

GB1.0 Orkamedies Gargant Bigmob (v2.2)

From early in the Third Armageddon War it was apparent to the Imperium High Command that the Ork forces had access to larger and more impressive weaponry than ever before. The Rokhs which made planetary landings, the tanker-sized submersibles and the long range teleporta were all examples of an unprecedented level of engineering expertise.

As the War Engines of the two sides clashed it also became apparent that the Ork Gargants and Great Gargants had been tinkered with. For one thing the ratio of heavier Gargants was markedly higher than

previous experience dictated. For another their weapons were significantly improved. This improved armament came as a nasty shock to Princes who had always been able to out-range Gargants and had access to more punishing weaponry for the coup de grace.

The belief built up among Titan crews that the kustomised Gargants were the work of a shadowy Ork Mekaniak of quite prodigious talent. With grim humour the Titan crews named this deadly enemy 'Orkimeses'.

GB 1.1 Orkamedies Gargant Bigmob Forces

As the armies of Ghazghkull Mag Uruk Thraka rampage across the surface of Armageddon there were more than simple Ork warbands unleashed to attack the Imperial populations. Released from his technical duties, having delivered the new technologies that made Ghazghkull's invasion so quick and merciless, the Ork mekaniak code-named Orkamedies has gathered and cajoled a vast horde of renegade Mekboys and Big Meks together to build a vast mechanical army of Fortresses, Stompas, Dreadnoughts and Gargants.

Unlike traditional Ork armies the War Engines that Orkamedies has assembled are constantly tweaked, 'ammered and welded by a veritable army of Ork mekaniaks turning them into every Ork gearheads dream. No two War Engines are the same. No Gargant carries the same weapons. Kustom bitz, special ad-hoc weapons, and rivers of red paint combine to create Orkamedies' Gargant Bigmob.

The Gargant Bigmob is quite unlike the standard Ork army outlined in the Epic: Armageddon rulebook. First, there is no limitation on Gargants and War Engines in this army. It is entirely possible to build a Gargant Bigmob army consisting of nothing but Gargants. Mind you, this might be a challenging army to play as an Epic: Armageddon army with a low number of activations will be at a distinct disadvantage when it comes to claiming objectives. That said, a Great Gargant is probably quite well suited to holding an objective once you claim it!

An army lead and organised by Big Meks and mekaniaks is often viewed of as too soft or even, that most distinct Orkish insult, too brainy. So most Nobz, and even most Boyz, tend to avoid associating with Big Meks and Mekboys in general. Occasionally the members of a warband or will find themselves

temporarily accompanying the Bigmob until they can find more acceptable, Orky, compatriots to fight with. Or at least someone who isn't always taking apart all their weapons just before a good punch-up starts! As such, most formations in the Bigmob do not have Nobz available to them and even warbands that do have Nobz have a very limited number of them.

Typically the warbands that accompany a Gargant Bigmob are made up entirely of Deathskull Orks who view the imminent clash of giant war machines not only as a great opportunity to bust some skulls (and some teeth) but also as the prime location to be once all the looting starts. Many an Ork Big Mek has found the parts required for a post-battle repair from solicitous Deathskull Lootas who not only have the appropriate parts but also, co-incidentally, have parts that are the exact size needed. These Loota warbands are the primary source of infantry units available to the Gargant Bigmob.

While this is a very different and distinctive Ork army to use I hope that you'll find it an enjoyable alternative to the tournament Ork army presented in the Epic: Armageddon rulebook and that it proves to be just as Orky. If you have any questions about the list please visit the Specialist Games Forum at <http://www.specialist-games.com/forum/default.asp>

GB 1.1.1 Orkamedies Gargant Bigmob Special Rules

The following special rules apply to Gargant Bigmob units.

They're Orks!

Orkamedies mobs benefit from the **Waagh!** and **Mob Up** Ork special rules in the rulebook. **Powerfields** follow the rules in the rulebook as well.

Grot Attack!

Ork Gargants are swarming with Grot Riggers who serve as lookouts, fire crews, emergency repair crews and, in a pinch, as axle or cog lubricant. Any unbroken Ork Gargant in a Gargant Bigmob army will drop off packs of Grots to guard objectives if they pass near them. While Grots are good at holding objectives when the enemy is far away they tend to scatter and hide when even the most insignificant enemy formation approaches.

