

NetEPIC 5.2 Army Book
Orks
Version of January 12th, 2009

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Bad Moon Clan



Nobz Mob

4 Nobz stands

Boyz Mob

15 Boyz stands

Natural Instinct : May not move and will shoot at the nearest enemy on First Fire.

Cost : 600

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

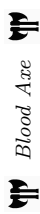
Command, Elite, HQ

Bad Moon Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	1d 5+ (-2)

Break : 10 Morale : 4
Victory Points : 6

Blood Axe Clan



Nobz Mob

4 Nobz stands
2 Rhinos

Boyz Mob

12 Boyz stands
6 Rhinos

Natural Instinct : They will move towards the nearest table edge at Advance speed and will only shoot at enemies within 25 cm on Advance Fire.

Blood Axe Nobz may only issue orders to Blood Axe formations.

Can take 2 Mekboy cards.

Cost : 600

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Bad Moon Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	1d 5+ (-2)

Break : 10 Morale : 4
Victory Points : 6

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Blood Axe Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Rhino *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 12 Morale : 4
Victory Points : 6

Deathskull Clan



Nobz Mob

4 Nobz stands

Boyz Mob

15 Boyz stands

Natural Instinct : They will move towards the nearest objective at normal rate and will shoot at any enemy within 25 cm on Advance Fire.

The Deathskull Clan, due to their thieving ways, may take any support card even if it is clan specific to a different clan.

Cost : 500

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

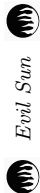
Command, Elite, HQ

Deathskull Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Break : 10 Morale : 4
Victory Points : 5

Evil Sunz Clan



Nobz Mob

3 Nobz stands
Battlewagon

Boyz Mob

15 Boyz stands
5 Battlewagons

Natural Instinct : They will move towards the furthest table edge between normal and double rate and enter Close Combat with anything that gets in the way. They may not shoot.

Can take 2 Mekboy cards.

Cost : 600

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Evil Sunz Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Battlewagon *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break : 12 Morale : 4
Victory Points : 6

Goff Clan



Nobz Mob

8 Nobz stands

Boyz Mob

15 Boyz stands

Natural Instinct : They must move between normal and double rate towards the enemy and must charge the enemy if they are within range. They may not shoot.

Cost : 650

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Goff Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Shootas	25cm	1d 5+ (-1)

Break : 12 Morale : 4
Victory Points : 7

Snakebite Clan



Nobz Mob

4 Nobz stands

Boarboyz Mob

5 Boarboyz stands

Boyz Mob

15 Boyz stands

Natural Instinct : They may move towards the nearest enemy at up to their normal rate and will fight Close Combat normally. They may not shoot.

Cost : 600

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Boarboy *Cavalry (2)*

Move : 20cm	Save : -	CAF : +4
-------------	----------	----------

PD(1)

Snakebite Boy *Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Break : 12 Morale : 4
Victory Points : 6

Kult Of Speed



Nobz Mob

5 Nobz Warbikes

Warbuggy Mob

10 Warbuggies

Natural Instinct : They will move at double rate in any direction specified by the Ork player in as straight a line as possible and enter Close Combat with anybody dumb enough to get in the way. They may not shoot.

Can take 5 Mekboy cards.

Cost : 400

Nobz Warbikes *Cavalry (2)*

Move : 30cm	Save : 6+	CAF : +5
Weapon	Range	Shoot
Shootas	25cm	2d 5+ (-2)

Command, Elite, HQ

Warbuggy *Vehicle (3)*

Move : 30cm	Save : -	CAF : +2
Weapon	Range	Shoot
Big Shoota	25cm	1d 5+ (0)

Tow

Break : 8 Morale : 4
Victory Points : 4

Wildboyz Horde

(Ork)

Nobz Mob

4 Nobz stands

Mob

15 Wildboyz stands

Natural Instinct : They may move towards the nearest enemy at up to their normal rate and will fight Close Combat normally. They may not shoot.

No Mekboy card allowed.

