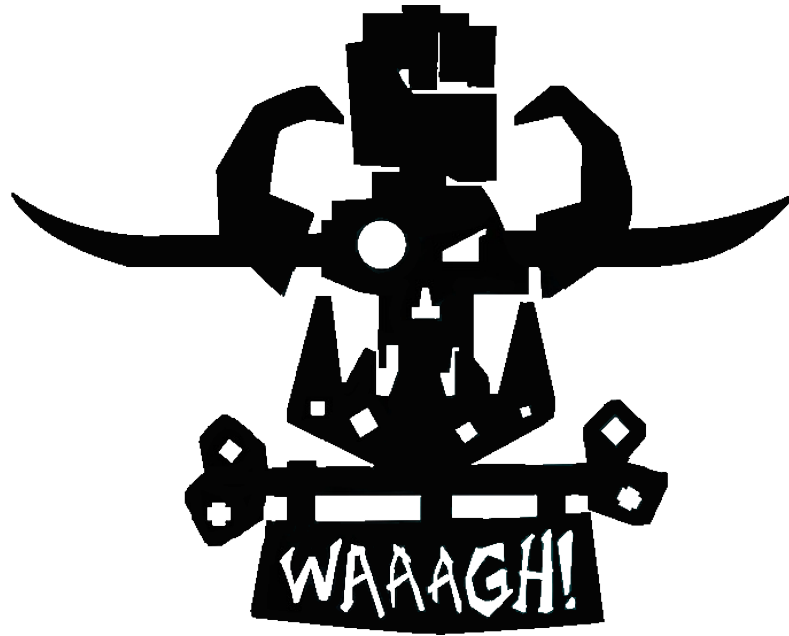


ORKS



GARGANT TEMPLATES
AND TOKENS
MKV



ORK GARGANT TRAITS

GENERAL TRAITS



The Ork Gargants possess the following traits:

1. To-hit value for Ork Gargants is 7+ for ranged attacks and 6+ for close combat attacks.

ABILITIES



The Ork Gargants have the following Abilities:

1. **Ork Gargant Special Order-Damage Control:** In addition to standard orders, Ork Gargant may be assigned a special order; Damage Control. An Ork Gargant element with the Damage Control Order has the following rules:
 - a. The Ork Gargant Element may NOT move or fire any weapon during the turn this order was assigned. Opposing elements gain a +1 bonus to ranged attacks while this order is in effect.
 - b. The Ork Gargant element gains a +2 bonus to all repair rolls.
 - c. The Damage Control order is revealed last during the movement phase after all other standard orders have been revealed.
2. **Shields:** A Ork Gargant element may have ONE type of the following for shields (may not have more than one type simultaneously):
 - a. **Powerfields:**
 - i. They ONLY offer protection versus RANGED attacks. Powerfields are NOT considered for close combat attacks.
 - ii. An Ork Gargant element does NOT receive ranged attacks to its own armor until ALL Powerfields have been knocked out (shield less Ork Gargant). Note that certain weapon MAY bypass powerfields and do direct damage to the Ork Gargant element.
 - iii. The Armor Value [AV] of a powerfield is an **invulnerable save of [3]+**. Opposing weapons with the **Destroyer [D]** trait ignore the powerfield AV and invulnerable save, automatically knocking down one powerfield per attack dice that score a hit.
 - iv. Multiple powerfields may be present on a single Ork Gargant element.
 - v. Unlike void shields, once a powerfield is knocked down it may NOT be repaired.
 - b. **Mekboy Forcefield:**
 - i. Unlike powerfields, only a single Mekboy Forcefield may be present on a single Ork Gargant element.
 - ii. The Armor value [AV] of a Mekboy Forcefield has an **invulnerable save of [5]+**. Unlike powerfields the Mekboy Forcefield ignores the **Destroyer [D]** trait (i.e. the invulnerable save is taken normally even against a weapon with the Destroyer [D] trait).
 - iii. The Mekboy Forcefield **can be repaired** (unlike forcefield which cannot be repaired). However, on a failed repair roll of 2 or less, the Mekboy Forcefields burns out and is non-functional for the rest of the game. Additionally, ONE fire will start when this happens.
3. **Repair:** An Ork Gargant may attempt to repair damaged systems and regenerate a downed Mekboy Forcefield (not powerfields) and extinguish fires as follows:
 - a. All repair attempts occur in the END PHASE after VPs are tallied and rolls for rallying formation are performed.
 - b. Each Ork Gargant element in play can perform repairs in this phase. Players can alternate titan repair in order of initiative of that turn.
 - c. A downed Mekboy Forcefield can be repaired on a roll of 8+. It is permanently damaged on a roll of 2 or less and starts one fire.
 - d. A damaged system or weapon can be repaired on a roll of 8+ per damaged system and/ or weapon.
 - i. Example: An Ork Gargant titan has a damaged weapon and damaged feed. The player may attempt to repair all of these in the same end phase by rolling 1d10 for the damaged weapon and 1d10 for the damaged feet. A successful roll of 8+ will repair the specific damage that is being rolled for.
 - e. The Ork player may also attempt to extinguish any active fires on an Ork Gargant. Roll 1d10 PER active fire on the Ork Gargant element. Every roll of 8+ extinguishes one fire.
 - i. Example: An Ork Gargant has 4 active fires. The ork player rolls 4d10 (one d10 per fire) and rolls 2,7,8,10. Since two dice rolls 8+, TWO fires are extinguished.

