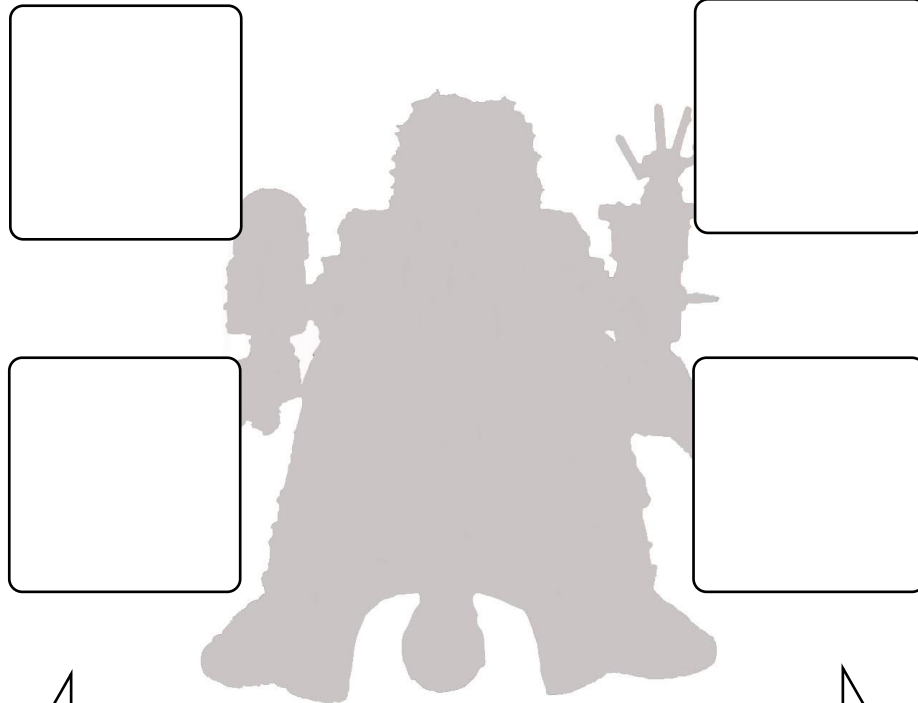


# GREAT GARGANT



Head

Hull

Head  
CV

Arm  
CV

Hull  
CV

Move

Armour Save

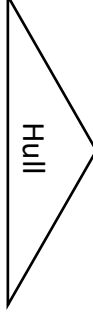
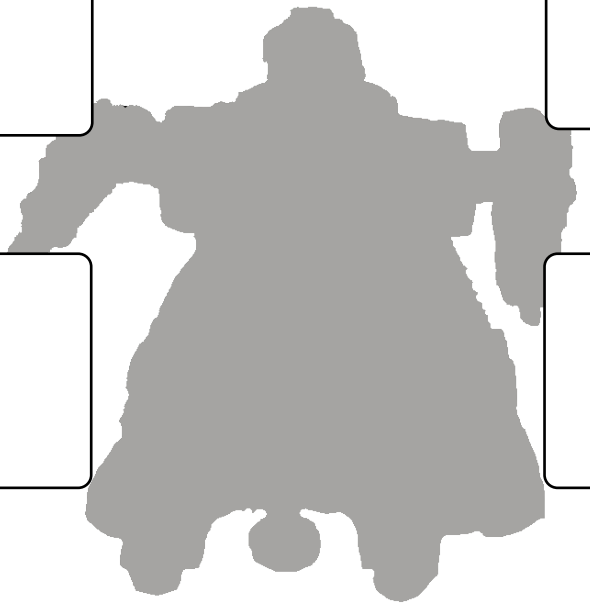
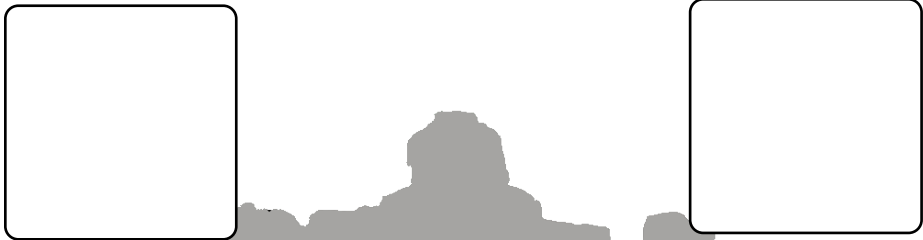
CAF