Cost : 400

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Wildboy *Infantry (1)*

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Choppas	-	-

Break : 10 Morale : 4
Victory Points : 4

Mega-Gargant *Titan (5)*
 Move : 5/15 Save : Card CAF : +18

Weapon	Range	Shoot
Lots of Weapons		

D6+6 Power Fields

Ork

Mega-Gargant

Cost : 1400

Break : Model Morale : -
 Victory Points : 14

Blasta Bomma *SuperHeavy (4)*
 Move : 60cm Save : 1+ CAF : +8

Weapon	Range	Shoot
Blasta Cannon	50cm	4d 5+ (-3)
Big Shootas	25cm	6d 5+ (-1)
Bombs *	0cm	2-10SB ⊗ (-1)

(Ork)

Mekboy Blasta Bomma



Cost : 500

Break : Model Morale : -
 Victory Points : 5

Freebooterz
 Ork
 Freebooter Kaptin stand
 4 Freebooterz stands

Freebooterz

Freebooter Kaptain *Infantry (1)*
 Move : 10cm Save : - CAF : +2

Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, can't give order without Kaptain

Freebooter

Freebooter *Infantry (1)*
 Move : 10cm Save : - CAF : +1

Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Independent, can elect a Kaptain during End Phase (1 : remove one random stand, 5-6 : one random stand become Kaptain)

Cost : Free

Break : 3 Morale : 3
 Victory Points : 2

Gretchin Horde
 (Ork)
 Gretchin Horde
 8 Gretchin stands

Gretchin Horde

Gretchin *Infantry (1)*
 Move : 10cm Save : - CAF : -1

Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Cost : 50

Break : +4 Morale : 4
 Victory Points : +1

Goffik Rokker Tour Wagon

(Ork)

Goffik Rokker Tour Wagon

Tour Wagon
5 Bouncer Boyz stands

Goffik Rokker Tour Wagon *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +10
Weapon	Range	Shoot
Cannons	50cm	3d 5+ (-1)
Sound Blaster *	0cm	1d 4+ (-1)

* Ignores Shields (damages Head/Bridge) & One-Shot & surviving units can't receive orders next turn, PD(4), D3 Power Shields.

Within 6cm : Orks are immune to morale effects, gain +1 CAF, suffer -1 To-Hit, have 4+ Psychic Save. Weirdboyz gain 2D6 power points but explode on 5+ if he attempts to use powers. If Wagon is destroyed all Ork within 6cm must take a morale test or next turn they must charge towards the model that destroyed Tour Wagon next turn. The Bouncer Boyz must also check morale or charge until they are destroyed, otherwise they will go onto First Fire Orders for the rest of the game.

Bouncer Boy

Infantry (1)

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Shootas	25cm	1d 5+ (-1)

Cost : 400

Break : Model
Victory Points : 4

Landa Skwadron

(Ork)

Landa Skwadron

5 Landas

Landa

Flyer (3)

Move : Special	Save : 3+	CAF : +0
Weapon	Range	Shoot
Big Shootas	50cm	4d 4+ (-2)
Rokkitts	50cm	4SB 5+ (-1)

Deep Strike, Transport 7, Special

Cost : 450

Break : 3
Morale : 3
Victory Points : 5

Mekboy

(Ork)

Mekboy

Mekboy stand
2 Gretchin stands
Battlewagon



Mekboy

Infantry (1)

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Kustom Guns	50cm	2d 5+ (-1)

HQ, Mechanic, on 1 on Repair roll place a 6BP 4+ (0) ont the vehicle (which is removed)

Gretchin

Infantry (1)

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Battlewagon

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Transport 3, Turret

Cost : 100

Break : Stand
Morale : -
Victory Points : 1

Painboy

(Ork)

Painboy

Painboy stand
2 Gretchin stands
Battlewagon

Painboy

Infantry (1)

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, Medic, on 1 on Medic roll the unit becomes a Madboy

Gretchin

Infantry (1)

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Battlewagon

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Transport 3, Turret

Cost : 100

Break : Stand
Morale : -
Victory Points : 1

Renegade Mekboy

Ork

Renegade Mekboy

Any 8 Mekboy Dragstas / Speedstas
Natural Instinct : They will move towards the furthest table edge between normal and double rate and enter Close Combat with anything that gets in the way. They may not shoot.

