic Ork Lootas and Burnas is available that has conversion parts to make quite a few flamethrowing maniacs should that be your cup of tea.

So, got any questions about propane?

