

Grots/Gretchins kill team

Rules for Shadow War Armageddon

About this document

This is a community effort to bring Gretchin/Grots kill teams to the game Shadow War : Armageddon. The « main » proposal for the current version is in the section « grot team rule v0.3 ». Contact the author : <https://yaktribe.org/community/members/dabbk.18815/>

Disclaimer

- This is my first attempt ever at creating new rules
- I have played Necromunda a bit back in the days, but I am not a veteran
- I am not a native english speaker

So please, comment, critic, suggest, and let's get the grots high on prometheum!

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Motivation

I've always wanted to have tons (eg more than D6) of those tiny guys running everywhere looking for prometheum. This team is about leading a horde of tiny grots to their freedom (a dangerous and random endeavour), and have fun along the way.

The goal is to provide easy targets for your opponnents, while at the same time make them fear insignificant grots : who gets the more lulz when dealing with their randomness?

The fluff I propose is a group of runaways: most grots are born slaves, and the very few existing teams out there are never very far away from their previous ork masters... fleeing them, and trying to free more grots at the same time!

For more about Grots, see GorkaMorka, Digganob, and what GW has already written.

Design goals

My idea is to try something similar to (my experience with) goblins in whfb:

- **Swarm-oriented**: I mean if there isn't a 1 to 3 ratio, you don't have enough grots
- **Shitty, unreliable dudes**, worst in all categories. But you can get lots of them
- **Bad equipment, bad Ld** power in numbers, nothing else.
- **Randomness, that can swing far both ways**, so as to make both you and your opponent nervous... and have a good laugh. Even more so with special operatives

I really want to build upon the excellent work that has been done at creating teams that really are different to play from another, and not just redo a list that already exists.

Last but not least, I want a list that one can actually play with « normal » opponents.

Grots team for SWA - v0.3

Description

Most if not all Grots (also called Gretchins) are born ork slaves. Some rebel and manage to flee, and go on to live their own (still short and miserable) life. As a grot, it takes a very strong mix of courage and madness to rebel and manage to flee your ork oppressor. Those who have just fled are still even weaker than their established counterparts, and have not much to fight with, except their hope.

How to play Grots

Follows normal rules, with following exceptions:

- Grots teams are 3 to 30 miniatures (not counting special operatives)
- Grots teams can include up to 3 mad grots (specialists)
- For missions that allow more troops, you get 50% (rounding up) more grots than what orks get : 1 ork translates to 2 grots, 3 orks to 5 grots, 4 orks to 6 grots, etc.

They have special rules, described here after. The leader also has a few special rules. Some grot specific equipment and troops have special rules, which are described later.

Special rules

These rules apply to all members of the team unless explicitly noted

« Fight with whatever you can find, komrad! » : 6s and 1s for ammo rolls

Grot rebels scavenge for weapons and ammo. Their equipment is one of the worst available on Armageddon! They must do an ammo roll when they get natural 6s AND 1s on their to hit rolls.

Some of their weapons have an ammo of 5+/9+ for example. When taking an ammor roll :

- 9-12 : success ! The weapon can still be used
- 5-8 : reload ! Something went wrong, and the weapon cannot be fired next turn.
- 2-4 : out of ammo ! The weapon cannot be fired for the rest of the game. If it is unstable, it even explodes on a result of 2, as described in the rulebook.

« It's a harsh world for grots » : -1 on injury chart

Grots rebels are free, but they don't have it easy. They are weak, malnourished. their equipment sucks - when they have any. Their life is one of survival. They get a -1 when rolling on the injury chart. They can never get an advance from an injury, and they get « death... or worse » on a roll of 1 or 2.

« not without two of my fellow soldiers » : Pinned unless two friends are close

Grots require numbers to feel okay. Whenever they are pinned, they need to have at least two reliable fellows (instead of just one) within 2" to test escape from pinning with an I test.

Recruit a team

Leader of the rebellion (leader) **Cost : 140**

As the impersonification of the rebellion, that grot is the most courageous one ! Which is telling about the lack of courage of his followers...

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	1	3	1	6

Equipment : knife/klub/knuckles, no armor

Can be equipped with H2H weapons, pistols, basic weapons, various equipment, grenades and flashy weaponz from the grot list.

Special Rules :

That is a damn lucky grot : it takes being exceptionnally lucky (for a grot) to survive long enough to successfully start a rebellion ! To represent this, the leader has a 4++ save.

