

Albork Orkstein's Gargant Bigmob

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative rating of 3+.

Each Gargant Mob chosen allows the player to select up to three other non-Gargant formations.

A maximum of one third of the points available to the army may be spent on Drop Rok, Aircraft, 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 Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers 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
Gatling 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 a weapon like the other Upgrades, but is in addition to it.

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 SelfPlanetfalling 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, before undertaking its activation.

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.

In this list, Oddboy Characters may be added to Battlefortresses, where they do not replace a Big Gun weapon as normal. However they may only do so if they select the "Bigga Generatas" Kustom Upgrade.

Mekboy Big Boss

Every Gargant Bigmob army must include a Supreme Commander called a Mekboy Big Boss. The Bad Ork Bikerboy is a free unit; you don't have to pay any points for it and it can be added to any Mega Gargant or Great Gargant.

Orkbert Orkstein's Gargant Bigmob

The Gargant Bigmob army is amongst the rarest type of Ork war horde encountered in the galaxy. It requires a special combination of circumstances in order to be built and sustained for any length of time. These circumstances came together perfectly on the planet Achill-Quag, as more than forty Gargants of all types and sizes were simultaneously active at the height of the war, an almost unheard of number of large war engines for such a comparatively small conflict.

During the war for Achill-Quag, Big Mek Orkstein used his Gargants in two main ways, firstly by sending Gargants out to be used and supported by Warbosses in a conventional manner, as they are often seen, but secondly by combining some of his best Gargants together in squadrons of up to ten war engines, known as "Gargant Bigmobs" by the awestruck Orks who saw these rare military groupings.

Although the Gargant Bigmobs achieved considerable and repeated successes, they fell at the last hurdle, during the *Battle for the Walls*. Convinced that final victory was at hand, Ork Warlord Gobgutz Badfang ordered every element of his army to make a frontal assault and crack the Imperium's last line of defence. However, careful tactics by the Titans of the Legio Destructor, as well as the sheer volume of defensive gunfire, meant that the Gargant Bigmobs were stymied. Those that did not flee were disabled, and then put beyond the hope of repair as the Imperial counter-attack mounted over the following weeks and months.

As part of his escape from Achill-Quag at the end of the war, Big Mek Orkstein was able to save at least 20 Gargants from destruction, and went on to use them in several more wars over the following years. By the time of his involvement in the war for planet Armageddon, Orkstein was in command of 30 Gargants, several of them being veterans of the conflict for Achill-Quag, whilst others had been newly built from the spoils of captured moons and planets.



Unique Units - Albork Orkstein's Gargant Bigmob

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 Ams, Macro Weapon, EA(+1)	<i>Supreme Commander</i>
Kustom Upgrade	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Kustom Upgrade</i>
Big Kustom Upgrade	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Big Kustom Upgrade or a Kustom Upgrade</i>
Drop Rok	WE	Immobile	5+	6+	5+	2x Twin Big Shoota 2x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>Damage Capacity 3 Reinforced Armour, Self-Platetfdl, Transport (20 Infantry + 8 Grots. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Kill a Kans only take up 1 Infantry slot)</i>
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 Kaller (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	<i>Damage Capacity 16 D6+6 Power Fields Walker, Fearless. Critical Hit : Fires, as with Great Gargant.</i>
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	<i>Damage Capacity 3 Critical: Destroyed along with all aboard. Transport: 6 Stomboyz units. Stomboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for the turn.</i>