SPECIFIC TRAITS

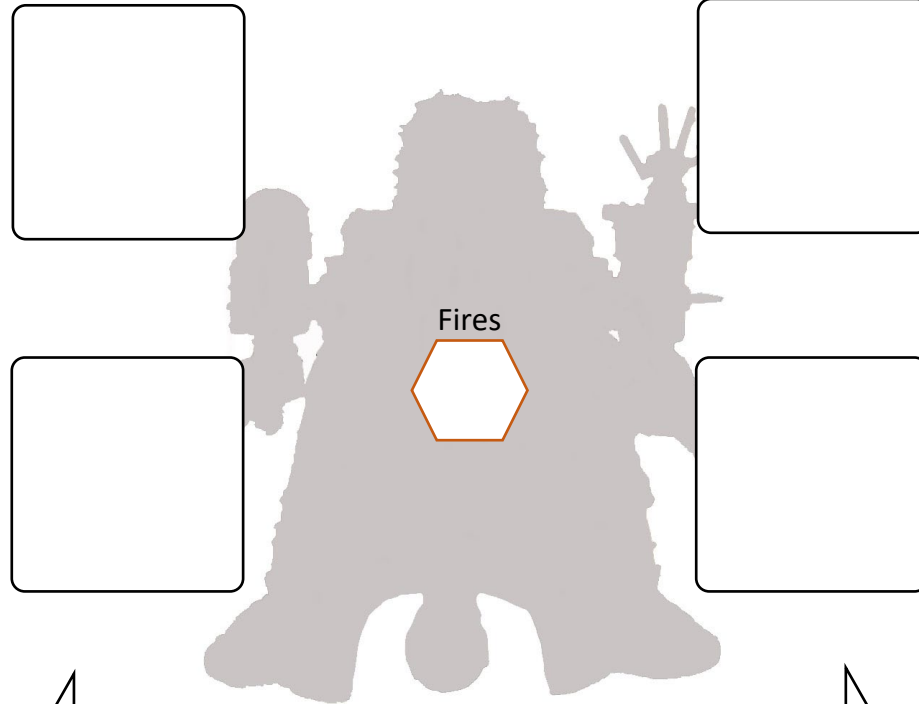


Ork Gargant has several specific traits:

1. **Terrifying:** All Ork Gargant elements have the Terror Ability [TER].
2. **Size Vulnerability:** All Ork Gargant elements have difficulty targeting small and agile elements and are subject to the following:
 - a. Ork Gargant elements receive a -2 penalty to to-hit rolls in close combat versus infantry elements.
 - b. Ork Gargant receives a -1 penalty to to-hit rolls in close combat versus cavalry elements.
 - c. Opposing Infantry and Cavalry elements in close combat with a titan gain an invulnerable save of [10]+.
3. **Indomitable:** Ork Gargant elements are immune to effects of suppression from ranged attacks. However, certain effects that confer suppression (effects from the damage table for example) can be applied.
4. **Adamantium Skin:** All Ork Gargant elements possess the Reinforced Armor [RA] ability.

GARGANT TEMPLATES

GREAT GARGANT



Fires



Head

Head
CV

2

Arm
CV

8

Hull
CV

3

Hull

Move

10

Armour Save

1+[RA]

CAF

15/-3

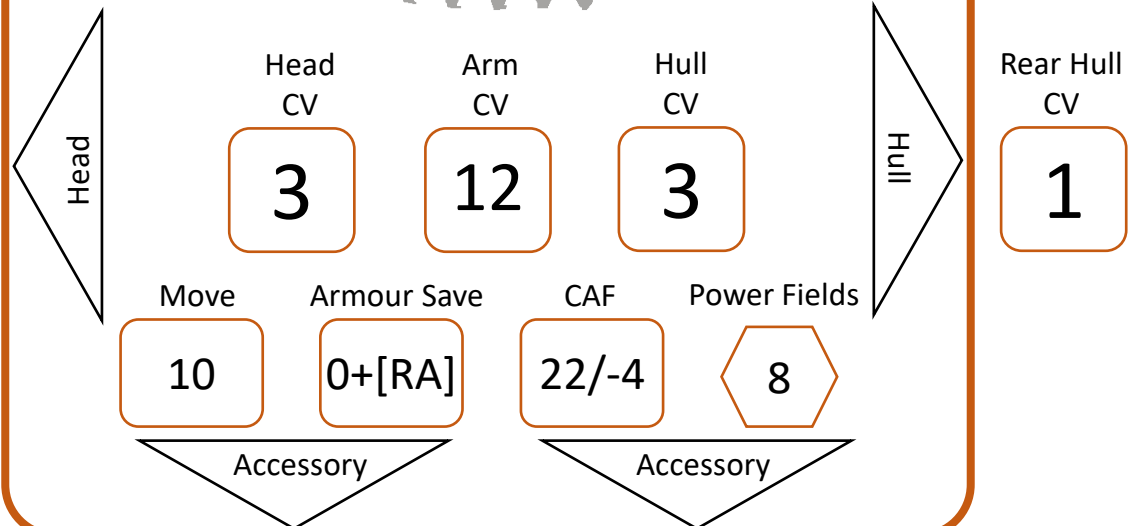
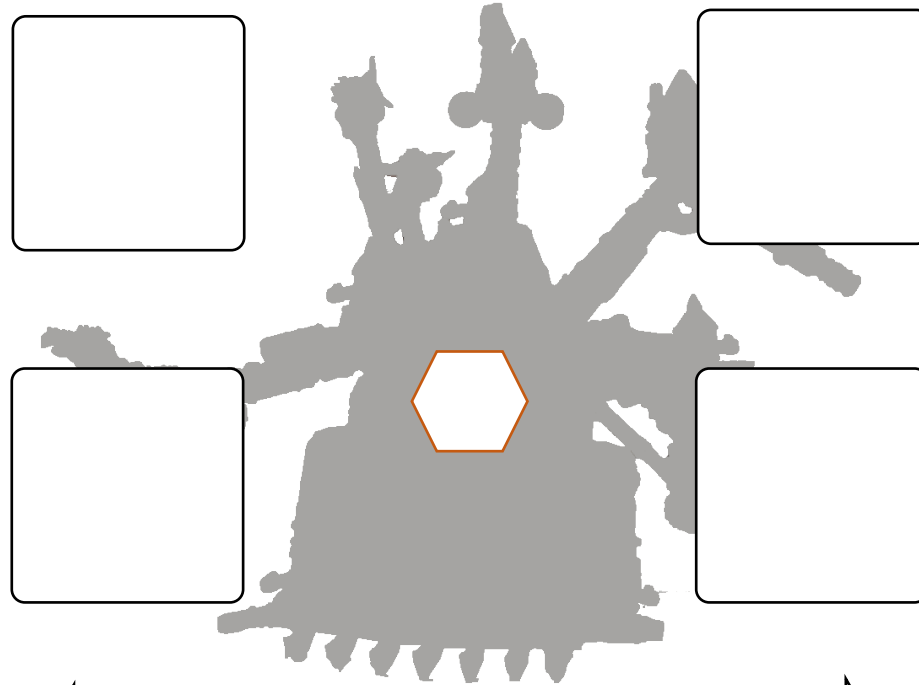
Power Fields