« **Being with you guys makes me feel so strong and safe!** » : for as long as the leader is among a group of 3 or more valid grots, his Ld is +2. Grots that count must be not pinned, not down, not scared/running away, and within 6".

Free grot (soldier) **Cost : 25**

Your average, shitty (but free – not as in free beer) grot. Can have various guns, even if none of these is even remotely efficient. But so goes the rebellion, right ?

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	2	1	5

Equipment : knife/klub/knuckles, no armor

Can be equipped with H2H weapons, pistols, basic weapons, various equipment and grenades from the grot list.

Recovering grot (new recruit) **Cost : 10**

Recently escaped from slavery, this grot is still recovering and getting used to his new life. Means he is even shittier than a free grot. Yes, that is possible.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	2	1	2	1	5

Equipment : knife/klub/knuckles, no armor. Can be equipped with throwing stones only !

Mad grot (specialist) **Cost : 50**

Some grots, when they escape the cruel Orks, have completely lost their mind, and it shows later on, by the roles they play in the rebellion !

M	WS	BS	S	T	W	I	A	Ld
4	2	3	2	2	1	2	1	6

Equipment : knife/klub/knuckles, no armor

Can be equipped with H2H weapons, pistols, basic weapons, various equipment, grenades and flashy weaponz from the grot list. Also madgrot specific gear (see after).

Grots equipment summary

H2H weapons

Weapon	Strength	Dam.	Sv	Cost	Special
Ork choppa	User+1	1	-	10	loose draws
Flail	User+2	1	-1	25	cant be parried. 1 & 2 as mishap
Buzz choppa	4	1	-2	15	noizy, leader & mad grot only

Pistols

Weapon	Range	Mod.	Str.	Dam.	Sv	Ammo	Cost	Special
Stones	4/8	+1/-1	2	1	+1	7+	5	Save bonus for target
Grot slugga	8/16	-/-1	3	1	-	5+	10	can get explosive round
Explosive round			4	1	-2	7+	10	unreliable
Six shoota	6/12	+1/-1	4	1	-	5+/8+	25	1 sustained fire

Basic weapons

Weapon	Range	Mod.	Str.	Dam.	Sv	Ammo	Cost	Special
Musket	4/18	+1/-1	3	1	-1	5+/8+	15	ignores cover (only)
frag grenade			3	1	-	Auto	25	large blast

Flashy weaponz (boss and specialists only)

These are more reliable than the rest of grot equipment: no ammo roll on 1s to hit.

Weapon	Range	Mod.	Str.	Dam.	Sv	Ammo	Cost	Special
autogun	12/24	+1/-	3	1	-	5+	20	-
lasgun	12/24	+1/-	3	1	-	3+	25	-
ork shoota	12/24	+1/-	4	1	-	7+	35	1 sustained firel

Mad grot gear (specialists only)

Each of these weapons has special rules, see after. A grot can have just one of these.

Weapon	Cost	Special
DIY Flamer	40	auto ammo roll, can explode, flamer template (reload costs 20)
Captured Ork	*	pay for the ork and his equipment
Suicide Bomber	50	exceptionnal run of 2D6", frag grenade (dud on a 1)
Rock Lobba	80	warmachine, range 12/30, frag grenade, accuracy + each turn
Ballista/Cannon	80	warmachine, range 0/12/24, Str 4/7, kickback D6/D3
Weird Potion	50	XXX

Grots equipment special rules

DIY Flamer

Cost 40

This is as much of a bad idea as it sounds, but a madman can have a homemade flamer.

Use the same profile as a normal flamer, with the following exception: not only is an ammo roll mandatory each time you fire it, but use this table to resolve it:

- 7-12 : everything is OK
- 5-6 : a catastrophe has been barely avoided, the flamer cannot be fired next turn
- 3-4 : out of gas, cannot be fired for the rest of this game
- 2 : something went wrong, the weapon explodes ! Center the small template on the specialist and resolve hits as normal. Yes, the weapon is lost if it explodes (!), but the grot might survive, and may get reequiped later on.

You can buy a recharge for half the cost of that weapon.

Captured ork

Cost : *

That mad grot has captured an ork with his equipment... sort of! More precisely, he is riding on his shoulders, and they form a deadly team (as much as in madmax).

Even if there are two individuals, they count as just one miniature for bottle tests and any similar rules. In particular, that team of two individuals has just 1 wound.

