

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+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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4ANGRIFF

5NAHKAMPF

Scavenged Shivs

R	A	WS	S	AP	D
Melee	1	5+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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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+ S4+	3+ S3	4+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 6+	DS -1 -	DS -2 -	DS -3 -	DS -4 -
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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