

Gargant Bigmob

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative rating of 3+. The army receives one free Mekboy Big Boss that may be added to any Great or Mega Gargant in the army.

Each Gargant Mob used allows the player to select up to three other non-Gargant formations. Up to one third of the army's points cost may be spent on Drop Roks, Fighta Squadrons, Bommers, and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	‘UGE	EXTRAS
Gargant Mob	One Mega Gargant One Great Gargant One Gargant	1050 850 650	-	-	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each. 0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts Mega Gargants may not take Kustom or Big Kustom Upgrades.
Supa Stompa Mob	One Supa Stompa	325	600	875	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each. 0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts
Loota Warband	Six Boyz, Two Grots And Also: Two Big Gunz OR Two Killa Kans	175	325	450	Any number of Killa Kans or Big Gunz for +25pts each. 0-1 Nobz unit for +35pts Any number of the following for +35pts each: Battlewagonz, Flakwagonz, Dreadnoughts 0-1 Oddboy for +50pts 0-1 Battlefortress for +115pts or Gunfortress for +125pts A Loota Warband Oddboy may take: 0-1 Kustom Upgrade for free or 0-1 Big Kustom Upgrade for +50pts
Drop Rok	One Drop Rok	200	-	-	None
Fighta Squadron	Three Fighta-Bombers	150	—	—	0-6 Fighta-Bombers for +50pts each
Bommer	One Ork Bommer	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts

KUSTOM UPGRADE (Select one upgrade from the Kustom Upgrade list. Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
Gattling Kannon	45cm (15cm)	4x AP5+ / AT6+ EA +2, Small Arms	Fixed Forwards
Bigga Generatas	-	-	Add 2xD3 extra Power Fields
Megalobba	60cm	D3+3BP	Fixed Forwards
Mega Choppa	Base Contact 45cm	Assault Wpn, Extra Attacks (+1), TK (D3) and AP5+ / AT5+	If added to an Oddboy Character, change CC rating to 3+
Supa Zzapp Gun	60cm	MW3+	Titan Killer (D3), Fixed Forwards
Snappa	Base Contact (15cm)	Assault Wpn. First Strike, EA(+1), TK or Small Arms, First Strike, EA(+2)	May be fitted as a replacement for a Belly Gun only. Fixed Fwd.

BIG KUSTOM UPGRADE (Select one upgrade from the Big Kustom Upgrade list, or from the Kustom Upgrade list, Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
2x Grot Guided Mega Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, Indirect, Fxd Fwd.
Transporta	-	-	The Gargant gains a Transport capacity of 2 Infantry Units per point of Damage Capacity, plus 1 extra grot unit for every 2 points of Damage Capacity. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot). In addition the Gargant gains +5cm speed.
Wyrdboy Tower	45cm	AA5+	Macro Weapon. Does not replace an arm weapon like the other Upgrades, but is in addition to it.

GARGANT BIGMOB SPECIAL RULES:

SPECIAL RULE: TELLYPORTAS

If the army contains a Kroozer or Battlekroozer, then one formation in the army may use the Planetfall ability. To planetfall a Gargant Mob formation, a Battlekroozer is required.

SPECIAL RULE: SELF-PLANETFALL

Self-Planetfall works exactly like the Planetfall ability, however a Spacecraft is not required in order to use this ability. You must pre-plot the turn and location of arrival as with a normal Planetfall. On the designated turn the Self-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 turn. If the activation is successful, place the formation at the plotted location and determine scatter distance as normal.

SPECIAL RULE: MEKBOYZ, ODDBOYZ, AND KUSTOM UPGRADES

Each Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Kustom Upgrade option. Each Big Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Big Kustom Upgrade or one Kustom Upgrade. Oddboy Characters can also take Kustom Upgrades and Big Kustom Upgrades.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mekboy Big Boss	Character	-	-	-	-	Big 'Ammer Kustom Shoota	(base contact) (15cm)	Assault Weapon, Macro Weapon, EA (+1) Small Arms, Macro Weapon, EA (+1)	Supreme Commander
Kustom Upgrade	Character	-	-	-	-	-	-	-	Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Kustom Upgrade
Big Kustom Upgrade	Character	-	-	-	-	-	-	-	Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Big Kustom Upgrade or a Kustom Upgrade
Drop Rok	WE	Immobile	5+	6+	5+	2x Twin Big Shoota 2x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	Damage Capacity 3, Reinforced Armour, Self-Planetfall, Transport (20 Infantry + 8 Grots. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot)
Mega Gargant	WE	15cm	4+	3+	4+	Gaze of Mork 2x Supa Zzap Gun Soopagunz Mega Kannon 2x Grot Mega Missile 2x Kombat Arms Wyrdboy Tower	30cm 60cm 60cm 75cm Unlimited (base contact) 45cm	MW4+, Fixed Fwd MW3+, Titan Killer (D3), , Fixed Fwd 8BP, Macro Weapon, Fixed Fwd 2BP, Macro Weapon, Fixed Fwd MW3+, TK(D3), One Shot, Indirect, Fxd Fwd Assault Wpn, MW, EA (+1), TK(D6) AA5+, Macro Weapon	Damage Capacity 16 D6+6 Power Fields Walker, Fearless. Critical Hit : Fires, as with Great Gargant.
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	Damage Capacity 3. Critical: Destroyed along with all aboard. Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.