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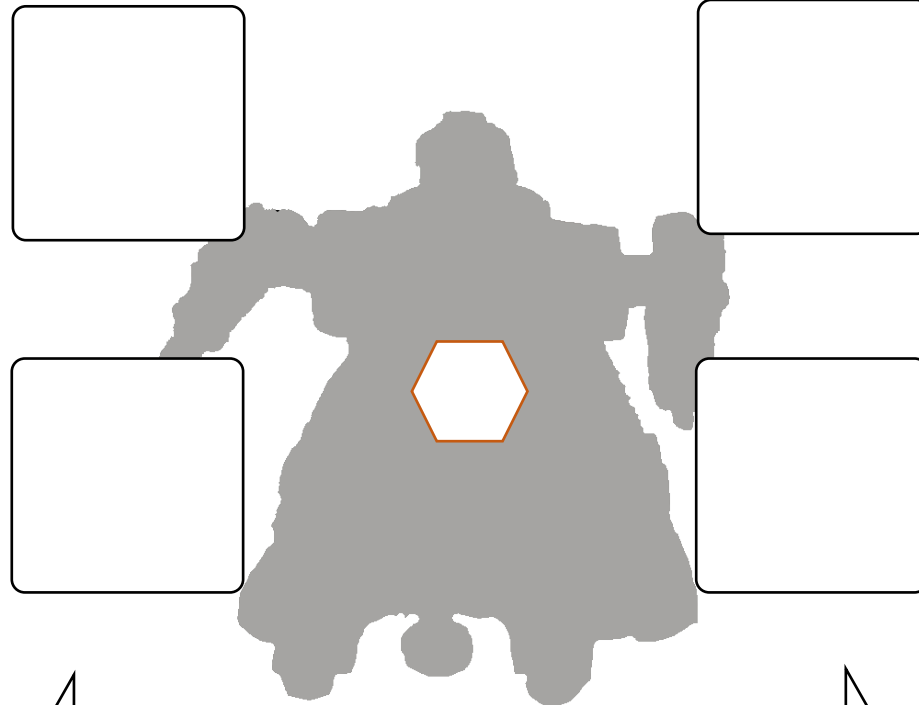
Accessory

