

# 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 and Supa-Stompas always count as having more than ten models for the purposes of "Mob Rule".

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

Each 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 takes an action involving movement, the player may opt to add an additional +5cm to each move, however each time this ability is used the model will receive a fire like the critical hit effect for Gargants and Great Gargants. Resolve the effect of the fire in the end phase together with any other fires gained by critical hits.

## GARGANT FORMATIONS:

FORMATIONS	CORE UNITS	NORMAL	BIG	UGE	EXTRAS
<b>Mega Gargant</b>	1 Mega Gargant	1000	-	-	Mega Gargants may not take any Kustom Upgrades or Gargant Weapons
<b>Gargant Mob</b>	1 Great Gargant And 3 Gargant weapons	650	-	-	0-2 Kustom Upgrades for +25 points each An upgrade can only be taken once per model.
	<b>OR</b> 1 Gargant And 3 Gargant weapons	475	-	-	

## SUPPORT FORMATIONS:

<b>Supa-Stompa Mob</b>	1 Supa Stompa	275	-	-	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 +60 points each 0-1 Kustom Upgrade for +25 points
<b>Stompa Mob</b>	3 Stompas	200	350	500	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 +60 points each
<b>Loota Warband</b>	6 Boyz, 2 grots <b>And Also:</b> 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 Gunfortress for +125 points
<b>Killa Kan Mob</b>	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
<b>Fighta Sqwadron</b>	3 Fighta Bommer	150	-	-	0-6 Fighta Bommers for +50 points each
<b>Bommer</b>	1 Ork Bommer	175	-	-	None
<b>Kill Kroozer</b>	1 Kill kroozer	150	-	-	May be upgraded to a Battlekrooza for +50 points

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<b>KUSTOM GARGANT WEAPONS: Three mandatory choices for Gargants and Great Gargants</b>				
Name	RANGE	FIREPOWER	NOTES	COST
<b>0-2</b> Deth Kannon	90cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	75
Gatling Kannon	45cm	6xAP4+/AT5+	Fixed Forward Arc	25
<b>0-2</b> 2xGrot Guided Missile	Unlimited	MW3+	Macro Weapon, Titan Killer (D3), One Shot, Indirect	75
<b>0-2</b> Lifta droppa	60cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	75
	AND			
	(base)	assault weapon	Extra Attacks (+1) Titan Killer (D3)	
<b>0-2</b> Twin Soopa Gun	60cm	3BP	Macro Weapon, Fixed Forward Arc	75
Mega Choppa	(base)	assault weapon	Macro Weapon, Extra Attacks (+1), Titan Killer (D3)	25
	AND			
	45cm	AP5+/AT5+	Fixed Forward Arc	
Mega Lobba	60cm	D3+3BP	Fixed Forward Arc	50
Ripper fist	(base)	assault weapon	Macro Weapon, Extra Attacks (+D3+1), Titan Killer (D3)	25
<b>0-2</b> Supa-Skorcha	(15cm)	Small Arms	Extra Attacks (+3), Ignore Cover	50
Soopa Gun	60cm	2BP	Macro Weapon, Fixed Forward Arc	50
Soopa Lifta Droppa	45cm	MW4+	Macro Weapon, Titan Killer (D6), Fixed Forward Arc	50
Supa Zzap Gun	60cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	50

<b>KUSTOM UPGRADES: Each Kustom Upgrade may be taken once per unit</b>		
Name	NOTES	COST
<b>0-1</b> Flakka Dakka	The WE gains a 30cm D3+1 AA6+ attack.	25
<b>0-1</b> Transporta	The WE gains a transport capacity of 2 INF units per DC +1 grot unit per DC. Dreadnoughts and LV:s may be transported but take up 2 transport slots (Killa Kans only take up 1 slot).	25
<b>0-1</b> Power fields	Add D3 additional power fields to the WE unit.	25
<b>0-1</b> Extra Armour Bitz	Add +1DC to the WE	25
<b>0-1</b> More Dakka	Add an extra Small Arms (15cm) attack for every 3DC, rounding fractions up, a WE has to a maximum of three additional attacks	25
<b>0-1</b> Head of Mork/Gork	All non-Gargant formations within 15cm of the Gargant may add the DC of the Gargant to their formation size when using the "Mob Rule" special rule.	25

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	<i>Supreme Commander</i>
						Kustom Blasta	(15cm)	Small Arms, EA(+1), MW	
Oddboy	CH	n/a	n/a	n/a	n/a	0-1x Supa-Zzap-Gun	60cm	MW3+, TK(D3)	<i>Replace one Big Gun weapon with either a Supa Zzap-Gun or a Soopagun.</i>
						0-1x Soopagun	60cm	2BP, MW	
Big Gunz	INF	10cm	n/a	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	<i>Expendable. Formations that include at least one ork unit don't count Grot units that are lost in an assault when working out who has won the combat.</i>
Nobz	INF	15cm	4+	3+	5+	Big Shoota	30cm	AP6+/AT6+	<i>Leader</i>
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	<i>Skimmer</i>
Dreadnought	AV	15cm	4+	4+	5+	2x Big Shoota	30cm	AP6+/AT6+	<i>Walker</i>
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+/AT6+/AA6+	<i>Transport (one of the following units: Big Gunz, Boyz, Grotz, Nobz)</i>
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	<i>Walker</i>
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2-3x Big Gun	45cm	AP5+/AT5+	<i>Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a Kombat Ammer.</i>
						0-1x Kombat Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
Battlefortress	WE	30cm	4+	4+	4+	4x Twin Big Shootas	30cm	AP5+/AT6+	<i>DC3, Transport (eight of the following units: Big Gunz, Boyz, Grotz, Nobz; only one of the eight units may be a Big Gun; plus four units of Grotz). Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffers a hit. The unit is destroyed, all units on board are destroyed unless they roll a 6+.</i>
						Big Gun	45cm	AP5+/AT5+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	<i>D3+3 Power Fields. DC8, Fearless, Reinforced Armour, Walker, Armed with three Gargant Weapons. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	<i>D6+6 Power Fields. DC12, Fearless, Reinforced Armour, Walker. Armed with three Gargant Weapons. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
						2x Big Gun	45cm	AP5+/AT5+	

Mega Gargant	WE	15cm	5+	3+	4+	Gaze of Mork	30cm	MW4+, TK	<i>D6+6 Power Fields. DC16, Fearless, Reinforced Armour, Walker, Transporta Kustom Upgrade. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
						2x Supa-Zzap-Gun	60cm	MW3+, TK(D3)	
						Soopagunz	60cm	8BP, FxF, MW	
						Mega Kannon	75cm	2BP, FxF, MW	
						2x Grot Mega Missile	Unlimited	MW3+, TK(D3), One Shot, Indirect	
						2x Kombat Arms	(bc)	Assault Weapons, EA(+1), MW, TK(D6)	
	Wyrdboy Tower	45cm	AA5+, MW						
Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork	30cm	MW4+, TK	<i>D3 Power Fields, DC4, Fearless, Reinforced Armour, Walker. Armed with either three Soopaguns, or two soopaguns and a Mega-Choppa. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game.. Subsequent critical hits cause an extra point of damage.</i>
						2-3x Soopagun	60cm	2BP, FxF, MW	
						0-1x Mega-Choppa	45cm	AP5+/AT5+, FxF	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Fighta Bommer	AC	Fighter- Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Ork Bommer	AC/WE	Bomber	5+	n/a	n/a	Gun Turrets	15cm	D3+3x AP5+/AT6+/AA6+	<i>DC2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
						Blasta Bombs	15cm	D3+1BP FxF	