You have to pay the normal price for the ork (boy, yoof or spanner) and his equipment. Note that he already has a squig skin armor (6+) and club.

'Ere we go (+2 instead of +1 when charging) and numbers (Ld +1 if superior +2 if double or more) apply as usual of an ork (count all team members).

When moving and shooting, use the profile and equipment of the ork boy. Same for Leadership and Initiative related tests.

Grots special rules apply ! Ammo roll on 1s and 6s, pinning, injury chart.

When in H2H: the ork boy and the Grot mad grot count as one fighter.

The ork gets the usual bonus when charging for orks (eg +2), plus an additionnal 1 and 1 dice as if he was the second fighter in a H2H combat. That extra bonus is exactly as if the ork was the second fighter in H2H, so it can be cancelled by expert H2H fighters.

Roll normally on the severe wounds chart ; you can give advances to that model, which for all purposes (eg profile, etc, except what is described above) is considered as just one person.

Example A : a mad grot captured an ork boy with choppa & slugga, costs 50+ 60+10+10.

When charging, will have a WS of 4 and bonus of 3 (+1 next rounds) and use 2+1+1 dice.

Example B : a mad grot captured an ork spanner with big gun and red dot, costs 50+70+150+15, Spanner shoots with BS2, 36" range, Str 5, 5+, 2 sustained fire dice.

Mad grot : suicide bomber

Cost 50

One of your grots is actually a mad grot of a very special kind : a suicide bomber ready to sacrifice himself for the cause ! There is no short supply of martyrs among Grots...

On the outside, this mad grot looks like a normal grot: you can equip him like a free grot.

His true nature can be kept secret to your opponent, until he is revealed by triggering his bomb, or whenever he gets within a range of twice an opponent's soldier Initiative.

You must choose which one is the suicide bomber before game. Write it down, either by the soldier name (if explicit on the miniature) or some unique feature of the miniature. You can also directly model it in a much more explicit way (like carrying an explosive vest).

The suicide bomber can decide to trigger his bomb during his shooting phase (if he is not pinned nor down). The fact that fellow grots are close around him is their problem, not his.

When he makes that terrible decision, he can immediately run up to 2D6" before activating his bomb. He can do this even if he already ran just before in his movement phase. Roll the dice AFTER declaring the trigger.

A fighter in H2H can trigger his bomb, but does not move 2D6 before doing so.

Once triggered, launch a D6 to check if the bomb actually explodes : on a 1, it is a dud, nothing else happens. In any case, the soldier is removed and is considered as OOA.

If the bomb successfully explodes, use rule for a frag grenade blast, centered on the suicide bomber, and determine who gets hit and wounded as usual. Remember that the suicide bomber himself is always taken out of action automatically after triggering his bomb !

Suicide bombers cannot be given advances.

Suicide bombers don't roll on injury tables after triggering their bomb. Note that if the suicide bomber is taken down or out normally (either shooting or in H2H), then you roll on the injury table as usual.

If you triggered the bomb, either it failed to detonate and the grot will try again next time, or that sacrifice inspired another grot to choose the same dreadful fate.

In both scenarios, there will be a suicide bomber available next game, for free, with the same equipment.

Warmachines

Clunky and heavy, these warmachines are a testimonial to grots' ability to hack. Complicated but deadly, these machines make their creator proud, and are nothing to laugh about.

A mad grot can be a creator, and make a rock lobba or a ballista/cannon. These are similar to eldar weapon platform, with the following exceptions.

Must be manned : it takes their creator AND a servant (any grot can do) to operate the weapon. They both must be within 3" of the machine, on the same level, for it to function.

Line of sight : when required, line of sight is taken from the mad grot in charge of the weapon, with the orientation of the weapon. Distances are measured from the barrel/center of the weapon. Servants get cover as usual from the machine itself.

Damaging the machine : the machine itself can be damaged (T of 5, counts as a normal target, 3W). For H2H, counts as having a WS of 1, S of 5 and 1A, but cannot charge. It might be dangerous to attack such a complicated device in H2H !

Clunky : can be moved of 4" per turn only, accompanied by its two servants. Cannot do anything else this turn. Cannot take a ladder. Can be rotated freely. Cannot be brought in as reinforcements, but can be set with the mad grot if he is allowed to be set up on the table.

Ballist/cannon

Cost 80

Shoots a deadly projectile at whoever is unlucky enough to be in front of it.