Accessory

MEGA GARGANT

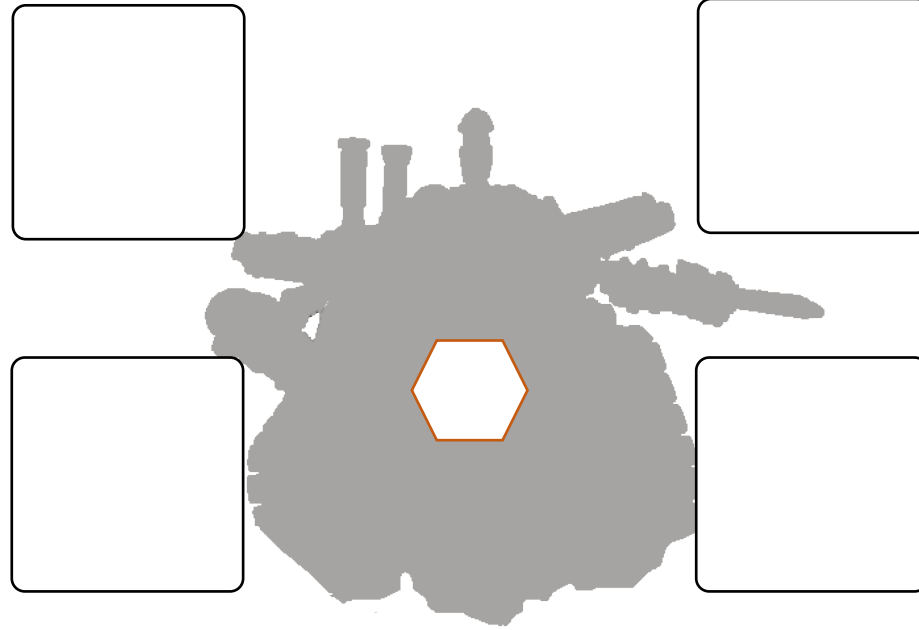


SLASHER GARGANT



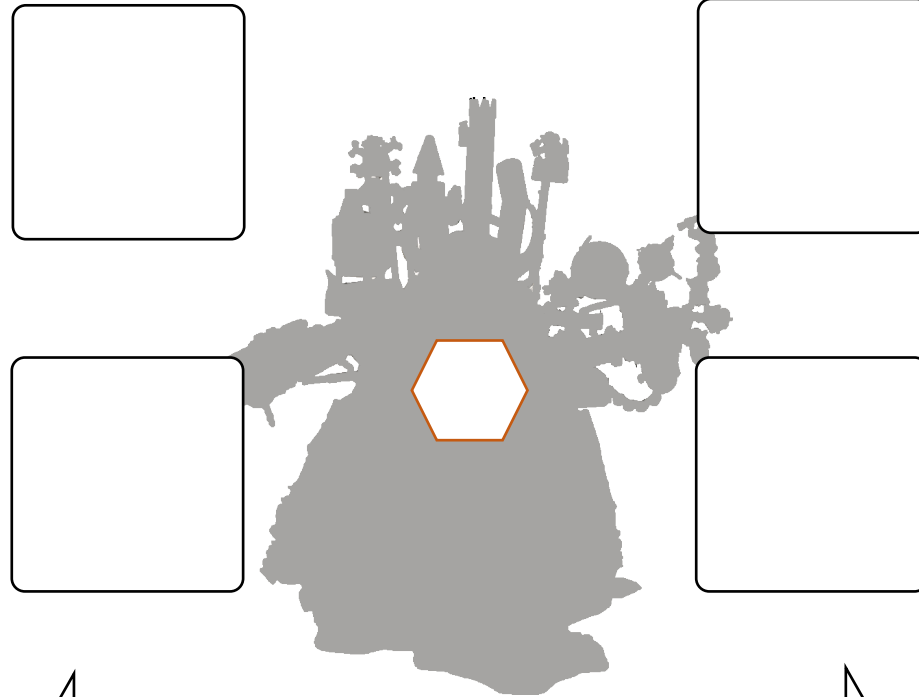
Head	Head CV	Arm CV	Hull CV	Hull
	1	6	2	
	Move	Armour Save	CAF	
	10	1+[RA]	11/-3	4
Accessory		Accessory		

STEAM GARGANT



◀ Head	Head CV	Arm CV	Hull CV	Hull ▶
	1	6	2	
	Move 15	Armour Save 1+[RA]	CAF 10/-3	
Accessory		Accessory		

STOMPA GARGANT



Head	Head CV	Arm CV	Hull CV	Hull
	1	5	1	
	Move	Armour Save	CAF	
	15	1+[RA]	6/-3	4
Accessory		Accessory		

GARGANT COMPONENT CARDS

HEAD COMPONENTS

Component	
Base Head 1 Slot: Head Capacity Value 1 Adds Transport 2 [TR2] to the gargants.	