Any unbroken Ork Gargant that ends the turn within 15cm of an objective may place a marker to indicate that Grot Riggers have swarmed from the Gargant to "guard" the objective. The marker stays in play until the end of the game. The Riggers may not contest an objective but will quickly move back to reclaim their objective if there is no enemy formation within 15cm of it. Consequently unless an objective has enemy troops within 15cm of it the Grot Riggers will always count as claiming the objective.

Tellyporta

Orkamedies is probably the most effective mekaniak in Ork history and evidence of this is his construction of gigantic Tellyporta facilities used to transport warbands, vehicles and even Gargants onto the battlefield. Held off-planet in orbiting Kroozers or Battlekroozers the units of a single formation are zapped into battle by the tellyporta. The tellyporta can only be used if the Ork player has purchased a Kill Kroozer or Battlekroozer. The Tellyporta, while dramatically more powerful than Imperial teleporters, is much less accurate and cannot be adjusted as quickly. Ork spacecraft are unable to teleport formations beyond the horizon.

Note: Any single Gargant Bigmob formation may be teleported even Gargant Mobs. Gargant Mobs require a Battlekroozer to transport them.

The Tellyporta *does not* use the rules from the Teleport special ability. Formations instead use the planetfall rules in section 4.4 of the rulebook. Even though the formation is not truly falling from orbit, the restrictions of spacecraft activation, pre-plotting the landing site and scattering units simulates the Tellyporta's lack of precision.

Drop Roks and Free Planetfall

Ork Drop Roks are capable of dropping to a planet's surface without the benefit of support from a spacecraft.

Free Planetfall is plotted exactly as Planetfall in section 4.4 of the rules. Both the turn on which the formation arrives and the location are preplotted. However, because these units are much smaller than orbiting spacecraft they may be plotted to arrive in the same turn that an enemy spacecraft is present.

On the designated turn the Free Planetfalling unit is activated in the normal activation sequence. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next following turn. If the activation is successful, place the formation at the plotted designation and determine scatter according to 4.4 as if it were a normal Planetfall.

Note: The action is chosen at activation, before scatter is determined. Choose the action carefully as a poor scatter role could render some actions ineffective.

Drop Roks: Drop Roks are rather un-aerodynamic and prone to guidance problems. Drop Roks roll twice for scatter.

Big Meks

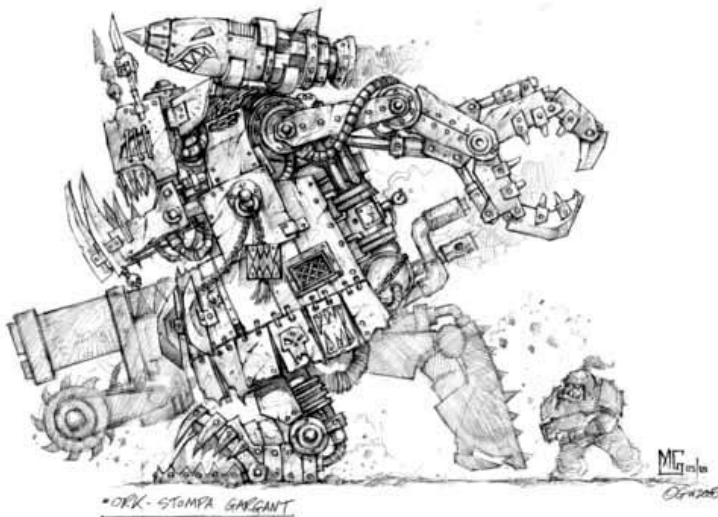
Ork Big Meks love nothing more than adding new guns, shootas and cunning kustom bitz to the vehicles and Gargants in their charge. And while the Meks in Orkamedies charge aren't any more efficient or filled with Orky know-hows than any other mekboy on Armageddon they aren't distracted by Nobz asking for more additions to their Kustom Shootas or hiding from Warbosses who are annoyed at the loss of their favourite front teeth in an unfortunate ammo discharge. This also means that Big Meks and their crews have more time to add new, interesting and potentially explosive options to the vehicles they are building.

Each Big Mek upgrade allows the player to pick one Kustom Bitz option to apply to a unit in the formation. Some options can only be applied to specific types of units. For example, the Bigger Gunz option can only be applied to a Gargant.

Note: Only one Big Mek upgrade can be applied to a unit. A Big or 'Uge formation that can purchase more than one Big Mek upgrade cannot apply multiple upgrades to a single unit.

