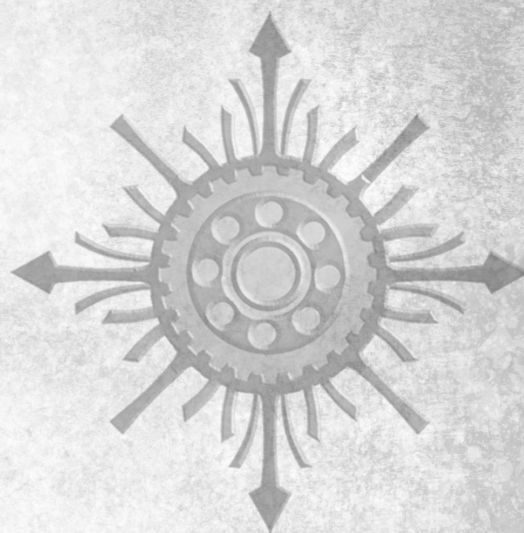




# TRENCHER GHRAVE

Trenchers are terrifying Orbital Drop Terraforming Claws capable of violently ripping tectonic plates off of targeted Systems. The massive maw then retracts into the orbiting capital ship to disgorge its prize for immediate Forging into additional Ordhren units.



## ORBITAL DROP

During the Orbital Support Step, replace one piece of cover or terrain [with value 4 or less] with the Trencher Ghrave.

If the Ghrave is placed on a Resource Node, remove the Node from the game.

Units within buildings or the targeted terrain may take a movement test to avoid being crushed within the Trencher's maw.

On a successful test move the model up to their movement stat in inches in a direction of the controlling players choice. If the test is failed the model is downed and placed on the Ghrave.

At the beginning of each Resource Step, add 2 Char Resource to your Resource Pool.