Component	
Base Head 2 Slot: Head Capacity Value 2 Adds Transport 2 [TR2] and increases the gargants total DR by +1.	

Component	
Base head 3 Slot: Head Capacity Value 3 Adds Transport 4 [TR4] and increases the gargants total DR by +1.	

Component	
Bigga Louda Speakas Slot: Head Capacity Value 2 Increases the morale bonus radius to 45cms from a gargants with this component.	

Weapon	
Flame Belcha Turret Slot: Head Capacity Value 2	
Range	25
AD	6
TSM	-1

Weapon	
Gaze of Mork Slot: Head Capacity Value 1	
Range	60
AD	1
TSM	-2/-4

Component	
Loud Speakas Slot: Head Capacity Value 1 Increases the morale bonus radius to 35cms from a gargants with this component.	

Weapon	
Mork Head Slot: Head Capacity Value 2	
Range	30/60
AD	1
TSM	-2/-4

Component	
Observation Turret Slot: Head Capacity Value 1 Grants a +1 bonus to all range attacks against ONE target.	

Weapon	
Skullhamma Kannon Slot: Head Capacity Value 2	
Range	30/60
AD	1
TSM	-3

ARM COMPONENTS

Weapon		
Bursta Gun Slot: Lower Arm Capacity Value 4		
Range	35	
AD	1[B3]	
TSM	-5	

Weapon 		
Buzz Saw Slot: Lower Arm Capacity Value 4		
Range	25	Melee
AD	3	Special
TSM	-1	-4

Weapon		
Clusta Busta Kannon Slot: Lower Arm Capacity Value 5		
Range	35/70;25/50	
AD	1;1-10	
TSM	-4;-1	

Weapon		
Deth Kannon Slot: Lower Arm Capacity Value 3		
Range	35/70	
AD	1[D,B3]	
TSM	-4	

Weapon		
Flakkkannon Slot: Upper Arm Capacity Value 2		
Range	25/50	
AD	2[AA]	
TSM	-2	

Weapon		
Flame Blecha Turret Slot: Upper Arm Capacity Value 2		
Range	25	
AD	6	
TSM	-1	

Weapon		
Gigashoota Kannon Slot: Lower Arm Capacity Value 2		
Range	25/50	
AD	1-10	
TSM	-1	

Weapon		
Heavy Lobba Slot: Upper Arm Capacity Value 4		
Range	50/100	
AD	2	
TSM	-3	

Weapon 		
Krusha Ball Slot: Lower Arm Capacity Value 4		
Range	10	Melee
AD	1	Special
TSM	-6	-6

Weapon		
Lobba Slot: Upper Arm Capacity Value 1		
Range	25/50	
AD	2	
TSM	-1	

Weapon		
Magna Kannon Slot: Upper Arm Capacity Value 4		
Range	50/100	
AD	1[AA]	
TSM	-1	

Component		
Observation Turret Slot: Upper Arm Capacity Value 1		
Gargant receives a +1 bonus to-hit for range attacks versus ONE target.		

