ORKIMEDES' GARGANT BIG MOB ARMY LIST

"We've got our Gargantz an' we've got our weapons. Wot ain't we got? We ain't got anyfing for target practice iz wot!"

Warlord Dragnatz

Forces
The Orkimedes' Gargant Big Mob Army List uses the datasheets from the Gargant Mob Forces section.

Using The Army List
The following army list allows you to field an Ork army that is based on Orkimedes' Gargant Big Mob that fought in the Third War for Armageddon. It can also be used as a "stand in" army list for other Gargant mobs as well.

Orkimedes' Gargant Big Mob formations come in three types: *core*, *support* and *aircraft formations*. Each core formation you include in the army allows you to field any three support or aircraft formations. Additionally, no more than one third of the points available can be spent on aircraft formations. Although you can only take a support or aircraft formation if you first take a core formation, they are treated as separate independent formations during a battle and do not have to move around together.

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. The different types of Ork formations you may choose are shown on the army list that follows, which 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 *'uge* formation.

Each Gargant, Great Gargant ans Soopa-Stompa comes with exactly three Gargant and/or Supa-Stompa Weapons. The cost of these are found in the Gargant and Soopa-Stompa Weapon charts and are not included in the cost for the formation. They are manditory upgrades that the formation must take and pay for.

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 'uge formation. If the formation only has one cost then it may not be increased in size.

Upgrades: An Ork formation may include upgrades. Which upgrades a formation may be given are listed in the "Upgrades" column. Each upgrade that is taken adds to the cost of the formation, as shown on the Gargant Mob Weapons and Upgrades charts. You may include any number of upgrades 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 'uge formation. For example, a normal sized Loota Warband can include 0–1 Oddboy, a big can include 0–2, and a 'uge 0–3. All of the core units and upgrades in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see *Mob Rule*) and *Power of the Waaagh!* (see *Power of the Waaagh!*) rules apply to all formations.

SPECIAL RULE
Orkimedes' Gargant Big Mob Epic Tournament Special Rules

Every Orkimedes' Gargant Big Mob army *must* include a supreme commander character called a Mekboy Big Boss. The Mekboy Big Boss character is free, you don't have to pay any points for it. The Mekboy Big Boss will join the most expensive Gargant formation in the army.

All *Weapon Mounts* in Supa-Stompa Mob and Gargant formations must be mounted with a weapon.

SPECIAL RULE
'Ere We Go!

Before passing an action test a Gargant, Great Gargant or Mega Gargant formation may declare that it is using *'Ere We Go!*. Formations using *'Ere We Go!* increase the Speed value of all their War Engine units by +5cm until the conclusion of their action. However, for each move of the action each War Engine unit suffers its critical hit effect. For example, if a Great Gargant formation carries out a double action then the Great Gargant unit catches fire twice and resolves the effects of those fires in the end phase. Whether a unit moves 0cm or less than its increased Speed value does not matter, it is still considered a move for the purposes of this rule.

ORKIMEDES' GARGANT BIG MOB ARMY LIST

Orkimedes' Gargant Big Mob armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when activating (see *Power of the Waaagh!*), or the size of the formation when rallying (see *Mob Rule*).

GARGANT MOB CORE FORMATIONS

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Gargant	One Gargant and three Gargant or Supa-Stompa Weapons	475	n/a	n/a	0–2 Kustom Upgrades
Great Gargant	One Great Gargant and three Gargant or Supa-Stompa Weapons	650	n/a	n/a	0–2 Kustom Upgrades
Mega Gargant	One Mega Gargant with a Gork or Mork Head	1000	n/a	n/a	None

GARGANT MOB SUPPORT AND AIRCRAFT FORMATIONS

(Any three support or aircraft formations may be fielded per each core formation.)

GARGANT MOB SUPPORT

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Kan Mob	Eight Killa Kans	200	350	500	Dreadnought, Flakwagon, Killa Kan, Stompa
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Loota Warband	Six Boyz, two Grotz and one Big Gunz or Killa Kan	150	275	375	0–1 Battlefortress, Big Gunz, Boyz, Deth Kopta, Dreadnought, Flakwagon, 0–2 Gunfortress, Killa Kan, 0–1 Nobz, 0–1 Oddboy, Stompa
Mekboy Stompamob	Three Stompas	175	300	425	Dreadnought, Flakwagon, Killa Kan, 0–1 Oddboy, Stompa
Supa-Stompa Mob	One Supa-Stompa and three Supa-Stompa Weapons	150	n/a	n/a	Dreadnought, Flakwagon, Killa Kan, 0–1 Kustom Upgrade, Stompa

GARGANT MOB AIRCRAFT

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Fighta Sqwadron	Three Fighta Bommers	150	n/a	n/a	Add up to six Fighta Bommers for +50 points each
Bommer	One Bommer	175	n/a	n/a	None

GARGANT MOB WEAPONS AND UPGRADES

GARGANT WEAPONS

(Each weapon mount in the formation must be mounted with a weapon.)

