

GREAT GARGANT

POINTS: 2500

Great Gargants are huge walking war machines protected within powerful force fields and mounting massive weapons of awesome destructive power. They are the Orks greatest fighting machines. Organized into Gargant Mobs, they are used to spearhead massive assaults during large Ork Waaaghs. Each Waaagh of large size will have several Great Gargants available to its Warboss which were spontaneously constructed during the preceding months by the mekboys in the surrounding region.

The Imperium considers the building of Great Gargants to be a prime indicator if an impending Ork Waaagh, and their construction is monitored closely. They are heavy battle titans, dwarfing the smaller Stompas. Each Great Gargant is crewed by huge numbers of Nobs, gunnerz, and boys under the command of a Kaptain. Its maze like interior will house dozens of Grot Rigger Teams under the command of Mek-boys whose job is to keep the war machine running and to perform battlefield repairs once the enemy is engaged.

UNIT: 1 Great Gargant

TYPE: Super-heavy walker

STRUCTURE POINTS: 10

POWER FIELDS: 7+d3

TRANSPORT: 40 (Big Mek's may not affect GG's)

ACCESS POINTS: One rear hatch

FIRE POINTS: 6 on the hull (2 are rear facing)

WEAPONS AND EQUIPMENT:

- 1 Gut-busta belly cannon
- 1 Gaze of Mork

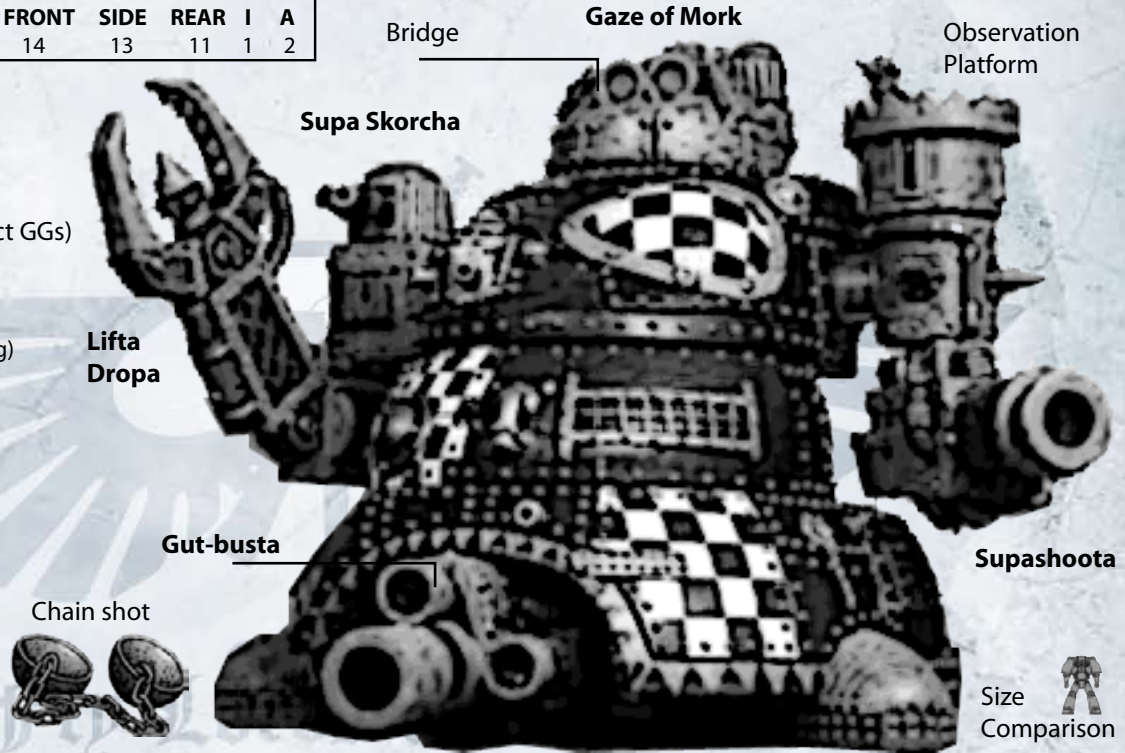
2 arm weapons from the following list:

- Lifta Dropa;
- Supashoota;
- Titan close combat weapon

2 shoulder weapons from the following list:

- Supa Skorcha;
- Observation Platform;

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	14	13	11	1	2



WEAPON	RANGE	STR	AP	SPECIAL
Gut-busta (select a single shot each turn)				
-Airburst shot	60"	6	3	Apocalypse Barrage (10) Primary Weapon
-Solid shot*	60"	D	2	Ordnance 1, 5" Blast Destroyer, Primary Weapon
-Chain shot**	60"	9	3	Ordnance 1, 7" Blast Primary Weapon
Lifta Dropa***	48"	n/a	n/a	Heavy 1, Primary Weapon
Supashoota	48"	7	3	Heavy 6d6, Primary Weapon
Supa Skorcha****	Hellstorm	6	4	Heavy 1, Pinning
Gaze of Mork*****	60"	2d6	2	Heavy 3

* To fire the Solid Shot place the template anywhere within range and LoS and roll for scatter. The solid shot will then skid forward from its landing point directly away from the Great Gargant 3d6". Any model under its skid path will suffer a hit. Any units with Power Fields or Void Shields will additionally have them ALL downed if struck by the Solid shot.

** To fire the Chain Shot place the template and roll 2d6" for scatter. Any Super-heavy walker with its legs in LoS under the template will immediately be immobilized, in addition to the standard damage. Fields protect against the Chain shot round's immobilization effect.

***Lifta-dropa; To fire the Lifta dropa, select an enemy vehicle (not a flyer or super-heavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d6 Glancing hits.

If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d6 Glancing hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d6 glancing hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of the Lifta Dropa, ignore Power fields and Void shields.

**** To fire the Supa Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Supa Skorcha is then treated like any other template weapon for determining hits.

***** Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.

SPECIAL RULES:

•**Effigy:** A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

•**Observation Platform:** Commanded by a Nob spotter. The Great Gargant counts as BS:3. The Observation Platform is treated as a single destroyable weapon for damage purposes.

•**Mountain of Iron:** Great Gargants are Immune to Driver stunned critical results, treating them as gun-crew stunned instead.

•**Towering Inferno:** Once crippled, a Great Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Great Gargant explodes or leaves the table.