

Document Version 1.02

Albork Orkstein's Ork Gargant Mob List

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative of 3+ and are affected by the "Mob Rule" and "Power of the Waagh!" Rules. No more than 1/3 of the points may be spent on Aircraft & Spacecraft formations.

Every Gargant Bigmob army must include a Mekboy Big Boss character for free; This character must be added to the most expensive Gargant in the army.

"We's dead 'ard!" - Gargants count as twelve models for the purposes of "Mob Rule". Supa-Stompas count as six units for the purposes of "Mob Rule".

"Push 'em harder Ladz!" -Whenever the Gargant passes an Action Test that allows movement, the player may opt to add +5cm to each individual move the Gargant makes as part of that Action, receiving a Critical Hit for each +5cm added.

Gargant Formations

Formation	Units	Extras	Points
Great Gargant	1 Great Gargant	3 Great Gargant Weapons, 0-2 Kustom Upgrades, Unlocks 3 Support Mobs	850
Gargant	1 Gargant	3 Gargant Weapons, 0-1 Kustom Upgrades, Unlocks 2 Support Mobs	650

Support Mobs

You may take up to the number of Support Mobs Unlocked by your Gargant selections

Formation	Units	Normal	Big	Uge	Extras
Supa Stompa Mob	1 Supa Stompa	300	-	-	Any number of Killa Kans +25 points each Any number of Dreadnoughts for +35 points each 3 Gargant Weapons, 0-1 Kustom Upgrade
Stompa Mob	4 Stompas	225	375	525	Any number of Killa Kans +25 points each Any number of Dreadnoughts for +35 points each 0-1 Stompa Oddboy
Kamp Followers	3 Dreadnoughts 3 Killa Kans	175	300	400	Any number of Killa Kans +25 points each Any number of Dreadnoughts for +35 points each
Fighta Sqwadron	3 Fighta Bommer	150			Add 0-6 Fighta Bommers for +50 points each
Bommer	1 Ork Bommer	175			
0-1 Kill Kroozer	1 Kill Kroozer	150			May be upgraded to a Battlekrooza for Free

Great Gargant Weapons

Weapon	Location	Range	Firepower
Twin Soopagun	Arm	60cm	3BP, MW, FF Arc
Liffta-Droppa	Arm	60cm Base	MW3+, TK(D3), FF Arc Assault Wpn, TK(D3), Extra Attacks +1
Deth Kannon	Arm	90cm	MW3+, TK(D3), FF Arc
Ultra Lobba	Arm	60cm	D6+3BP, FF Arc
2x Grot Ultra Missile	Arm	120cm	MW 3+, TK (D6), One Shot
Soopagun	Belly	60cm	2BP, MW, FF Arc
Supa Zzap Gun	Belly	60cm	MW3+, TK(D3), FF Arc
Mega Lobba	Belly	60cm	D3+3BP, FF Arc
Gatling Kannon	Belly	45cm	6x AP5+ / AT5+, FF Arc
Snappa	Belly	Base	Assault Wpn, TK(1), Extra Attacks +1, First Strike

Gargant Weapons

Weapon	Location	Range	Firepower
Mega Choppa	Arm	45cm Base	AP5+ / AT5+, FF Arc Assault Wpn, TK(D3), Extra Attacks +1
2x Grot Mega Missile	Arm	90cm	MW3+, TK(D3), One Shot
Supa Zzap Gun	Arm or Belly	60cm	MW3+, TK(D3), FF Arc
Mega Lobba	Arm or Belly	60cm	D3+3BP, FF Arc
Soopagun	Arm or Belly	60cm	2BP, MW, FF Arc
Gatling Kannon	Arm or Belly	45cm	6x AP5+ / AT5+, FF Arc
Snappa	Belly	Base	Assault Wpn, TK(1), Extra Attacks +1, First Strike

Kustom Upgrades

Weapon	Notes	Cost
Flakk Gunz	The unit gains a 30cm D3+1 AA6+ attack	25 pts
Bigga Generatas	The unit gains D3 additional power fields	50pts
Extra Armer	The unit gains D3 additional DC	75pts
Boss Nobz	The unit gains Leader	25pts

Document Version 1.02

Unit	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Mekboy Big Boss	Char	-	-	-	-	Kustom Blastas	(15cm)	Small Arms, +1EA, MW	Supreme Commander
Stompa Oddboy	Char	-	-	-	-	Soopa Zzap Gun Or Soopagun	60cm 60cm	2BP, MW MW3+, TK(D3)	May be added to a Stompa. Replaces a Big Gun with a Soopa Zzap Gun or Soopagun.
Killa Kan	AV	15cm	5+	5+	6+	Big Shootas Kombat Klawes	30cm Base	AP6+ / AT6+ Assault Wpn, MW, +1A	Walker
Dreadnought	AV	15cm	4+	4+	5+	2x Big Shootas Kombat Klawes	30cm Base	AP6+ / AT6+ Assault Wpn, MW, +1A	Walker
Stompa	AV	15cm	4+	4+	4+	2-3 Big Gun 0-1 Kombat 'Ammer and	45cm 30cm Base	AP5+ / AT5+ AP5+ / AT6+ Assault Wpn, MW, +1A	Walker, Reinforced Armour. May be armed with 3x Big Gun or 2x Big Gun & 1x Kombat 'Ammer.
Supa Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 3x Gargant Weapons	30cm	MW4+, TK (1)	Fearless, Reinforced Armour, Walker, DC 4. D3 Power Fields. Critical: -1 to hit on attacks. Further Criticals cause extra point of damage.
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 3x Gargant Weapons	30cm	MW4+, TK (1)	Fearless, Reinforced Armour, Walker, DC 8, D3 + 3 Power fields. Critical: Fire (1=new fire, 5+ Fire extinguished)
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2x Big Gun 3x Great Gargant Weapons	30cm 45cm	MW4+, TK (1) AP5+ / AT5+	Fearless, Reinforced Armour, Walker, DC 12, D6 + 6 Power fields. Critical: Fire (1=new fire, 5+ Fire extinguished)
Fighta-Bommer	Air	Fighter	6+	-	-	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+ / AA5+ AT4+	
Bommer	Air	Bomber	5+	-	-	Gun Turrets Blasta Bomms	15cm 15cm	D3+3x AP5+ / AA6+ D3+1BP FxF	DC2, Reinforced Armour. Critical: Destroyed.
Kill Krooza	SC	-	-	-	-	Orbital Bombardment	-	D6+1 BP, MW	
Battlekrooza	SC	-	-	-	-	Orbital Bombardment	-	D6+3BP, MW	Slow and Steady: May not be used turn 1 or 2.