Big Mek Kustom Bitz

Bitz	Effect
<i>Soopa Gun</i>	Upgrade one Big Gun on a single unit to a Soopa Gun or a Supa Zzap Gun
<i>Power Field</i>	Add D3 additional Power Field(s) to a War Engine
<i>Reinforced Boilers</i>	Add +5cm movement to War Engine
<i>Extra Armour Bitz</i>	Add +1 DC to War Engine
<i>Grot Targeters</i>	Add AA5+ attack to all Big Gunz on a single unit
<i>Bigger Gunz (Gargant only)</i>	Replace Gargant weapon with Kustom Gargant Weapon (see below)
<i>More Shooty</i>	The War Engine gets an additional Small Arms attack for each 3 points of Damage Capacity, or fraction thereof, to a maximum of three additional attacks.

**Kustom Gargant Weapons**

A Big Mek who chooses the Bigger Gunz upgrade may swap one of the following Kustom Gargant Weapons. Only weapons from this list can be swapped for a Kustom Gargant Weapon. Big Gunz, Scorchers Turrets or other weapons cannot be swapped for a Kustom Gargant Weapon. The Mega Kannon replaces two (2) weapons and may only replace Soopagunz or SupaZzap Gunz.

Kustom Gargant Weapons

Name	Range	Firepower	Notes
<i>Deth Kannon</i>	90cm	MW3+	Macro Weapon, Titan Killer(D3), Fixed Forward Arc
<i>Gatling Kannon</i>	45cm	6 x AP4+ / AT5+	Fixed Forward Arc
<i>2x Grot Guided Missile</i>	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, No line of sight is required to fire a Grot Guided Missile
<i>Liffta Droppa</i> AND	60cm (base)	MW3+ (assault weapon)	Titan Killer (d3), Fixed Forward Arc Extra Attacks (+1)
<i>Mega Kannon</i>	75cm	4BP	Macro Weapon, Fixed Forward Arc (requires player to swap two Soopagunz or SupaZzap Gunz for one Mega Kannon)
<i>Mega-choppa</i> AND	(base) 45cm	Assault Weapon AP5+/AT5+	Macro-weapon, Extra attacks (+1), Titan Killer (D3) Fixed Forward Arc
<i>Mega Lobba</i>	60cm	D3+3 BP	Fixed Forward
<i>Ripper Fist</i> AND	(base) 45cm	Assault Weapon 2 x AP5+ / AT5+	Macro Weapon, Extra Attacks(+D3), Titan Killer, Fixed Forward Arc Fixed Forward Arc
<i>Snapper</i> OR	(base) (15cm)	Assault Weapon Small Arms	Macro Weapon, First Strike, Extra Attacks(+1), Titan Killer, Fixed Forward Arc First Strike, Extra Attacks (+2)
<i>Soopa Gun</i>	60cm	2 BP	Macro Weapon, Fixed Forward Arc
<i>Soopa Liffta Droppa</i>	45cm	MW4+	Titan Killer (D6), Fixed Forward Arc
<i>Supa-Zzap Gun</i>	60cm	MW3+	Titan-Killer (D3), Fixed Forward Arc

GB1.1.2 Orkamedies Gargant Bigmob Units

The Gargant Bigmob is allowed to use the following new units. All other units that the army can use are covered in section 5.5.3 of the Epic: Armageddon rulebook.

Mekboy Big Boss

Even Mekboys aren't immune from the basic rules of Ork society and eventually one Mekboy will become bigger, badder and more heavily armed with Kustom

shooty bitz than the others. These are the leaders that Orkamedies turns to when his armies are on the march.

Fig 24: Cadder and more heavily armed with Kustom

Mekboy big Boss				
Type	Speed	Armor	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Big 'Ammer	(base)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Kustom Shoota	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	
Notes:				

Ork Big Mek

Some Mekboys think big, too big perhaps. They attract a group of like-minded Mekboys to tweak, tinker and occasionally explode interesting Orky technology. A Warboss might, after some consideration (or maybe not very much if it was his

Battlewagon that blew up), send the Big Mek and his entourage packing. It is these Big Meks and their bands of slightly scorched and possibly deafened Mekboys that Orkamedies has brought together to create his vast mechanised army.

consideration (or maybe not very much if it was his

Ork Big mek				
Type	Speed	Armor	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
n/a	n/a	n/a	n/a	
Notes: Adds one Big Mek Kustom Bitz option to a single War Engine or Big Gun unit.				