WEAPON	COST
Deth Kannon	+75 points
Krooz Missiles (Arm *weapon mount* only)	+75 points
Krusha (Arm *weapon mount* only)	+25 points
Lifta-Droppa (Arm *weapon mount* only)	+75 points
Supa-Lifta-Droppa (Arm *weapon mount* only)	+50 points
Twin Soopagun	+75 points
Ultra-Lobba (Arm *weapon mount* only)	+75 points

SUPA-STOMPA WEAPONS

(Each weapon mount in the formation must be mounted with a weapon.)

WEAPON	COST
Gatling Cannon	+50 points
Loadz o' Guns	+25 points
Mega-Choppa (Arm *weapon mount* only)	+25 points
Mega-Lobba (Arm *weapon mount* only)	+50 points
Soopagun	+50 points
Snappa (Belly *weapon mount* only)	+25 points
Supa-Zzap-Gun	+50 points

KUSTOM UPGRADES

(Each upgrade may be added to a Great Gargant, Gargant or Supa-Stompa once.)

UPGRADE	COST
Banna	+25 points
Big Gun or Skorcha Head	Free
'Eavy Armour	+75 points
Flak Gunz	+25 points
Gork or Mork Head	+50 points
Kart	+25 points per 4 DC
Ordz Duruk	+50 points

SUPPORT UPGRADES

UPGRADE	UNITS	COST
Battlefortress	Add one Battlefortress	+115 points
Big Gunz	Add one unit of Big Gunz	+25 points
Boyz	Add one unit of Boyz and Grotz	+25 points
Deth Kopta	Add one Deth Kopta	+35 points
Dreadnought	Add one Dreadnought, or	+35 points
	Replace one Killa Kan with one Dreadnought	+10 points
Flakwagon	Add one Flakwagon	+35 points
Gunfortress	Add one Gunfortress	+125 points
Killa Kan	Add one Killa Kan	+25 points
Nobz	Add one unit of Nobz	+35 points
Oddboy	Add one Oddboy character to a Battlefortress, Big Gunz, Gunfortress or Stompa	+50 points
Stompa	Add one Stompa	+50 points