Allows up to 5 Mekboy support cards



Cost : 600

Runtherd

(Ork)

Runtherd stand

Cost : 75

Dragsta

Vehicle (3)

Move : 35+2D6	Save : 3+ CAF : +2	
Weapon	Range	Shoot
Deflector Shield	-	-

Special

Bubble Chukka Speedsta

Vehicle (3)

Move : 25+2D6	Save : 1/2/3+ CAF : +2	
Weapon	Range	Shoot
Bubble Chukka	50cm	-

one target (one weapon on Titan/Praetorian) has 1/3 chance of hitting itself this turn (no shield, no to-hit, no scatter)

Destructa Rokkitts Speedsta

Vehicle (3)

Move : 30+2D6	Save : 1/2/3+ CAF : +3	
Weapon	Range	Shoot
Destructor Rokkitts	75cm	2-10SB ☒ (-2)

No indirect fire, "Misfire" hits itself at -2 TSM

Kustom Kannon Speedsta

Vehicle (3)

Move : 30+2D6	Save : 1/2/3+ CAF : +3	
Weapon	Range	Shoot
Kustom Kannon	75cm	2-10d 5+ (-2)

"Misfire" hits itself at -2 TSM.

Liffta-Dropper Speedsta

Vehicle (3)

Move : 20+2D6	Save : 1/2/3+ CAF : +2	
Weapon	Range	Shoot
Liffta Dropper	75cm	1d 4+ (-4)

Model dropped within 6cm + 2D6cm scatter and destroyed. Anything beneath is destroyed/loses one shield if has no better save. Superheavy damages buildings (0 TSM)

Runtherd

Infantry (1)

Move/Action	Save	CAF : +3
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, may join a Mob with one of the following effect :

- 1) Gretchin Mob get +1 CAF
- 2) Hop Splats, Squig Catapults, Tractor Kannonns and Squiggoths can receive Orders
- 3) Shokk Attack Gun add +D3 CAF to Snotling attacks

Break : Stand

Morale : -

Victory Points : 1

Supa Trans'ort Rokkitt Battery

Ork

Supa Trans'ort Rokkitt Battery

4 Supa Trans'ort Rokkitts
 4 Launchers



Cost : 200

Warboss

Ork

Warboss
 5 Nobz stands
 2 Battlewagons

Cost : 250

Supa Transport Rokkitt

Flyer (3)

Move : Special	Save : 5+ CAF : +0	
Weapon	Range	Shoot
Shootas	15cm	3d 5+ (0)

Transport 5, Special

Break : 4

Morale : -

Victory Points : 2

Warboss

Infantry (1)

Move : 10cm	Save : 6+ CAF : +5	
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, HQ, Elite, Forward Observer (3D6cm scatter)

Nob

Infantry (1)

Move : 10cm	Save : 6+ CAF : +4	
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Battlewagon

Vehicle (3)

Move : 25cm	Save : 4+ CAF : +1	
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break : 5

Morale : -

Victory Points : 3

Warlord and Stompas

Ork

- Warlord
- 5 Nobz stands
- 2 Battlewagons
- 3 Stompas

Warlord *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +7
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 4+ (-2)

Command, HQ, Elite, Forward Observer (3D6cm scatter)

Nob *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Battlewagon *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Transport 3, Turret

Stompa *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +8
Weapon	Range	Shoot
Blastacannon	50cm	1d 3+ (-4)

PD(4), Fearless

Break : 5 Morale : -
Victory Points : 3

Cost : 500

Weirdboy & Minderz

(Ork)

- Weirdboy stand
- 2 Weirdboy Minderz stands

Weirdboy *Infantry (1)*

Move : 10cm	Save : -	CAF : +0
Power	Range	Shoot
1-5	25cm	1d 6+ (-1)
6-10	50cm	2d 5+ (-2)
11-15	75cm	3d 4+ (-3)
16-20	100cm	4d 3+ (-4)
21-25 *	150cm	6d 2+ (-5)
26+ *	200cm	8d 2+ (-5)

* explode on 6 (2D6cm radius), HQ, Psyker, Morale check if charged at start of turn, during end phase units within 25cm give 1 (Inf, LArt) or 1/2 (Cav, HArt, SHv, Veh, Walk) or D6 (Gargant) power

Weirdboy Minder *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

each stand add +1 to Weirdboy Morale rolls

Break : Stand Morale : 4
Victory Points : 2

Cost : 150

Mekboy Gargant

Ork

Mekboy Gargant

Mekboy Gargant *Titan (5)*

Move : 20/30	Save : Card	CAF : +10
Weapon	Range	Shoot
Choose 2 Weapons		

Kustom Force Fields

Cost : 450

Break : Model Morale : -
Victory Points : 5

Steam Gargant

(Snakebite)