Weapon 		
Power Klaw Slot: Lower Arm Capacity Value 4		
Range	-	Melee
AD	-	Special
TSM	-	-6

Weapon 		
Rippa Fist Slot: Lower Arm Capacity Value 4		
Range	-	Melee
AD	-	Special
TSM	-	-5

Weapon 		
Rippa Fist with Guns Slot: Lower Arm Capacity Value 6		
Range	25/50	Melee
AD	2	Special
TSM	-2	-5

Weapon		
Skullhama Kannon Turret Slot: Upper Arm Capacity Value 2		
Range	30/60	
AD	1[B3]	
TSM	-3	

Weapon		
Slasha Attack Gun Slot: Lower Arm Capacity Value 6		
Range	25/50	
AD	3[B,TL2]	
TSM	-3	

Weapon		
Supa Lifta Droppa Slot: Lower Arm Capacity Value 6		
Range	50/100	
AD	1[B4]	
TSM	-4/-8	

Weapon		
Supra Rokkits Slot: Upper Arm Capacity Value 1		
Range	35/70	
AD	2[B]	
TSM	-2	

HULL COMPONENTS

Weapon	
Belly Gun Slot: Hull Capacity Value 1	
Range	35/70
AD	1[81-10]
TSM	-3

Weapon	
Clusta Busta Kannon Slot: Hull Capacity Value 1	
Range	35/70;25/50
AD	1;1-10
TSM	-4;-1

Component	
Extra Armor Platz Slot: Hull Capacity Value 1	
Adds +1 DR to the Gargants damage rating total. Maximum of ONE of these components.	

Component	
Extra Powerfield Generators Slot: Hull Capacity Value 1	
Adds THREE extra powerfields to the gargants total.	

Component	
Feetz Slot: Hull Capacity Value 0	
Permits normal movement and close combat effectiveness.	

Weapon	
Gun Deck, Dual Kill Kannon Slot: Hull Capacity Value 1	
Range	20/35
AD	4
TSM	-2

Weapon	
Gunbusta Megakannon A Slot: Hull Capacity Value 2	
Range	60/120
AD	3-13;1
TSM	-4;-6

Weapon	
Gunbusta Megakannon B Slot: Hull Capacity Value 3	
Range	60/120;20/35
AD	3-13;1;3
TSM	-4;-6;-2

Component	
Gutbusta Megakannon Autoloader Slot: Hull Capacity Value 1	
May only be used on Gargants attached to the Bad Moons Clan ONLY. This Upgrade is only for the Gutbusta Megakannon and permits it to fire EVERY turn (instead of every other turn). However, on a roll to-hit of 2 or less the weapon jams and starts one fire.	

Weapon	
Heavy Lobba Slot: Hull Capacity Value 1	
Range	50/100
AD	2
TSM	-3

Weapon/Component	
Krew Compartment Slot: Hull + Special Capacity Value 1	
Range	25
AD	4
TSM	0

Weapon/Component	
Mekboy Forcefield Slot: Hull + Special Capacity Value 1	
Range	25
AD	2
TSM	0

Component	
Mekboy Upgraded Powerfields Slot: Hull Capacity Value 2	
ONE powerfield per turn may be repaired in the END PHASE on a roll of 9+. A repair roll of a natural 1 causes a FIRE on the gargants. If TWO natural 1's are rolled during the game, all powerfield generators are disabled for the rest of game. The Ork player is not obligated to roll for repair and may choose when to do so.	

