



ENHANCEMENTS

Minefield Detail

10 pts

GRETCHIN unit only. While this unit is not embarked, this unit has Scouts 6".

Extra Sneaky

10 pts

GRETCHIN unit only. This unit has -3" detection range.

DETACHMENT-REGEL

- Friendly GRETCHIN units have BATTLELINE.
- When a friendly GRETCHIN unit is selected to make an advance/fall-back move, that move does not prevent this unit from being eligible to start an action.

STRATAGEMS

1 CP

RUNT SWARM STRATAGEM ·
WAHAPEDIA

MOVEMENT

SCARPER!

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Gretchin unit.

Target: That GRETCHIN unit.

Effect: Your unit can make a normal move of: Up to D6". Or: Up to 6" instead if your unit is an attached unit.

2 CP

RUNT SWARM STRATAGEM · WAHAPEDIA

ANY

INFESTED WAR ZONE

When: Any phase, when an enemy unit has attacked.

Target: One friendly Gretchin unit that was just destroyed. You can target that unit with this stratagem even though that unit was just destroyed.

Effect: Add a new GRETCHIN unit to your army identical to your destroyed unit, in strategic reserves, at its starting strength, with its full wounds remaining.

1 CP

RUNT SWARM STRATAGEM ·
WAHAPEDIA

SHOOTING

GROT SHIELDS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Orks Infantry unit (excluding Gretchin units).

Target: One friendly Gretchin unit within 3" of that ORKS INFANTRY unit.

Effect: When a hit roll for that enemy unit's ranged attacks that target that ORKS unit results in a hit, if a model in your GRETCHIN unit is on the battlefield, end the attack sequence for that attack and your GRETCHIN unit suffers 1 mortal wound.