Steam Gargant

Supa Gargant *Titan (5)*

Move : 10/15	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

Clouds of Steam, Special


Cost : 450

Break : Model Morale : -
Victory Points : 5

<p>Slasha Gargant</p> <p>Ork</p> <p>Slasha Gargant hull</p> <p>Cost : 300</p>	<p>Slasha Gargant <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 12/18</td> <td>Save : Card CAF : +12</td> </tr> <tr> <td>Weapon</td> <td>Range</td> </tr> <tr> <td></td> <td>Shoot</td> </tr> <tr> <td colspan="2">Purchase 3 Weapons</td> </tr> </table> <p><i>D3+3 Power Fields</i></p> <p>Break : Model Morale : -</p> <p>Victory Points : Varies</p>	Move : 12/18	Save : Card CAF : +12	Weapon	Range		Shoot	Purchase 3 Weapons	
Move : 12/18	Save : Card CAF : +12								
Weapon	Range								
	Shoot								
Purchase 3 Weapons									
<p>Great Gargant</p> <p>Ork</p> <p>Great Gargant hull</p> <p>Cost : 400</p>	<p>Great Gargant <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 10/15</td> <td>Save : Card CAF : +15</td> </tr> <tr> <td>Weapon</td> <td>Range</td> </tr> <tr> <td></td> <td>Shoot</td> </tr> <tr> <td colspan="2">Purchase 5 Weapons</td> </tr> </table> <p><i>D6+6 Power Fields</i></p> <p>Break : Model Morale : -</p> <p>Victory Points : Varies</p>	Move : 10/15	Save : Card CAF : +15	Weapon	Range		Shoot	Purchase 5 Weapons	
Move : 10/15	Save : Card CAF : +15								
Weapon	Range								
	Shoot								
Purchase 5 Weapons									

<p>Gargant Big Mob</p> <p>(Ork)</p> <p>3 Great / Slasha hulls</p> <p><i>25cm coherency</i></p> <p>Cost : Varies</p>	<p>Great Gargant <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 10/15</td> <td>Save : Card CAF : +15</td> </tr> <tr> <td>Weapon</td> <td>Range</td> </tr> <tr> <td></td> <td>Shoot</td> </tr> <tr> <td colspan="2">Purchase 5 Weapons</td> </tr> </table> <p><i>D6+6 Power Fields</i></p> <p>Break : Each Morale : -</p> <p>Victory Points : Varies</p>	Move : 10/15	Save : Card CAF : +15	Weapon	Range		Shoot	Purchase 5 Weapons	
Move : 10/15	Save : Card CAF : +15								
Weapon	Range								
	Shoot								
Purchase 5 Weapons									
<p>Extra Nobz</p> <p>Ork</p> <p>4 Nobz stands</p> <p>Optional Rule : Evil Suns can take 3 Nobz + Battlewagon instead.</p> <p>Cost : 200</p>	<p>Slasha Gargant <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 12/18</td> <td>Save : Card CAF : +12</td> </tr> <tr> <td>Weapon</td> <td>Range</td> </tr> <tr> <td></td> <td>Shoot</td> </tr> <tr> <td colspan="2">Purchase 3 Weapons</td> </tr> </table> <p><i>D3+3 Power Fields</i></p> <p>Break : +2 Morale : -</p> <p>Victory Points : +2</p>	Move : 12/18	Save : Card CAF : +12	Weapon	Range		Shoot	Purchase 3 Weapons	
Move : 12/18	Save : Card CAF : +12								
Weapon	Range								
	Shoot								
Purchase 3 Weapons									
<p>Extra Boyz</p> <p>Ork</p> <p>4 Boyz stands</p> <p>Optional Rule : Evil Suns can take 3 Boyz + Battlewagon instead.</p> <p>Cost : 100</p>	<p>Great Gargant <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 10/15</td> <td>Save : Card CAF : +15</td> </tr> <tr> <td>Weapon</td> <td>Range</td> </tr> <tr> <td></td> <td>Shoot</td> </tr> <tr> <td colspan="2">Purchase 5 Weapons</td> </tr> </table> <p><i>D6+6 Power Fields</i></p> <p>Break : +2 Morale : 4</p> <p>Victory Points : +1</p>	Move : 10/15	Save : Card CAF : +15	Weapon	Range		Shoot	Purchase 5 Weapons	
Move : 10/15	Save : Card CAF : +15								
Weapon	Range								
	Shoot								
Purchase 5 Weapons									