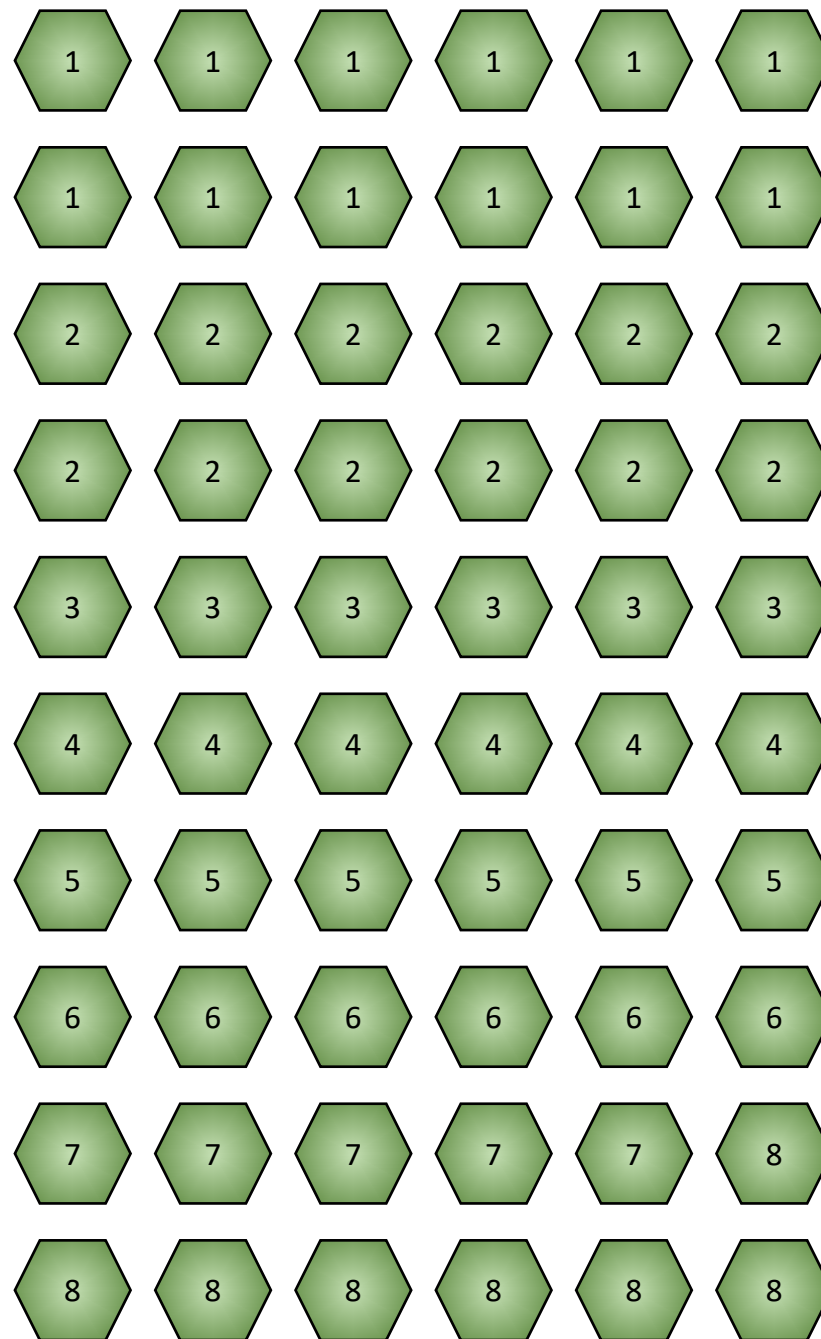
Component	
Recycled Warlord Platz Slot: Hull Capacity Value 2	
Adds +2 DR to the Gargants damage rating total. Maximum of ONE of these components. Any Imperial Titan in close combat with a Gargant with this component gains +1CAF dice (due to desecration of Imperial Tech).	

Weapon	
Snapper Slot: Hull Capacity Value 2	
Range	15
AD	2d10[IIC]
TSM	-1

Component	
Super Charged Boiler Slot: Hull Capacity Value 0	
Adds 1d10cms to base movement. Weapons fire to the rear arc of the gargants increases the penalty to -2TSM (incoming fire gets a -2TSM bonus).	

Component	
Tracked Slot: Hull Capacity Value 0	
Adds +3cms to base movement. The gargants receive a -1CAF dice penalty in close combat.	

GARGANT POWERFIELD TOKENS



GARGANT FIRE TOKENS

FIRES



Follow these steps with Fires on Gargants:

1. Keep track of all fires generated with a fire token.
2. In the End Phase roll on the Gargant Fire Table below and apply results
3. Add +1 to the roll on the Gargant Fire Table for every fire beyond the first one (i.e. 2 fires +1; 3 fires +2, etc.).
4. Critical System results that require an immediate roll on the fire table count as ONE fire (if no previous fire) or add +1 to the current existing fires.

