

ORKS

GRETCHIN

45–80 PTS



M	T	SV	W	LD	OC
6"	5	5+	2	7+	1

✦ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot blasta PISTOL	12"	1	4+	3	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1
Grot-smacka	Melee	3	3+	5	0	1

AUFSTELLUNG

1x Gretchin

Basegrößen: 25mm, Runtherd 32mm

Equipped with: Grot blasta, Slugga, Close combat weapon, Grot-smacka

Wargear Options:

- This model can replace its 0-1 Runtherd and 10 Gretchin with 0-2 Runtherds and 20 Gretchin.
- This model can be equipped with 1x Runtherd.
- This model can be equipped with up to 2x Runtherd.

ABILITIES

Runtherd

Each time an attack targets this unit, if it contains one or more Gretchin models, until that attack is resolved, Runtherd models in this unit have a Toughness characteristic of 2.

Thievin' Scavengers

At the start of your Movement phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.

WEAPON RULES

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

✦ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

