

ORKS

LOOTAS

[LEGENDS]

50–100 PTS



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

➤ RANGED WEAPONS

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

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.

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.

CORE 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.