Power  
Fields

Accessory

Accessory

# SLASHER GARGANT



Head  
CV

Arm  
CV

Hull  
CV



Move

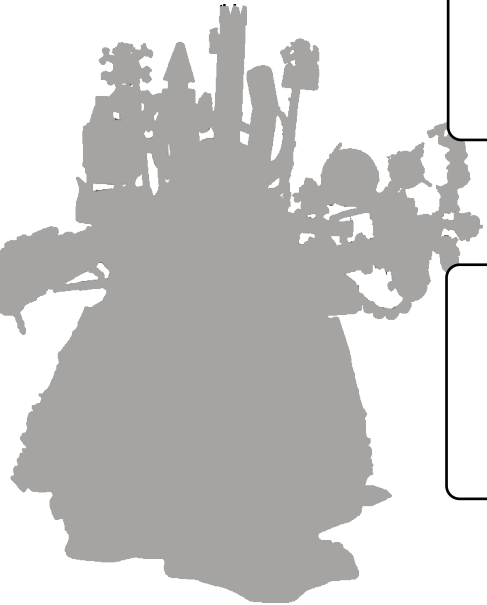
Armour Save

CAF

Power  
Fields



# STOMPA GARGANT



Head

Head  
CV

Arm  
CV

Hull  
CV

Move

Armour Save

CAF

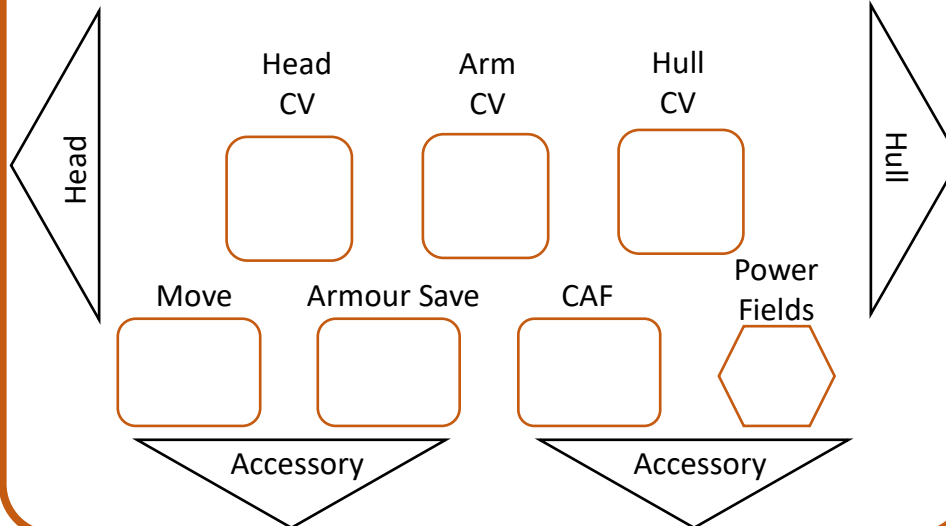
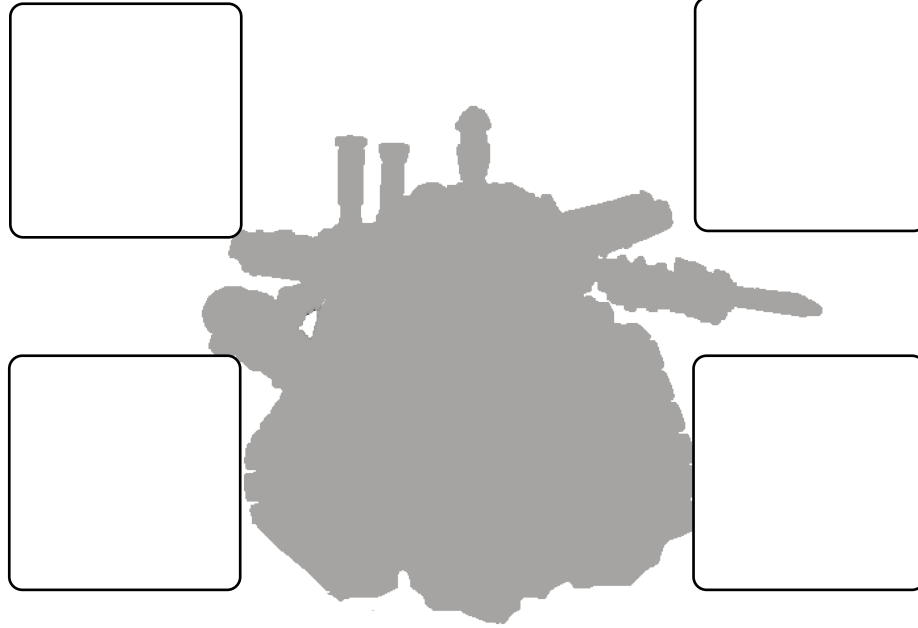
Power  
Fields

Accessory

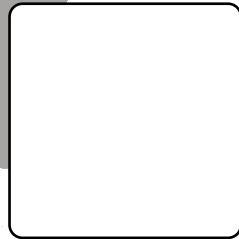
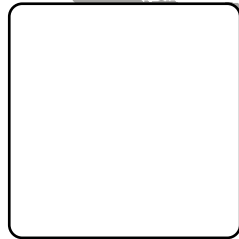
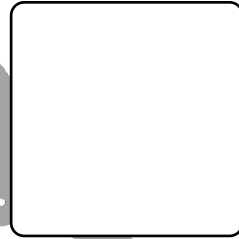
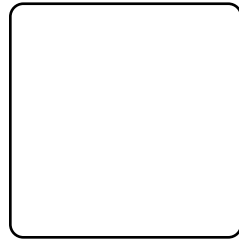
Accessory

