

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

AUFSTELLUNG
1x Lootas [Legends]
Equipped with: Big Shoota, Deffgun, Kustom Mega-blasta, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Gun Stock and Fists
Wargear Options:
■ This model can replace its 1 Spanner and 4 Lootas with 2 Spanners and 8 Lootas.
■ This model can replace its Big Shoota with Kustom Mega-blasta or Rokkit Launcha.

KEYWORDS: Infantry, Lootas
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota <small>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2</small>	36"	3	5+	5	0	1
Deffgun <small>HEAVY, RAPID FIRE 1</small>	48"	2	6+	8	-1	2
Kustom Mega-blasta <small>HAZARDOUS</small>	24"	3	5+	9	-2	3
► Rokkit Launcha - Blasta <small>BLAST 2</small>	24"	2	5+	4	0	1
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gun Stock and Fists	Melee	2	3+	5	0	1

ABILITIES

Dat’s Our Loot

- This unit's ranged attacks can re-roll hit rolls of 1.
- This unit's ranged attacks that target a unit within range of an objective can re-roll hit rolls.

FACTION RULES

Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.