Kommandos

 (Blood Axe)

Kaptein stand
4 Kommando stands

Cost : 175

Kommando Kaptein *Infantry (1)*
Move : 10cm Save : - CAF : +3

Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Elite, HQ, Infiltration, Independent as long as the Kaptein is alive

Kommando *Infantry (1)*
Move : 10cm Save : - CAF : +2


Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Elite, Infiltration

Break : +3 Morale : 3

Victory Points : +2

Shootaz

 DeathSkull

4 Deathskull Shoota stands

Cost : 175

Shoota *Infantry (1)*
Move : 10cm Save : - CAF : +0

Weapon	Range	Shoot
Kustom Shootaz	Special	1d Auto (-1)

Select target, then range is Artillery Die x10cm. "Misfire" destroys the Shoota stand

Break : +2 Morale : 4

Victory Points : +2

Gretchin Mob

Ork

4 Gretchin stands

Cost : Free

Gretchin *Infantry (1)*
Move : 10cm Save : - CAF : -1

Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Break : +2 Morale : 4

Victory Points : +1

Mad Mob

Ork

4 Madboyz stands

Cost : Free

Madbooy *Infantry (1)*
Move : 10cm Save : - CAF : +1

Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Random Order, roll on mad table for each moral test and at the end of each segment in which one stand is killed

Break : +2 Morale : Special

Victory Points : +1

Stormboyz Korps

Ork

Kaptein
4 Stormboyz stands

Cost : 150

Stormbooy *Infantry (1)*
Move : 15cm Save : - CAF : +1

Weapon	Range	Shoot
Shootas	25cm	1d 5+ (0)

Independent, Jump Pack

Stormbooy Kaptein *Infantry (1)*
Move : 15cm Save : - CAF : +3

Weapon	Range	Shoot
Shootas	25cm	2d 5+ (0)

HQ, Independent, Jump Pack

Break : +3 Morale : 4

Victory Points : +2

Wildmob

Ork

4 Wildboyz stands

Cost : 75

Wildbooy *Infantry (1)*
Move : 10cm Save : - CAF : +3

Weapon	Range	Shoot
Choppas	-	-

Break : +2 Morale : 4

Victory Points : +1

Bikeboyz Mob

Ork

5 Bikeboyz stands

Cost : 100



Bikebooy *Cavalry (2)*
Move : 30cm Save : - CAF : +3

PD(1)

Break : +3 Morale : 4

Victory Points : +1

Nobz Warbikes Mob

  DeathSkull/Kult of Speed

5 Nobz Warbikes

Cost : 200

Nobz Warbikes *Cavalry (2)*
Move : 30cm Save : 6+ CAF : +5


Weapon	Range	Shoot
Shootas	25cm	2d 5+ (-2)

Command, Elite, HQ

Break : +3 Morale : -

Victory Points : +2

Boarboyz Mob

 *Snakebite*

5 Boarboyz stands

Cost : 100

Boarboyz Cavalry (2)
Move : 20cm Save : - CAF : +4
PD(1)

Break : +3 Morale : 4
Victory Points : +1

Killa Kan Mob

Ork

4 Killa Dreanoughts

Maximum 1 card/clan (2 for Bad Moon)

Cost : 100

Killa Dreanought Walker (2)
Move : 10cm Save : 5+ CAF : +3

Weapon	Range	Shoot
Big Shoota	50cm	2d 5+ (0)

Break : +2 Morale : 4
Victory Points : +1

Onslaught Mob

(Ork)

4 Onslaught Dreanoughts

Maximum 1 card/clan (2 for Bad Moon)

Cost : 200

Onslaught Dreanought Walker (2)
Move : 10cm Save : 4+ CAF : +5

Weapon	Range	Shoot
Zappa	75cm	1d 5+ (-2)
Shootas	25cm	3d 5+ (0)

Break : +2 Morale : 4
Victory Points : +2

Tinbot Mob

Ork

5 Tinbotz

Cost : 150


Tinbotz Walker (2)
Move : 10cm Save : 4+ CAF : +4

Weapon	Range	Shoot
Big Shoota	25cm	2d 4+ (0)

Fearless, Receive orders at end of Movement Phase, only consider the nearest enemy

Break : +3 Morale : -
Victory Points : +2

Weirdboy Battletower

 *Bad Moon*

Weirdboy Battletower

Adds up to boyz mob.

