

DA FESTIVE REVOLUSHUN!

Listen up, you 'orrible lot! Da Red Gobbo has taken over dese pages to bring yoo some festive cheer. If yoo have been a good grot dis year, you'll get a bag of stikkbombs! If yoo have been a bad grot, you'll also get a bag of stikkbombs. But wivout da pins in.



In greenskin encampments across the length, breadth, and depth of the galaxy, tales are told by oppressed Gretchin of a revolutionary hero who will one day free them from servitude.

If the legend is to be believed, this rebel grot appears in times of great need, when the lower classes of greenskin society are at their most downtrodden and dejected. Standing atop an upturned ammo crate or half-full oil drum, this revolutionary Gretchin throws back the tails of his greatcoat and raises up the icon of the revolushun for all the grots to see.

He makes a mighty speech, inspiring those grots around him to rise up against their Ork overlords and to seek a better, brighter future for themselves. Guns are distributed to those with the greatest aptitude for marksmanship, and

GROTS!

Da Red Gobbo is a symbol of freedom for oppressed grots, and while he can join an Ork kill team, he works best in a kill team made up solely of Gretchin. The Gretchin boxed set includes ten of the little green blighters – the perfect start to a grot revolushun!



stikkbombz are passed to those with a modicum of upper body strength. High-pitched voices are raised in celebration of the upcoming revolution and the grot that made it all happen.

That grot is Da Red Gobbo.

DA START OF DA REVOLUSHUN!

Over the next few pages, you'll find rules for using Da Red Gobbo in your games of Warhammer 40,000: Kill Team. To the right, you'll find a profile for this legendary mischief-maker, plus a new Tactic that'll make your weedy grots slightly less weedy (though not by much, they're still grots after all). Over the page, you'll also find a new scenario – Revolushun! – in which to use Da Red Gobbo and his freedom fighters. We hope he brings you much seasonal joy and many festive treats (by which we mean stikkbombz). Let us know how your grots get on!

DA RED GOBBO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	MAX
Da Red Gobbo	5"	3+	3+	3	3	5	4	7	4+	1
This model is armed with a kustom grot blasta, Icon of da Revolushun and stikkbombs. This model can only be included in your kill team in open and narrative play games.										
ABILITIES										
Has Yoo Been a Good Little Grot This Year? : At the start of the Movement phase, you can pick one other Gretchin model that is within 3" of this model and roll one D6. On a 1, that model suffers 1 mortal wound. On a 2-6, treat that model as being armed with stikkbombs in addition to its other wargear until the end of the battle.										
Da Revolushun! : While this model is on the battlefield, add 1 to hit rolls and subtract 1 from Nerve tests for models in your kill team if every model in your kill team is a GRETCHIN.										
SPECIALISTS Leadership										
FACTION KEYWORD ORKS										
KEYWORDS INFANTRY, COMMANDER, GRETCHIN, DA RED GOBBO										

WEAPONS						
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	For each wound roll of 6+ made for this weapon, the target model suffers 1 mortal wound in addition to the normal damage.
Stikkbomb	6"	Grenade D6	3	0	1	-

MODEL	POINTS PER MODEL
Da Red Gobbo (Level 1)	43
Da Red Gobbo (Level 2)	52
Da Red Gobbo (Level 3)	61
Da Red Gobbo (Level 4)	70

RAISE DA ICON!

Orks Tactic

Da Red Gobbo Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes DA RED GOBBO. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, GRETCHIN models from your kill team within 6" of this model can ignore the penalty to their hit rolls for one flesh wound they have suffered.

1 COMMAND POINT

NARRATIVE PLAY MISSION

REVOLUSHUN!

If you are playing a Kill Team campaign, you can choose to play the Revolushun! mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the Orks Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Orks player must include Da Red Gobbo in their kill team. Each kill team can cost up to 125 points. The Orks player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. Set up three objective markers in the defender's deployment zone as shown on the map below.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of battle round 5. In addition, if all three objective markers have been destroyed (see Destroy da Mekanisms of Oppreshun!, below) at the end of a battle round, the battle ends.

VICTORY CONDITIONS

If, at the end of the battle, one or fewer objectives have been destroyed, the defender is the winner. If two objectives have been destroyed, the game is a tie. If all three objectives have been destroyed, the attacker is the winner.

DESTROY DA MEKANISMS OF OPPRESHUN!

Models in the attacker's kill team can select objective markers as the target of attacks made with stikkbombs as if they were a model from the enemy kill team. If an objective marker is hit by any attacks made with a stikkbomb, roll one D6 for each hit it has suffered. On a 4+, that objective marker is destroyed. Remove that marker from the battlefield.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Materiel and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.