Ork Grotnought

Not even Grots can avoid the compulsion to build their own effigies to Gork and Mork. When the Mekboys and Big Meks aren't looking Grot "wee meks" will filch armour plates, bolts and anything not already bolted onto a vehicle or Gargant as they attempt to build their own Gargants. Not big enough to be considered Gargants, or even Stompas, the

vehicles are referred to as Grotnoughts because while they might seem titanic to the average Grot they are only slightly more effective in combat than an Ork Dreadnought, just larger, heavier and more prone to explosion. Grotnoughts are used in the same manner as Grots in other formations... to soak up fire and trigger minefields.

Ork Grotnought				
Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	5+	5+	5+
Weapons	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+ / AT6+	-	
Big Gun	45cm	AP5+ / AT5+	-	
Kombat Klawz	(base)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	
Notes: Damage Capacity 2. Walker				
Critical Hit Effect: Explosions send the Grotnought flying 2D6cm in a random direction, destroying the Grotnought and showering the area with red-hot debris. Roll once for each unit within 5cm of where it lands. On a roll of 6 the unit takes one MW hit.				

Big Mek Kustom Gargant

Gargants come in a wide assortment of sizes and shapes. Mekboyz are sometimes encouraged ('ead fumped) by a Warboss to make certain kustomizations. Or while working on projects for his Warlord or Mekboy Big Boss every Mekboy will keep his own kustom bitz that he works on in his free time. Sometimes these are cunning new shootas, vast flying vehicles or even heavily modified Gargants

equipped with all sorts of 'dead kunning' kustom contraptions, weapons and experimental Power Field generators. These Gargants are often outfitted with a devastating variety of weapons but are also prone to problematic, and sometimes disastrous, mechanical problems. Depending on the Big Mek's preferences and the 'eadfumpin' he receives, such a gargant tends to be either very shooty or very zzappy.

Big Mek Kustom Gargant				
Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Macro Weapon, Titan Killer	
2 x Flak Gun	30cm	2 x AP6+ / AT6+ / AA6+	-	
2 x Mega Lobba	60cm	D3+3 BP	Fixed Forward Arc	
OR 2x Supa-Zzap Gun	60cm	Mw3+	Titan Killer (d3), Fixed Forward Arc	

Notes: Damage Capacity 6, D3+1 Power Fields. Reinforced armour, Walker, Fearless. The Big Mek Kustom Gargant must choose to be armed with 2 MegaLobbas or 2 SoopaZzap guns, not both.

Critical Hit Effect: Colour-blind Grot wire riggers are distracted by fires erupting in the Gargant and misconfigure the power system for the weapons routing it into the engines. The Gargant bursts into action moving 4d6 cm in a random direction. Any unit trampled by the Gargant takes D3 hits. The Gargant comes to a stop and is repositioned facing in a random direction. It may not be given any Order other than Marshall the following turn.

Ork Big Krawler Gargant

In the initial attacks against Hive Hellsreach, Orkamedies created a series of huge submersible vehicles (floating Gargants) to deliver troops to the battle safely hidden under the depths of the Tempest Ocean. Once the Boyz were delivered and the fight engaged the submersibles were quickly converted through the quick application of Orky know-hows and a lot of hammering into giant land transportss. These gigantic krawlers follow the Gargant Bigmob carrying warbands, Killa Kans and other Ork troops safe behind walls of steel and plating originally developed to withstand the crushing pressures of the ocean. Lacking the weapon, and often the shape of the standard Gargant these Titans are still a fearsome threat not only from the vast number of gunz that litter the vehicles skin but also from the horde of Ork troops that the Krawler carries.



Ork Big Krawla Gargant				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	3+	4+
Weapons	Range	Firepower	Notes	
2 x Skorcher Turret	30cm	AP4+ / AT6+	Ignore Cover, Forward Arc	
2 x Big Gun	45cm	AP5+ / AT5+	-	
2 x Mega-choppa	(base)	Assault Weapon	Macro-weapon, Extra attacks (+1), Titan Killer (D3)	
AND	45cm	AP5+ / AT6+	Fixed Forward Arc	
Notes: Damage Capacity 8. D3 + 3 Power Fields. Reinforced armour, Walker, Fearless. The Mega-choppa's Extra Attack and Titan Killer ability can only be used in an Assault. Transport (may carry 14 of the following units: Boyz, Nobz, Kommandos, Stormboyz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Dreadnoughts and Light Vehicles (but not Killa Kans) take up two spaces each. In addition it can also carry 6 Grots).				
Critical Hit Effect: Shrapnel and exploding munitions fly through the transport compartment killing D3 units of the controlling players choosing. If the Krawler is not transporting units then the Krawler takes an additional 1 hit and a fire starts as per the Critical Hit Effect for the Ork Big Mek Kustom Gargant.				

