



Gargant: Reinforced Armour, Fearless, Walker. May be armed with 3 soopaguns or 2 soopaguns and either 1 mega-choppa or 1 supra-zzap-gun. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant 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.

Damage Capacity: 8

Power Fields: D3+3

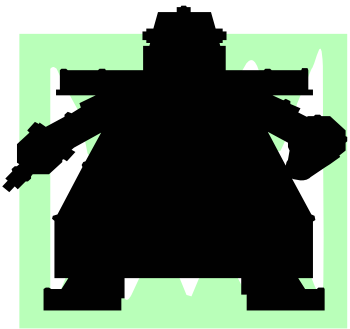
Weapon	Range	Firepower	Notes
Gaze of Mork	30cm	MW4+	Titan Killer
2x Soopaguns	60cm	2BP	Macro-Weapon, FXF
0-1 Supra-Zzap Gun	60cm	MW3+	Titan Killer (D3), FXF
0-1 Mega-Choppa	45cm	AP5+/AT5+ and	FXF
(base)		Assault Weapon	TK (D3), Extra Attack (+1)

Speed: 15cm
Type: WE
Armor: 4+
CC: 3+
FF: 3+

ORK GARGANT

ORK GARGANT

One Gargant.



Upgrades Allowed: None

650 Points



Great Gargant: Reinforced Armour, Fearless, Walker. May be armed with 2 twin soopaguns or 1 twin soopagun and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Extra Attack abilities may only be used in an assault.

Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant 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.

Damage Capacity: 12

Power Fields: D6+6

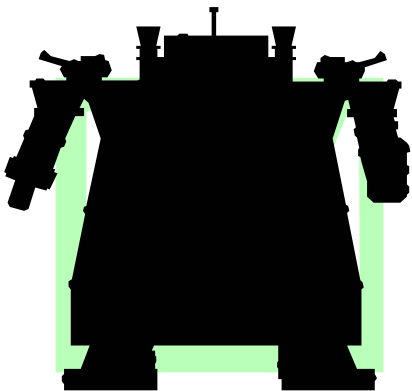
Weapon	Range	Firepower	Notes
Gaze of Mork	30cm	MW4+	Titan Killer
2x Big Guns	45cm	AP5+/AT5+	
Soopagun	60cm	2BP	Macro-Weapon, FXF
1-2x Twin Soopaguns	60cm	3BP	Macro-Weapon, FXF
0-1 Mega-Choppa	60cm	MW3+ and	Titan Killer (D3), FXF
(base)		Assault Weapon	Extra Attack (+1)

Speed: 15cm
Type: WE
Armor: 4+
CC: 3+
FF: 3+

ORK GREAT GARGANT

ORK GREAT GARGANT

One Great Gargant.



Upgrades Allowed: None

850 Points



Stompa: Reinforced Armour, Walker. May be armed with 3 Big Guns or 2 Big Guns and 1 Kombat Ammer. The Kombat Ammer may shoot and be used as an Assault Weapon. It has only the Macro-weapon and Extra Attack when used in an Assault.

Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant 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.

Damage Capacity: 12

Power Fields: D6+6

Weapon	Range	Firepower	Notes
2-3x Big Gun	45cm	AP5+/AT5+	
0-1 Kombat Ammer	30cm	AP5+/AT6+ and	
(base)		Assault Weapon	MW, Extra Attack (+1)

Speed: 15cm
Type: AV
Armor: 4+
CC: 4+
FF: 4+

ORK STOMPA

ORK MEKBOY STOMPAMOB

A Mekboy Stompamob consists of three Stopmas.



Upgrades Allowed: Any number of Killa Kanz, Dreadnoughts, Flakwagons, Stompas; 0-1 Supra-Stompa.

225 Points

