ORKS · DETACHMENT

RUNT SWARM

1 DP · PRIORITY ASSETS

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.

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.

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.