The ballist (which can also be modelled as a cannon) follows all the rules of a warmachine described above : must be manned, line of sight, damaging the machine and clunky.

Additionally, any target hit (even if not wounded) has to take an Initiative test. If failed, it is also kicked back of D6" or D3" depending on the range. Yes, it can make you fall of wherever you are. If you hit a piece of landscape when moving horizontally, resolve as falling damage for the distance result of the dice.

It uses the following weapon profile :

Range	Range	Mod.	Str.	Dam.	Sv	Ammo	Special
Short range	0/12	+1/-	7	D3	-3	5+/9+	D6" kickback
Long range	12/24	+1/-	4	1	-	5+/9+	D3" kickback

Rock Lobba

Cost : 80

This warmachine is a catapult. It lobs whatever the grots find laying around, resulting in a deadly weapon !

Minimum range : 12" ; maximum range 30" Due to the nature of this machine, it is impossible to target something closer than 12" of the machine. It is impossible to target something more than 30" of the machine.

Note that anything can be targeted, even just a point, as long as it is within range.

Death from above The machine must be positionned at the highest point of where it is. Line of sight to the target is not required, but the target must also be at the highest point of where it is.

Gettin' there, one rock at a time Declare where you want to shoot, and place a marker. The madman hits on a 6+ first time he tries to hit a target. He then gets a +1 to hit each next turn, at the condition that he keeps trying to shoot at the exact same location. The shooter adjusts his settings depending on where the previous shot landed !

If he chooses a different target, or does not shoot the next turn, he starts back at 6+.

If the shot failed to hit, roll the dispersion dice, and resolve as with any template weapon.

Ammo rolls 5+/7+, use small template for hits of Str4, dealing 1 damage with -2 armor.

Weird Potion

Cost 50 (per batch of D6)

The boss can cook a weird potion of his own invention, to give his fellow rebels a boost. Unfortunately, this is a risky business !

Before the game, the boss cooks batch(es) of D6 rations of the potion. Once bought, the boss will cook that many batch(es) before each battle.

Decide which of your team members get a ration before the game. Put a potion token next to them after deployment. You need special tokens for this. Write it down for reinforcements. You can decide to not give some potions if you wish so. These are lost.

Then, launch a dice to see the effect that the potion will have:

- 1: terrible potion, unless already down, OOA or in H2H, everyone who got a ration will get pinned immediately when it kicks in!
- 2-4 : terrible taste, but nothing happen. Don't even bother placing the tokens.
- 5-6 : boost of characteristic for this battle, launch another dice once :
 - 1-2: A+1
 - 3-4: Ld+1
 - 5-6: T+1

At the beginning of each of your turns (until it kicks in), roll a dice: on a 4+ the potion kicks in for everyone who took it. Soldiers not on the table yet get the effect too.

Skill table

Still has to be done, planed for a future release.

I have to check each skill category in detail before choosing what makes sense !

Grots	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Discreet
Soldier							
Specialist							
Leader							

Grots special operatives

Grots team can exceptionnally use special operatives, as other teams. See rulebook for details. The special operatives that can be chosen are :

- traps and demolition team
- grot on a squig, a H2H beast
- grot on a spider, a sneaky and fast beast

Traps and demolition team

Grots are sneaky. If they work hard, they can place traps on the map before the battle !

Before placing any soldier on the table, place 2D6 trap tokens on the board. You need special tokens for this.

Each token must be placed 4" or more of each other.

When anyone gets within 2" of a token, they are triggered.

When triggered, roll a dice :

- 1: dud (no effect)
- 2-5: frag grenade centered on the token
- 6: krak grenade centered on the person who triggered the trap

Remove the token once it has been triggered.

Tokens can be shot at, they count as very small target (-2 to hit).

They are triggered when hit : use table above (ignore results of 6).

Grot on a huge squig

Grot teams sometimes manage to capture squigs, which are hideous monsters. One grot then rides the beast along its murderous path, for an inevitably soonish (but colorful) end.

The rider has the profile of a madman. Squigs have the following profile :

M	WS	BS	S	T	W	I	A	Ld
3D6	5	0	4	4	3	4	2	10

Equipment

The lucky grot that rides a squig can have a pistol chosen from the grots list.

The squig (and team) have tough skin : 5+ save.

Special Rules

Random movement : 3D6

Squigs move during your mandatory movement phase. Unless already in H2H.

Roll three dice, and add their result to see the movement characteristic for this turn.