Hull

# STEAM GARGANT



# MEGA GARGANT



Head

Head  
CV



Arm  
CV



Hull  
CV



Move



Armour Save



CAF



Power  
Fields



Accessory

Accessory



Hull

Head	
Boss Deck	
<b>Capacity Value</b> 1	
Transport Capacity 1	

Head	
Touffa Boss Deck	
<b>Capacity Value</b> 2	
Transport Capacity 1 +1 Damage Rating	

Head	
Touffa 'an Bigga Boss Deck	
<b>Capacity Value</b> 3	
Transport Capacity 2 +1 Damage Rating	

Head Accessory	
Flame Belcha Turret	
<b>Capacity Value</b> 2	
Range	25
Save Mod	-2

Head Accessory	
Gaze of Mork	
<b>Capacity Value</b> 1	
Range	30/60
Save Mod	-2

Head Accessory	
Loud Speakkas	
<b>Capacity Value</b> 1	
Morale bonus radius is 25cms	

Head Accessory	
Bigga Loud Speakkas	
<b>Capacity Value</b> 2	
Morale bonus radius is 35cms	

Head	
Gork/Mork Head	
<b>Capacity Value</b> 2	
Range	30/60
Save Mod	-3

Head Accessory	
Observation Turret	
<b>Capacity Value</b> 1	
+1 To hit versus one formation	

Head	
Skullhamma Kannon Head	
<b>Capacity Value</b> 2	
Range	30/60
Save Mod	-3

Lower Arm	
Bursta Gun	
<b>Capacity Value</b> 4	
Range	35
Save Mod	-5

Lower Arm	
Buzz Saw	
<b>Capacity Value</b> 4	
Range	Melee
Save Mod	-5

Lower Arm	
Cluster Busta Kannon	
<b>Capacity Value</b> 5	
Range	Varies
Save Mod	Varies

Lower Arm	
Deth Kannon	
<b>Capacity Value</b> 3	
Range	35/70
Save Mod	-4

Shoulder	
Flakkannon	
<b>Capacity Value</b> 2	
Range	25/50
Save Mod	-2

Shoulder	
Flame Belcha	
Capacity Value 2	
Range	25
Save Mod	-2

Lower Arm	
Gigashoota Kannon	
Capacity Value 2	
Range	25/50
Save Mod	-1

Lower Arm	
Heavy Gigashoota Kannon	
Capacity Value 6	
Range	25/50
Save Mod	-3

Lower Arm	
Krusha Ball	
Capacity Value 4	
Range	10
Save Mod	-6

Arm or Shoulder	
Lobba	
Capacity Value 1	
Range	25/50
Save Mod	-2

Arm or Shoulder	
Heavy Lobba	
Capacity Value 4	
Range	50/100
Save Mod	-4

Shoulder	
Magna Kannon	
Capacity Value 2	
Range	50/100
Save Mod	-1

Lower Arm	
Mega Zzappa	
Capacity Value 3	
Range	35/70
Save Mod	-4

Shoulder	
Observation Turret	
Capacity Value 1	
<b>+1 To hit versus one formation</b>	

Lower Arm	
Power Klaw	
Capacity Value 4	
Range	Melee
Save Mod	-6

Lower Arm	
Rippa Fist	
Capacity Value 4	
Range	Melee
Save Mod	-6

Lower Arm	
Rippa Fist with Gunz	
Capacity Value 6	
Range	25/50
Save Mod	-2

Shoulder	
Skullhamma Kannon	
Capacity Value 3	
Range	30/60
Save Mod	-3

Lower Arm	
Supa Deth Kannon	
Capacity Value 6	
Range	50/100
Save Mod	-5

Lower Arm	
Supa Lifta Droppa	
Capacity Value 6	
Range	50/100
Save Mod	-4

Shoulder	
Supra Rokkits	
Capacity Value 1	
Range	35/70
Save Mod	-2

Hull	
Belly Gun	
Capacity Value 1	
Range	35/70
Save Mod	-3

Hull	
Cluster Busta	
Capacity Value 1	
Range	Varies
Save Mod	Varies

Hull Accessory	
Extra Armor Platez	
Capacity Value 1	
+1 Damage Rating	

Hull Accessory	
Extra Powerfield Generators	
Capacity Value 1	
Adds d10/2+1 Powerfields	

Hull	
Gun Deck	
Capacity Value 1	
Range	20/35
Save Mod	-2

Hull	
Gutbuster Megakannon	
Capacity Value 2	
Range	60/120
Save Mod	Special

Hull	
Gutbuster Megakannon with Kannons	
Capacity Value 3	
Range	Varies
Save Mod	Special

Hull Accessory	
Krew Compartment	
Capacity Value 1	
Transport Capacity 8	

Hull	
Heavy Lobba	
Capacity Value 1	
Range	50/100
Save Mod	-4

Hull	
Snapper	
Capacity Value 2	
Range	15
Save Mod	-1

Hull Accessory	
Supercharged Boiler	
Capacity Value 0	
+10cm to move each turn	



Power Field Tokens

