

GB1.0 Orkamedies Gargant Bigmob (v3.0, WIP)

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 Roks which made planetary landings, the tanker-sized submersibles and the long range teleports 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 customised 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.

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 gearhead's dream. No two War Engines are the same. No Gargant carries the same weapons. Custom bits, 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 we hope that you'll find it an enjoyable alternative to the Ork army presented in the Epic: Armageddon rulebook and that it proves to be just as Orky.

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.

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 Kroozers or Battlekroozers. 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 Battlekroozers 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.

Mekboyz, Oddboyz and Kustom Bitz

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 Kustom Bitz upgrade allows the player to replace a Gargant arm weapon or belly gun with one Kustom Bitz option. Each Big Kustom Bitz upgrade allows the player to replace a Gargant arm weapon or belly gun with one Big Kustom Bitz option OR one Kustom Bitz option.

Oddboyz attached to Stompamobz may upgrade the Big Gunz on Stompas as normal.

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Kustom Bitz

Name	Range	Firepower	Notes
<i>Gatling Kannon</i>	45cm AND (15cm)	6 x AP4+ / AT5+ Small Arms	Extra Attacks, +2
<i>Mega-choppa</i> AND	(base) 45cm	Assault Weapon AP5+/AT5+	Macro-weapon, Extra attacks (+1), Titan Killer (D3)
<i>Mega Lobba</i>	60cm	D3+3 BP	
<i>Snapper</i> OR	(base) (15cm)	Assault Weapon Small Arms	Macro Weapon, First Strike, Extra Attacks(+1), Titan Killer, Belly Gun replacement only. First Strike, Extra Attacks (+2)
<i>More Dakka</i>	30cm AND (15cm)	6 x AP6+ / AT6+ Small Arms	Extra Attacks, +4
<i>Bigga Gen'raterz</i>			+2d3 Power Fields

Big Kustom Bitz (may also choose from the Kustom Bitz options)

Name	Range	Firepower	Notes
<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>Transporta</i>	-	-	The Gargant gains a transport capacity of 2 per point of Damage Capacity, plus 1 extra Grot per 2 points of Damage Capacity. May transport: 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, Gargant gains +5cm speed.
<i>Wyrdboy Tower</i>	45cm	2xAA5+	Macroweapon. Does not replace a weapon as other upgrades

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

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

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: Supreme Commander				

Mega Gargant

Gargants come in a wide assortment of sizes and shapes. Occasionally, a Gargant under construction will grow beyond all expectations of its construction krew, almost as if it has a life of its own.

By the time the great command head is winched into place, the vehicle has become an icon of Orkish power, a *Mega Gargant*.

Big Mek Kustom Gargant				
Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapons	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Macro Weapon, Titan Killer	
2x Supa-Zzap Gun	60cm	MW3+	Titan Killer (d3), Fixed Forward Arc	
Soopagun Battereez	60cm	8BP	Macroweapon, Fixed Forward Arc	
Megakannon	75cm	2BP	Macroweapon, Fixed Forward Arc	
2x Grot Guided Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, No line of sight is required to fire a Grot Guided Missile	
2x Kombat Armz	(base contact)	Assault Weapon	Extra Attack +1, Titan Killer (d6)	
Wyrdboy Tower	45cm	2xAA5+	Macroweapon. Does not replace a weapon as other upgrades	
Notes: Damage Capacity 16, D6+6 Power Fields. Walker, Fearless.				
Critical Hit Effect: As Great 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.

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 Kannonns, 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).				

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.

Bommer				
Type	Speed	Armor	Close Combat	Firefight
Aircraft, War Engine	Bomber	6+	-	-
Weapons	Range	Firepower		Notes
Bommer Turrets	15cm	D6x AP5+/AT6+/AA6+		
Bommz	15cm	D3+1 BP		Fixed Forward
Notes: Damage Capacity 3. Transport (may transport 6 Stormboyz units). Transported units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.				
Critical: Bommer is destroyed along with all on board.				

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 subsection 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 two 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 Rokks). 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 Mekks, 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> <i>(one of the following Gargants)</i>	Mega Gargant Great Gargant Gargant	1050 850 650	- - -	- - -	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 Kustom Bitz for free 0-1 Big Kustom Bitz for +50
<i>Supa Stompa</i>	One Supa Stompa	325	-	-	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 Kustom Bitz for free 0-1 Big Kustom Bitz for +50
<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 Oddboy 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
<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 Oddboy 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>Bommer</i>	1 bommer	200	-	-	None
<i>Fighta Sqwadron</i>	3 Fighta Bommers	150	-	-	Up to six Fighta Bommers or Big Bommers for +50 points each
<i>Kill Kroozer</i>	1 Kill Kroozer	200	-	-	May be upgraded to Ork Battlekroozer for +50 points