



DA RED GOBBO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Da Red Gobbo	5"	4+	3+	3	3	3	3	6	5+
This model is equipped with: kustom grot blasta; Icon of da Revolushun; stikkbombs. You can only include one DA RED GOBBO model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Kustom grot blasta	12"	Pistol D3		5	-1	2	-		
Icon of da Revolushun	Melee	Melee		User	-1	1	When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
Stikkbombs	6"	Grenade D6		3	0	1	-		
ABILITIES	Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)						Has Yoo Been a Good Little Grot This Year?: At the end of your Movement phase, you can select one other GRETCHIN unit within 3" of this model. If you do, roll one D6; on a 1, that unit suffers 1 mortal wound. On a 2+, models in that unit count as being equipped with stikkbombs until the end of the battle.		
	Da Revolushun!: Friendly GRETCHIN units can use this model's Leadership instead of their own whilst they are within 6" of this model.								
	Red Gobbo: This model can be included in an ORK Detachment without preventing other units in that Detachment from gaining a Clan Kultur. Note, however, that this model does not itself benefit from any Clan Kultur.								
FACTION KEYWORDS	ORK								
KEYWORDS	INFANTRY, CHARACTER, GRETCHIN, DA RED GOBBO								

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Da Red Gobbo	1	30

