

Ork Gargant Big Mob

Ork Gargant Big Mob armies have a strategy rating of 3. All formations have an initiative rating of 3+ and are affected by the "Mob Rule" and "Power of the Waagh!" special rules.

Gargant formations always count as having more than ten models for the purposes of "Mob Rule".

Supa-Stompas always counts as having more than five models for the purposes of "Mob Rule".

Each Mega Gargant, Great Gargant and Gargant chosen allows the player to field three support formations.

A maximum of one third of the points available to the army may be spent on Aircraft and Spacecraft.

Every Gargant Big Mob army must include a Mekboy Big Boss for no cost. The character goes in the most expensive Gargant formation in the army.

"Push 'em harder ladz" - Whenever a Gargant passes an Action Test that allows movement, the player may opt to change the Gargant's speed rating to 20cm for the duration of the chosen Action, however if this ability is used the model will receive a Critical Hit for using this ability for with each move this is used. This ability cannot be used by Mega Gargants.

GARGANT FORMATIONS:

FORMATIONS	CORE UNITS	NORMAL	BIG	UGE	EXTRAS
1+ Mega Gargant AND/OR 1+ Great Gargant	1 Mega Gargant 1 Great Gargant And 3 Gargant weapons	1000 675	- -	- -	Mega Gargants may not take any Kustom Upgrades or Gargant Weapons 0-2 Kustom Upgrades for +25/50 points each An upgrade can only be taken once per model.
Gargant	1 Gargant And 3 Gargant weapons	475	-	-	0-2 Kustom Upgrades for +25/50 points each Any upgrade can only be taken once per model.

SUPPORT FORMATIONS:

Supa-Stompa Mob	1 Supa Stompa	300	-	-	Any number of Killa Kans or Big Gunz for +25 points each Any number of Dreadnoughts, Flakwagons or Deth Koptas for +35 points each Any number of Stompas for +50 points each 0-1 Kustom Upgrade for +25 points
Stompa Mob	4 Stompas	225	375	525	Any number of Killa Kans or Big Gunz for +25 points each Any number of Dreadnoughts, Flakwagons or Deth Koptas for +35 points each Any number of Stompas for +50 points each
Loota Warband	6 Boyz, 2 grots And Also: 1 Killa Kan or 1 Big Gun	150	275	400	Any number of Killa Kans or Big Gunz for +25 points each Any number of Dreadnoughts, Flakwagons or Deth Koptas for +35 points each 0-1 Nobz unit for +35 points Add 0-1 Odd boy character to a Big Gunz, Gunfortress or unit for +50 points 0-1 Battlefortress for +115 points or 0-2 Gunfortress for +125 points each
Killa Kan Mob	6 Killa Kans	150	275	400	Any number of Killa Kans for +25 points each. Any number of Dreadnoughts, Flakwagons or Deth Koptas For +35 points each
Fighta Sqwadron	3 Fighta Bommer	150	-	-	0-6 Fighta Bommers for +50 points each
Bommer	1 Ork Bommer	175	-	-	None
0-1 Kill Kroozer	1 Kill kroozer	150	-	-	May be upgraded to a Battlekrooza for +50 points