

RUNT SWARM

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

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 RULE

- 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 (3/3)

1 CP

RUNT SWARM STRATAGEM

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.

1 CP

RUNT SWARM STRATAGEM

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.

2 CP RUNT SWARM STRATAGEM

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 GRECHIN unit to your army identical to your destroyed unit, in strategic reserves, at its starting strength, with its full wounds remaining.