Ork Drop Rok

Nothing frustrates the Orkish mentality as much as the sneaky “tacticin” of Imperial armies. In close consultation with his advisors Orkamedies determined that the best solution to the tactical flexibility of Imperial forces was to drop big rocks on them. “Drop summat big on 'em and then thump the bits what are left,” he pronounced. While creating the traktor facilities needed to drop asteroids precisely (well precise for Orks) onto the battlefield Orkamedies had an insight and decided that the simplest way to get troops into position to “thump”

the enemy troops left after the asteroid hit was to place Ork Boyz and vehicles into transport compartments into the Rok. And so the Drop Rok was born. Aided with the most rudimentary of braking systems and guidance retro rockets the Drop Rok is filled with troops, positioned with Traktor arms and then sent hurtling towards the battlefield. Once near its target massive rockets, sometimes, fire to halt the Drop Rok's descent and allow, most, of the troops to disembark.

simplest way to get troops into position to dump

Ork Drop Rok				
Type	Speed	Armor	Close Combat	Firefight
War Engine	Immobile	5+	6+	5+
Weapons	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+ / AT6+	-	
2 x Big Gun	45cm	AP5+ / AT5+	-	
Notes: Damage Capacity 3. Free Planetfall, Reinforced Armour, Transport (may carry 20 of the following units: Boyz, Nobz, Kommandos, Stormboyz, Big Guns, Traktor Kannons, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Dreadnoughts and Light Vehicles (but not Killa Kans) take up two spaces each. In addition it can also carry 8 Grots).				

Big Bommer

While most flyboyz crave speed above all else a few Ork pilots are more than happy to fly larger, slower aircraft in return for the ability to create large explosions. Sometimes known as “Mad Bommaz”

these Orks fly with the same daredevil attitude as other flyboyz, frequently flying close enough to the ground to feel the shockwaves from the bombs they drop.

Big Bommer				
Type	Speed	Armor	Close Combat	Firefight
Aircraft	Bomber	5+	-	-
Weapons	Range	Firepower	Notes	
2 x Heavy Big Shootas	15cm	AP5+ / AA5+	Fixed Forward	
Heavy Bomb Racks	15cm	1 BP	Fixed Forward	
Notes:				

GB1.3 Orkamedies Gargant Bigmob Army List

Orkamedies Gargant Bigmob armies have a strategy rating of 3. All Orkamedies Gargant Bigmob formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see **Waagh!** rule in section 5.5.1 and 5.5.2 of the Epic:Armageddon rulebook).

GB1.3.1 How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. **Important Note:** Each Gargant Mob allows the player to purchase up to three other formations. Players cannot purchase non-Gargant formations in excess of this limit. In addition, no more than 1/3 of points may be spent on aircraft and spacecraft (including Drop Roks). The different types of Ork formation you may choose are shown on the army list that follows. The army list includes the following information:

Type

The name of the formation. Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a huge formation.

Cost

Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a huge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Spacecraft.

Extras

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a huge formation. For example, a normal-sized Gun Mob can include 0-1 Big Meks, a big Gun Mob can include 0-2, and a huge Gun Mob can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Battle Fortresses & Gun Fortresses

In tournament games, these units **may not** transport units from other formations (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

Bommers

Any Fighta Squadron that includes Bommers limits the entire formation (including Fighta Bommers) to the turn radius of the Bommers. As well, the formation is not eligible to be given CAP or Interception missions. If all the Bommers are destroyed then any remaining Fighta Bommers revert to their own turning radius and can be given any aircraft mission.