GARGANT MOB FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Banna	CH	n/a	n/a	n/a	n/a	-				*Leader.*
Big Gun or Skorcha Head	CH	n/a	n/a	n/a	n/a	0–1× Big Gun		45cm	AP5+/AT5+	*Armed with either a Big Gun or Skorcha.*
						0–1× Skorcha		15cm	AP4+, IC	
							and	(15cm)	Small Arms, EA(+1), IC	
Deth Kannon	CH	n/a	n/a	n/a	n/a	Deth Kannon		90cm	MW3+, TK(D3)	
'Eavy Armour	CH	n/a	n/a	n/a	n/a	-				*Increase the unit's starting damage capacity by D3.*
Flak Gunz	CH	n/a	n/a	n/a	n/a	Flak Gunz		30cm	D3+1× AA6+	
Gatling Cannon	CH	n/a	n/a	n/a	n/a	Gatling Cannon		45cm	6× AP5+/AT5+	
Gork or Mork Head	CH	n/a	n/a	n/a	n/a	-				*The unit may add its current DC to the unit count of all Ork formations for the purposes of Mob Rule, so long as it has a line of fire to and is within 15cm of a single unit in the formation. If the unit is destroyed all Ork formations receive a Blast marker if a single unit in the formation is within 15cm of the unit and has a line of fire to it.*
Kart	CH	n/a	n/a	n/a	n/a	-				*For every point of starting damage capacity the unit may transport: two infantry units without Jump Packs or Mounted, light vehicle units, Killa Kans, or Dreadnoughts; plus one unit of Grotz. Light vehicles and Dreadnoughts count as two units each. A maximum of one unit of Big Gunz may be transported.*
Krooz Missiles	CH	n/a	n/a	n/a	n/a	2× Krooz Missile		Unlimited	MW3+, Ind, SS, TK(D3)	
Krusha	CH	n/a	n/a	n/a	n/a	Krusha		(bc)	Assault Weapons, EA(+D3), TK(D3)	
Lifta-Droppa	CH	n/a	n/a	n/a	n/a	Lifta-Droppa		60cm	MW3+, TK(D3)	
							and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Loadz o' Guns	CH	n/a	n/a	n/a	n/a	2–4× Big Gun		45cm	AP5+/AT5+	*Armed with four Big Guns, one of which may be replaced with a Skorcha and another of which may be replaced with a Flak Gun.*
						0–1× Skorcha		15cm	AP4+, IC	
							and	(15cm)	Small Arms, EA(+1), IC	
						0–1× Flak Gun		30cm	2× AP6+/AT6+/AA6+	
Mega-Choppa	CH	n/a	n/a	n/a	n/a	Mega-Choppa		45cm	AP5+/AT5+	
							and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Mega-Lobba	CH	n/a	n/a	n/a	n/a	Mega-Lobba		60cm	D3+3BP	
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Kustom Blastas		(15cm)	Small Arms, EA(+1), MW	*Supreme Commander.*
Oddboy	CH	n/a	n/a	n/a	n/a	0–1× Supa-Zzap-Gun		60cm	MW3+, TK(D3)	*Replace one Big Gun weapon with either a Supa-Zzap-Gun or a Soopagun, alternatively the unit may be given D3 Power Fields.*
						0–1× Soopagun		60cm	2BP, MW	
Ordz Duruk	CH	n/a	n/a	n/a	n/a	-				*D3 Power Fields.*
Soopagun	CH	n/a	n/a	n/a	n/a	Soopagun		60cm	2BP, MW	
Snappa	CH	n/a	n/a	n/a	n/a	Snappa		(15cm)	Small Arms, EA(+2), IC	
							or	(bc)	Assault Weapons, EA(+1), TK(D3)	
Supa-Lifta-Droppa	CH	n/a	n/a	n/a	n/a	Supa-Lifta-Droppa		45cm	MW4+, TK(D6)	
Supa-Zzap-Gun	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun		60cm	MW3+, TK(D3)	
Twin Soopagun	CH	n/a	n/a	n/a	n/a	Twin Soopagun		60cm	3BP, MW	
Ultra-Lobba	CH	n/a	n/a	n/a	n/a	Ultra-Lobba		60cm	2D3+3BP	
Big Gunz	INF	10cm	-	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	*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.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	*Skimmer.*
Dreadnought	AV	15cm	4+	4+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2× AP6+/AT6+/AA6+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2–3× Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a kombat 'ammer.*
						0–1× Kombat 'Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
Battlefortress	WE	30cm	4+	4+	4+	4× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport eight infantry units without Jump Packs or Mounted; only one of the eight units may be a Big Gunz; plus four units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						Big Gun	45cm	AP5+/AT5+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 8, Fearless, D3+3 Power Fields, Reinforced Armour, Walker. 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.*
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 12, Fearless, D6+6 Power Fields, Reinforced Armour, Walker. Armed with either two Big Guns or Skorchas, or one of each. 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.*
						0–2× Big Gun	45cm	AP5+/AT5+	
						0–2× Skorcha	15cm	AP4+, IC	
						and	(15cm)	Small Arms, EA(+1), IC	
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport four infantry units without Jump Packs or Mounted; only one of the four units may be a Big Gunz; plus two units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						3× Big Gun	45cm	AP5+/AT5+	
Mega Gargant	WE	15cm	5+	3+	4+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 16, Fearless, D6+6 Power Fields, Reinforced Armour, Thick Rear Armour, Walker. May transport 32 infantry units without Jump Packs or Mounted, light vehicle units, Killa Kans, or Dreadnoughts; plus 16 units of Grotz. Big Gunz, light vehicles and Dreadnoughts count as two units each. 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.*
						Mega-Cannon	75cm	3BP, FxF, MW	
						7× Soopagun	60cm	2BP, FxF, MW	
						2× Krooz Missile	Unlimited	MW3+, Ind, SS, TK(D3)	
						Supa-Zzap-Gun	60cm	MW3+, FxF, TK(D3)	
						Supa-Lifta-Droppa	45cm	MW4+, FxF, TK(D6)	
						Fist of Gork	45cm	MW5+/AA5+, MW	
						2× Big Gun	45cm	AP5+/AT5+, Left	
						2× Big Gun	45cm	AP5+/AT5+, Right	
						Krusha	(bc)	Assault Weapons, EA(+D3), TK(D3)	

Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 4, Fearless, D3 Power Fields, Reinforced Armour, Walker. 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.*
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Bommer	AC/WE	Bomber	5+	n/a	n/a	Gun Turrets	15cm	D6+3× AP5+/AA6+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						Blasta Bombs	15cm	D3+1BP, FxF	
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	*Slow and Steady, Transport. May transport twelve Landas and the units being carried on them.*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	

SPECIAL RULE
Weapon Mount

Weapon Mounts are areas on a unit that may be fitted with weapon systems. When a weapon mount is mounted with a weapon (a "character" unit) it gains all the abilities and special rules of the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.

SPECIAL RULE
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule Gargants count as having more than ten units and Supa-Stompa's count as having more than five units. All other war engine's count each point of starting damage capacity as a unit.

SPECIAL RULE
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see Aircraft).

SPECIAL RULE
Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as *Imperial Void Shields* (see Imperial Void Shields), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.