

ORKS

DA RED GOBBO

[LEGENDS]

40 PTS



M	T	SV	W	LD	OC
6"	2	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom grot blasta DEVASTATING WOUNDS PISTOL	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Icon of da Revolushun DEVASTATING WOUNDS	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Da Red Gobbo [Legends]

Equipped with: Kustom grot blasta, Icon of da Revolushun

ABILITIES

CORE - Leader

- Da Revolushun!**
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
- Has Yoo Been a Good Little Grot This Year?**
Once per battle, in your Shooting phase, you can target this model's unit with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.
- Leader**
This model can be attached to the following unit:
- Gretchin

WEAPON RULES

- DEVASTATING WOUNDS**
Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

- 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

- Leader**
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.