Mekboy Big Boss

A Gargant Bigmob may be led by a Mekboy Big Boss. The Mekboy Big Boss is a free character upgrade for the Gargant Bigmob army. The Big Boss must be placed in a Great Gargant if the army has one. If there is no Great Gaargant available then the Mekboy Big Boss character is not available. Unlike Ork Warlords, the Big Boss won't accompany the army unless there is a suitable vehicle for him to use. The Big Boss does not count as a Big Mek, and does not give the unit any upgrades or options, so a Gargant that has a Big Boss in it can also be given a Big Mek upgrade.

Orkamedies Gargant Bigmob Army

Orkamedies Gargant Bigmob armies have a strategy rating of 3. All Orkamedies Gargant Bigmob formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see section GB 1.1.1).

Formation	Core Units	Normal	Big	'Uge	Extras
<i>Gargant Mob</i> (one of the following Gargants)	Great Gargant Gargant Big Krawler Kustom Gargant	800 600 475 425	-	-	Any number of Killa Kans or Big Gunz for +25 points each Any number of Dreadnoughts, Flakwagons, or Deth Kopta for +35 points each Any number of Stompas for +75 points each 0-1 Big Mek for +50 points 0-2 Grotnoughts for +50 points each
<i>Supa Stompa</i>	One Supa Stompa	275	-	-	Any number of Killa Kans for +25 points each Any number of Dreadnoughts, Flakwagons, or Deth Kopta for +35 points each Any number of Stompas for +75 points each 0-1 Big Mek for +50 points 0-2 Grotnoughts for +50 points each
<i>Mekboy Gunmob</i>	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagonz 0-1 Big Mek for +50 points
<i>Loota Warband</i>	6 Boyz, 2 Grotz	150	250	350	Any number of Killa Kans, Big Gunz, Ork Boyz (plus optional free Grot) for +25 points each Any number of Dreadnoughts, Deth Koptas, Flakwagonz, Gunwagonz, Battlewagonz for +35 points each 0-1 of the following: Battle Fortress (+125 points), Gun Fortress (+135 points) 0-1 Nobz unit for +35 points 0-1 Big Mek for +50 points
<i>Stompa Mob</i>	3 Stompas	225	400	575	Any number of Killa Kans for +25 points each Any number of Dreadnoughts, Flakwagons, or Deth Koptas for +35 points each Any number of Stompas for +75 points each 0-1 Big Mek for +50 points
<i>Snappa Mob</i>	2 Dreadnoughts, 2 Killa Kans	125	225	325	Any number of Killa Kans for +25 points each Any number of Dreadnoughts, Flakwagons, or Deth Koptas for +35 points each
<i>0 - 1 Drop Rok</i>	1 Drop Rock	200	-	-	None
<i>Landa</i>	1 Landa	200	-	-	None
<i>Fighta Sqwadron</i>	3 Fighta Bombers	150	-	-	Up to six Fighta Bombers or Big Bombers for +50 points each
<i>Kill Kroozer</i>	1 Kill Kroozer	200	-	-	May be upgraded to Ork Battlekroozer for +50 points

Orkamedies Gargant Bigmob Appendix Models

Note: Appendix models are not balanced for use in the GT scenario for a variety of potential reasons. They may have limited testing or, like the Mega Gargant, may simply push the limits of the rules or scenario design. Point costs are included for the purposes of scenario design only and should not be used in a tournament or similar competitive environment. Use them at your own risk.

Mega Gargant				
Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Gaze of Mork	30 cm	MW4+	Titan Killer	
Skullkrusha Megakannon	75 cm	3 BP	Macroweapon, Fixed Forward	
Krusha	(base)	Assault Weapon	Titan Killer (d6)	
Gun Deck	60 cm	12 BP	Macroweapon, Fixed Forward	
2x Big Gunz	45 cm	AP5+/AT5+	Right Arc	
2x Big Gunz	45 cm	AP5+/AT5+	Left Arc	
2x Krooz Missiles	Unlimited	MW3+	Titan Killer (d3), one shot, Fixed Forward	
Deth Ray	60 cm	MW3+	Titan Killer (d3), Fixed Forward	
Supa Lifta Droppa	45cm	MW4+	Titan Killer (d6)	
Big Lobba	60 cm	2 BP	Macroweapon, Fixed Forward	
Wyrdboy Tower	30 cm	D6x AP5+/AT5+		
Notes: Damage Capacity 18, d6+6 Power Fields. Walker, Reinforced Armor, Fearless Critical Hit Effect: Fires as Great Gargant in rulebook.				

Mega-Gargant estimated point cost: 1,300

Unit Name				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Notes:				