GRETCHIN - ORKS

45–80 PTS

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

AUFSTELLUNG

10-20x Gretchin
Basegrößen: 25mm, Runtherd 32mm
Equipped with: Grot Blasta, Scavenged Shivs

KEYWORDS: Infantry, Gretchin, Grots
FACTION KEYWORDS: Orks

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.