

GRETCHIN

45–80 PTS

M	T	Sv	W	LD	OC
6"	2	6+	1	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot Blasta CLOSE-QUARTERS	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scavenged Shivs	Melee	1	5+	2	0	1

ABILITIES

- Downtrodden**
For the purposes of transport capacity, each 2 Gretchin models (rounding up) take up the space of 1 model.
- Thievin' Scavengers**
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

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.



AUFSTELLUNG

10-20x Gretchin

Basegrößen: 25mm,
Runtherd 32mm

Equipped with: Grot Blasta,
Scavenged Shivs



KEYWORDS: Infantry,
Gretchin, Grots

FACTION KEYWORDS:
Orks