ORKS

RUNTHERD

10 PTS

M	T	SV	W	LD	OC
6"	5	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runtherd's Toolz	Melee	3	3+	5	0	1

AUFSTELLUNG

1x Runtherd (32mm)

Equipped with: Slugga, Runtherd's Toolz

ABILITIES

CORE - Support

That'll Learn Ya (Once per battle round, per unit)

When this unit becomes battle-shocked, if this unit contains 4+ Gretchin models, you can roll one D3:

- That number of Gretchin models in this unit are destroyed.
- That unit is no longer battle-shocked.

Leader

This model can be attached to the following units:

- GRETCHIN

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.