

ORKS

# GRETCHIN

Waaagh!

M6"

T2

SV6+

W1

LD8+

OC1

45–80 PTS

Base 25mm, Runtherd:  
32mm



1KOMMANDO

2BEWEGUNG

**Thievin' Scavengers**  
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

3BESCHUSS

**Grot Blasta** CLOSE-QUARTERS

|           |          |          |            |           |   |
|-----------|----------|----------|------------|-----------|---|
| R         | A        | BS       | S          | AP        | D |
| 12"       | 1        | 4+       | 3          | 0         | 1 |
| VERWUNDET |          |          |            |           |   |
| 2+<br>T1  | 3+<br>T2 | 4+<br>T3 | 5+<br>T4–5 | 6+<br>T6+ |   |

4ANGRIFF

5NAHKAMPF

**Scavenged Shivs**

|           |          |          |           |    |   |
|-----------|----------|----------|-----------|----|---|
| R         | A        | WS       | S         | AP | D |
| Melee     | 1        | 5+       | 2         | 0  | 1 |
| VERWUNDET |          |          |           |    |   |
| 2+<br>T1  | 4+<br>T2 | 5+<br>T3 | 6+<br>T4+ |    |   |

VERTEIDIGUNG

IMMER / EINMALIG

**Downtrodden**  
For the purposes of transport capacity, each 2 Gretchin models (rounding up) take up the space of 1 model.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

|           |          |          |          |  |
|-----------|----------|----------|----------|--|
| 2+<br>S4+ | 3+<br>S3 | 4+<br>S2 | 6+<br>S1 |  |
|-----------|----------|----------|----------|--|

RETTUNGSWURF JE DS

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| DS 0<br>6+ | DS –1<br>– | DS –2<br>– | DS –3<br>– | DS –4<br>– |
|------------|------------|------------|------------|------------|

REGELN & KEYWORDS KURZ

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

10-20x Gretchin

Ausrüstung: Grot Blasta, Scavenged Shivs

KEYWORDS Infantry, Gretchin, Grots · FRAKTION Orks