

Mektown Gargant List

A Mektown Gargant List has a Strategy rating of 3 and an Initiative value of 3+. It uses the Mob Rule and Power of the Waaagh! rules from the Ork core list.

Army composition:

Every Mektown Gargant List must include a Supreme Commander called a Mekboy Big Boss. It is a free character, which must be added to the most expensive Gargant Mob.

Each Gargant Mob selected allows up to 2 formations (3 formations for a Mega Gargant) to be selected from the Support section of the army list. In addition, one Heavy Support formation may be selected for each Gargant Mob.

Weapon selection:

Each Gargant and Great Gargant must select three weapons from the Soopa-Gunz list (Up to two of the Great Gargant's weapons may be selected from the Giga-Gunz list instead). Furthermore, each Gargant, Great Gargant, and Mega Gargant gains the 'Leader' ability (this stacks with the Mekboy Big Bosses Supreme Commander ability).

Each Mekboy Stompa must select two weapons from the Weedy Gunz list.

All Weedy Gunz are Forward Arc, all Soopa- and Giga-Gunz are Fixed Forward Arc. Kustom Jobz may be selected additionally – if permitted by the army list – and do not require a weapon slot.

Due to the individualistic nature of Ork Mekz, no two each Gargants, Great Gargants, Mega Gargants, or Mekboy Stompas may select the same combination of weapons.

War engine transports:

Gargant Mobz that gain a transport capacity follow the normal rules for war engine transports, while Fortresses follow the Ork transport special rules and, hence, can only transport units from their own formation.

Gargant Mobz		All Gargant Mobs gain 'Leader'				
Mega Gargant	1 Mega Gargant	1000	-	-	-	Any number of Kustom Jobz: +50 pts ea.
Great Gargant	1 Great Gargant	850	-	-	-	Any number of Kustom Jobz: +50 pts ea.
Gargant	1 Gargant	650	-	-	-	Any number of Kustom Jobz: +50 pts ea.
Heavy Support						
Gargant Yoofs	1 Mekboy Stompa	275	475	675	-	0-1 Kustom Jobz: +50 pts ea.
Iron Squiq		350	-	-	-	
Support						
Mekboy KoS	4 Deff Koptaz, 1 Mekboy Speedsta	200	350	500	-	0-1 Mekboy Speedsta: +50 pts 0-1 Gunfortress: +125 pts 0-1 Oddboy: +50 pts
Loota Warband	6 Boyz, 2 Grotz and also: 2 Big Gunz OR 2 Killa Kanz	175	325	450	-	Any number of: Killa Kanz or Big Gunz: +25 pts ea. Battlewaggon, Flakk, Dread: +35 pts ea. 0-1 Nobz: +35 pts 0-1 Battlefortress +115 pts OR Gunfortress +125 pts 0-1 Oddboy: +50 pts
Rekon Skwad	5 Killa Kanz	150	-	-	-	0-2 Dreadnaughts: +35 pts ea All units in the Rekon Skwad gain 'Scout'
Fighta Bommas	3 Fighta Bommas	150	-	-	-	0-6 Fighta Bommas: +50 pts ea
Ork Bomma	1 Ork Bomma	150	-	-	-	-

Weedy Gunz			
SAG	45cm	3x 3+/5+	Disrupt
Soopa Skorcha	30cm (15cm)	3BP	IC EA+2, IC
Soopa-Rokkit	90cm	AT4+	-
Kustom Kannon	45cm	MW 4+	-
Soopa-Gunz			
Soopagun	60cm	2BP	MW
Soopa-Zzap	60cm	MW 3+	TK(D3)
Mega-Choppa	45cm b/c	5+/5+	- TK(D3), EA+1
Mega-Lobba	60cm	D3+3 BP	-
2x Grot Guided Missile	-	MW 2+	TK(D3), One Shot, No LOF required <i>Indirect instead (?)</i>
Gattler Gun	45cm (15cm)	4x 5+/5+	- EA+2
Shock Attack Battery	45cm	3BP	Disrupt
Transport Bay			Gain a transport capacity of 2 Boyz and 1 Grot per DC. Up to two Killa Kanz or Big Gunz may be transported and count as Boys for the transport capacity.
Giga-Gunz			
Kombat arm	b/c		MW, TK(D6), EA+1
Lifta-Dropa	60cm b/c	MW 3+	TK(D3) TK(D3), EA+1
Twin Soopagun	60cm	3BP	MW
Death Kannon	90cm	MW 3+	TK(D6), Slow firing
Mega Kannon	75cm	2BP	MW
Rippa Fist	30cm b/c	2x 6+/6+	- MW, EA(2D3)
<i>Rippa Fist alternative</i>	<i>45cm b/c</i>	<i>2x 5+/5+</i>	<i>- MW, TK, EA(+D3)</i>
Giga Shoota	45cm (15cm)	6x 4+/4+	- EA+2
Deff Arsenal	90cm	4x AT4+	-
Kustom Jobz			
Wyrdboy Tower	45cm	D3x AA5+	MW
Bigga Generator			+2D3 power fields
Plasma Boiler			+D6 speed, <i>must take dangerous terrain test if rolling '1' (?)</i>
Grot Rigger			In the end phase, pass an initiative test to restore D3 power fields OR 1 DC (up to the maximum number allowed)
Kustom Gunz			Replace a Weedy Gun with a Soopa-Gun, OR a Soopa-Gun with a Giga-Gun.