Rider then takes a Leadership test (with usual modifiers for grots) to see if you control the beast. If failed, you must to move the full movement characteristic. Moreover, you must go in the general direction of the ennemy (eg, you cant go in circles).

If triple on the movement dice, roll on the mishap table below :

- 1: your opponent moves them however they like, of the full movement characteristic. Including charging your own troops ! But not into harm (a wall, a fall)
- 2-3: you move in a random direction, as determined by a dispersion dice
- 4-6: the rider manages to keep the squig under control, but cannot do anything

Frenzy : squigs are frenzied. You can take a Ld test (different from the movement control test!) as usual, with the rider's Ld characteristics.

ATSKNF++ : squigs are not subject to fear. They can be pinned by high impact weapons only. They can always test to recover from pinning.

Fear : squigs cause fear.

Impact charge : When charging, you get +2 bonus, not +1 (like orks)

Mad ball of furry : it is impossible to parry a squig's attacks

Big teeth : reroll 1s to wound in H2H. Squigs cause D3 damage with a -2 save modifier.

Jump: squigs can jump 3" in any direction, if they have enough movement. Eg if they fall 6" they count as falling 3" only. They can go upward 3". They add 3" to their D6" horizontal jump.

Running : if moving 9" or more this turn, the squig is considered running. The grot cant shoot when the squig is running. Opponents have the usual -1 to hit when shooting at a running squig.

Grot on a huge spider

Grot teams sometimes manage to capture spider, which are hideous monsters. One grot then rides the beast along its murderous path, for an inevitably soonish (but colorful) end.

The rider has the profile of a madman. Spiders have the following profile :

M	WS	BS	S	T	W	I	A	Ld
8	5	0	4	4	3	5	3	9

Equipment

The lucky grot that rides a spider can have a pistol chosen from the grots list.

The spider (and team) have tough skin : 5+ save.

Special Rules

Climbs : spiders can climb whatever landscape : walls, ladders, etc.

Fear : spiders cause fear.

Toxic : always wound on a 4+ in H2H.

Acid blood : see tyrannids. In H2H, opponent has to do an Initiative test at each wound, if failed immediately suffers a Str3 hit with -4 armor mod.

Jump : spiders can jump 3" in any direction, if they have enough movement. Eg if they fall 6" they count as falling 3" only. They can go upward 3". They add 3" to their D6" horizontal jump.

Running : if moving 9" or more this turn, the squig is considered running. The grot can't shoot when the squig is running. Opponents have the usual -1 to hit when shooting at a running squig.

Modeling

You may need tokens :

- Potion
- Trap
- Other ?

Standard grots (recovering or free grots) can be easily created with the 13€ box.

Mad grots conversion ideas :

- flamer
- rock lobba
- ballist/cannon
- captured ork
-

Boss conversion ideas.

Special operatives conversion ideas :

- squig :
- spider

Scenarios

When playing against orks, the scenario ambush can always be chosen by either player. Then, roll to see who attacks, to see if its a liberation or (re)capture operation!

Look, orks!

We hate orks! Also, let's face it, we fear them.

Maybe something special happens when orks & grots fight. Maybe a mix of frenzy, hate, fear... who knows?

Maybe they must/can use a special scenario: see below a twist on ambush !

Liberation (twist on ambush when grots attack orks)

HAS TO BE REWRITEN

Orks get special operative slaver for free.

All slaves have to be deployed within 12" of the center of the table.

Only very few of the rest of the ork team can be here/can arrive.

Most if not all of the grots are here! Maybe not...

Special rules : the enslaved grots do not behave like normal grots !

Enslaved grots behave like zombies:

D3 move in random direction at the mandatory move of the ork player. They simply stop if they are about to run into sth dangerous/a charge.

Orks can shoot/charge them...

They don't count toward casualties for either side, nor bottling tests (even once freed)

If a free grot (eg member of the grot team) gets within 2" of a slave and shouts him where to run, that enslaved grot starts running for his freedom! Grot player plays (eg moves) them from now on (their only weapon is a knife/club, and they will not charge, unless the enemy is between them and their path to freedom!)

A free slave that get within deployment area of grots is freed! He becomes a member of the Grot team, even if they have 30 guys, and even if they have more recovering grots than the rest. They will not be able to recruit more fresh before the ration gets back to 50%, and no recruit of any kind for as long as they are more than 30 (yes, get them killed in your next game if you dont like having so many people!)