

ORKAMEDIES GARGANT BIGMOB ARMY LIST v1.5 (page 1)

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
1+ Gargant Mob (one of the following Gargants)	Great Gargant	800	n/a	n/a	Any number of the following for +25 points each: Killa Kans, Big Gunz  Any number of Stompas for +75 points each  Any number of the following for +35 points each: Dreadnoughts, Deth Koptas  Up to one Big Mek for +50 points  Up to two Grotnoughts for +50 points each
	Gargant	600			
	Big Krawler	450			
	Blasta Gargant	375			
	Kustom Gargant	475			
Stompa Mob	1 Soopa Stompa	250	n/a	n/a	Any number of Stompas for +75 points each
					Any number of Killa Kans for +25 points each
					Any number of Dreadnoughts for +35 points each
					Up to one Big Mek for +50 points
					Up to two Grotnoughts for +50 points each
Mekboy Gunmob	5 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
					Up to one Big Mek for +50 points
					Any number of Big Gunz can be replaced with an equal number of Traktor Kannons at no extra cost
Loota Warband	6 Boyz, 2 Grotz	150	250	325	Any number of the following for +25 points each: Killa Kans, Big Gunz, Ork Boyz (plus an optional free Grot unit per Boy unit)
					Any number of the following for +35 points each: Dreadnoughts, Deth Koptas, Flakwagonz, Gunwagonz, Battlewagonz
					Up to one of the following: Battle Fortress (+125 points), Gun Fortress (+135 points)
					Up to one Nobz unit for +35 points
Fortress Mob	Any one of the following: Gun Fortress, Battle Fortress, Zzap Fortress	150	250	350	Any number of the following for +25 points each: Ork Boyz (plus an optional free Grot unit per Boy unit).
					Any number of Flakwagonz for +35 points each
					Up to one of each of the following: Nob (+35 points), Battle Fortress (+125 points), Gun Fortress (+135 points), Zzap Fortress (+135)
					Up to one Big Mek for +50 points

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TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Snappa Mob	2 Dreadnoughts, 2 Killa Kans	150	250	325	Any number of Killa Kans for +25 points each  Any number of the following for +35 points each: Dreadnoughts, Deth Koptas
0-1 Drop Rock	1 Drop Rock	200	n/a	n/a	None
Landa	1 Landa	200	n/a	n/a	None
Fighta Sqwadron	3 Fighta Bombers	150	n/a	n/a	Up to six Fighta Bombers or Bombers for +50 points each
Kill Kroozer	1 Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points

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STRATEGY RATING 3			INITIATIVE 3+						
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Big 'Ammer	base contact	Assault wpn, MW, +1A	Leader, Supreme Commander
Big Mek	CH	n/a	n/a	n/a	n/a	Kustom Shoota Big 'Ammer	15cm base contact	Small Arms, MW, +1A Assault wpn, MW, +1A	Leader, Adds one Big Mek Kustom Bitz to 1 WE or Big Gun unit
Nobz	INF	15cm	4+	3+	5+	Shootas 2 x Big Shootas	15cm 30cm	Small Arms AP6+/AT6+	Leader
Boyz	INF	15cm	6+	4+	6+	Big Choppas Shootas Choppas Big Shootas	base contact 15cm base contact 30cm	Assault wpn, +1A Small Arms Assault wpn	
Groz	INF	15cm	none	6+	6+	Shootas	15cm	Small Arms	No BM if killed
Big Gunz	INF	10cm	none	6+	5+	Big Gun	45cm	AP5+/AT5+	
Traktor Kammon	INF	10cm	none	6+	6+	Traktor Kammon	45cm	AP5+/AT6+, Disrupt	
Deth Kopia	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Battlegonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	Transport (2+1 Groz)
Gunwagonz	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	Transport (1)
Flakwagonz	AV	30cm	5+	5+	5+	Flak Gun	30cm	2 x AP6+/AT6+/AA6+	Transport (1)
Killa Kan	AV	15cm	5+	5+	6+	Big Shootas Kombat Klaws	30cm base contact	AP6+/AT6+ Assault wpn, MW, +1A	Walker
Dreandnought	AV	15cm	4+	4+	5+	2 x Big Shootas Kombat Klaws	30cm base contact	AP6+/AT6+ Assault wpn, MW, +1A	Walker
Stompa	AV	15cm	4+	4+	4+	2-3 x Big Guns 0-1 x Kombat 'Ammer and	45cm 30cm base contact	AP5+/AT5+ AP5+/AT6+ OR Assault wpn, MW, +1A	Reinforced Armour, Walker
Grothnought	WE	15cm	5+	5+	5+	2 x Twin Big Shootas Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC2, Walker, Crit = See datasheet
Battlefortress	WE	30cm	4+	4+	4+	Kombat Klaws 4 x Twin Big Shootas Big Gun	base contact 30cm 45cm	Assault wpn, MW, +1A AP5+/AT6+ AP5+/AT5+	DC3, Transport (8+4 Groz) Crit = See datasheet
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas 3 x Big Guns	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3, Transport (4+4 Groz) Crit = See datasheet
Zzap Fortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas Soopa-Zzap Gun	30cm 60cm	AP5+/AT6+ MW3+, TK (D3)	DC2, 1 Power Field, Crit = See datasheet, Transport (4 + 4)

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NAME	TYPE	SPEED	ARMOUR	CC	FF	INITIATIVE 3+		RANGE	FIREPOWER	NOTES
						WEAPONS	WEAPONS			
Supa Stompa	WE	15cm	4+	4+	4+	4+	STRATEGY RATING 3	30cm	MW4+, TK	DC4, D3 Power Fields, Reinforced Armour, Fearless, Walker, Crit = See datasheet
							WEAPONS	60cm	2BP, MW, FXF	
Big Blastia Gargant	WE	15cm	4+	4+	4+	4+	STRATEGY RATING 3	45cm	AP5+/AT5+, FXF OR	DC 6, D3 Power Fields, Reinforced Armour, Walker, Fearless, Crit = See datasheet
							WEAPONS	base contact	Assault wpn, MW, TK (D3), +1A	
Big Krawler Gargant	WE	20cm	4+	3+	3+	3+	STRATEGY RATING 3	30cm	MW4+, TK	DC 8, D3 + 3 Power Fields, Reinforced Armour, Walker, Fearless, Transport (14* +6), Crit = See datasheet
							WEAPONS	45cm	2 x AP6+/AT6+/AA6+	
Big Mek Kustom Gargant	WE	15cm	4+	4+	3+	3+	STRATEGY RATING 3	base contact	AP5+/AT5+	DC 6, D6 Power Fields, Reinforced Armour, Walker, Fearless, Crit = See datasheet
							WEAPONS	45cm	D3+3 BP, Indirect, FxF	
Gargant	WE	15cm	4+	3+	3+	3+	STRATEGY RATING 3	30cm	2 BP MW, FXF	Reinforced Armour, Fearless Walker, DC8, D3+3 Power Fields, Crit = See datasheet
							WEAPONS	60cm	MW3+ TK (D3), FxF	
Great Gargant	WE	15cm	4+	3+	3+	3+	STRATEGY RATING 3	base contact	Assault wpn, MW, TK (D3), +1A	Reinforced Armour, Fearless Walker, DC12, D6+6 Power Fields, Crit = See datasheet
							WEAPONS	45cm	AP5+/AT5+, FXF	
Bomber	AC	Bomber	5+	n/a	n/a	n/a	STRATEGY RATING 3	30cm	MW4+, TK	Reinforced Armour, Fearless Walker, DC8, D3+3 Power Fields, Crit = See datasheet
							WEAPONS	60cm	2BP, MW, FXF	
Fighta Bommetz	AC	Fighter Bomber	6+	n/a	n/a	n/a	STRATEGY RATING 3	15cm	AP5+/AT5+	Reinforced Armour, Fearless Walker, DC12, D6+6 Power Fields, Crit = See datasheet
							WEAPONS	30cm	3BP, MW, FXF	
Landa	WE/AC	Bomber	5+	6+	4+	4+	STRATEGY RATING 3	15cm	MW3+, TK (D3) FxF	Plane/roll, Transport (10+4) Reinforced Armour, DC3
							WEAPONS	30cm	AP5+/AT5+, FXF	
Drop Rok	WE	n/a	5+	6+	5+	5+	STRATEGY RATING 3	45cm	Assault wpn, MW, TK (D3), +1A	DC 3, Plane/roll, Reinforced Armour, Transport (20* +8), Scatters 4D6 cm each 6 rolled kills a unit inside, Can Plane/roll even if no Spacecraft
							WEAPONS	base contact	Assault wpn, MW, TK (D3), +1A	
Kill Kroozer	SC	n/a	n/a	n/a	n/a	n/a	STRATEGY RATING 3	n/a	D6+1BP	Slow and Steady, Transport (10 Landas)
							WEAPONS	n/a	D6+3BP	

## ORKAMEDIES GARGANT BIGMOB EXTRA BITZ v1.5

<b>BITZ</b>	<b>EFFECT</b>
Soopa Gun	Upgrade one Big Gun on a single unit to a Soopa Gun or a Soopa Zap Gun
Power Field	Add one additional Power Field to a War Engine
Reinforced Boilers	Add +5cm movement to War Engine
Extra Armour Bitz	Add +1 DC to War Engine
Grot Targeters	Add AA6+ attack to all Big Gunz on a single unit
Bigger Gunz (Gargant only)	Replace one, or more, existing Gargant weapons with one Big Mek Kustom Gargant Weapon (see list below)
More Shooty	The War Engine gets an additional Small Arms attack in Assaults for each 3 points of Damage Capacity, or fraction thereof, of the War Engine to a maximum of three additional Small Arms attacks

<b>NAME</b>	<b>RANGE</b>	<b>FIREPOWER</b>
Grot Guided Missile	Unlimited	MW3+, TK(D3), One Shot, No line of fire required
Deth Kannon	100cm	MW3+, TK, FxF
Gatling Kannon	45cm	6 x AP5+/AT5+, FxF
Mega Lobba	60cm	D3+3 BP, Indirect Fire, FxF, Requires player to swap two Gargant weapons for one Mega Lobba
Ripper Fist and	base contact 45cm	Assault wpn, MW, TK, +(D3)A, FxF 2 x AP5+/AT5+, FxF
Snapper	base contact	Assault wpn, MW, First Strike, TK, +1A, FxF
Soopa Lifta Droppa	45cm	MW4+, TK (D6), FxF
Mega Kannon	75cm	4BP, MW, FxF, Requires player to swap two Gargant weapons for one Big Lobba
Soopa Gun	60cm	2 BP, MW, FxF
Soopa-Zzap Gun	60cm	MW3+, TK (D3), FxF
Mega-choppa and	base contact 45cm	Assault wpn, MW, TK (D3), +1A AP5+/AT6+, FxF