Cost : 200

Weirdboy Tower Vehicle (3)
Move : 25cm Save : 4+ CAF : +1

Power	Range	Shoot
1-5	25cm	1d 6+ (-1)
6-10	50cm	2d 5+ (-2)
11-15	75cm	3d 4+ (-3)
16-20	100cm	4d 3+ (-4)
21-25 *	150cm	6d 2+ (-5)
26+ *	200cm	8d 2+ (-5)

** explode on 6 (2D6cm radius), Psyker, during end phase units within 25cm give 1 (Inf, LArt) or 1/2 (Cav, HArt, SHv, Veh, Walk) or D6 (Gargant) power*

Break : +1 Morale : 4
Victory Points : +2

Battlewagon Squadron

Ork

3 Battlewagons


Cost : 100

Battlewagon Transport 3, Turret Vehicle (3)
Move : 25cm Save : 4+ CAF : +1

Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Break : +2 Morale : 4
Victory Points : +1

Land Raider Squadron

 *Blood Aze*

3 Land Raiders

Cost : 200


Land Raider Vehicle (3)
Move : 20cm Save : 2+ CAF : +3

Weapon	Range	Shoot
Zappas	75cm	2d 5+ (-2)

PD(1), Transport 2

Break : +2 Morale : 4
Victory Points : +2

Rhino Squadron

 *Blood Aze*

3 Rhinos

Cost : 50

Rhino Vehicle (3)
Move : 25cm Save : 4+ CAF : +0
PD(1), Transport 2

Break : +2 Morale : 4
Victory Points : +1

Bonebreaka Squadron

Ork

3 Bonebreakas

Cost : 150

Bonebreaka *Vehicle (3)*

Move : 20cm	Save : 4+	CAF : +4
Weapon	Range	Shoot
Blastacannon	75cm	1d 4+ (-2)

Deathroller

Break : +2 Morale : 4

Victory Points : +2

Bonecruncha Squadron

Ork

3 Bonecrunchas

Cost : 150

Bonecruncha *Vehicle (3)*

Move : 20cm	Save : 4+	CAF : +4
Weapon	Range	Shoot
Big Shoota	50cm	2d 5+ (-1)

Deathroller

Break : +2 Morale : 4

Victory Points : +2

Braincrusha Squadron

Ork

3 Braincrushas

Cost : 200

Braincrusha *Vehicle (3)*

Move : 15cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Braincrusha Cannon	100cm	1d 3+ (-3)

Break : +2 Morale : 4

Victory Points : +2

'Copter Squadron

(Ork)

5 'Copters

Cost : 150

'Copter *Vehicle (3)*

Move : 40cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Autocannon	25cm	1d 5+ (-1)

Independent, Shimmer

Break : +3 Morale : 4

Victory Points : +2

Doomdiver Anti-Aircraft Magna Kannon

(Ork)

Magna Kannon

Cost : 50

Doomdiver Magna Kannon *Vehicle (3)*

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Magna Kannon	LoS	1d 5+ (-2)

Anti-Aircraft, ground unit only stops their movement and change direction, superheavy and greater are unaffected.

Break : +1 Morale : 4

Victory Points : +1

Bowelburna Squadron

Evil Sun

3 Bowlburnas

Cost : 50

Bowelburna *Vehicle (3)*

Move : 30cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Scorcher	LT	1d 4+ (0)

Ignores Cover, Turret

Break : +2 Morale : 4

Victory Points : +1

Gobsmasha Squadron

Evil Sun

5 Gobsmashas

Cost : 100

Gobsmasha *Vehicle (3)*

Move : 25cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
Big Shoota	50cm	1d 5+ (0)

Break : +3 Morale : 4

Victory Points : +1

Spleenrippa Squadron

Evil Sun

3 Spleenrippas

Cost : 100

Spleenrippa *Vehicle (3)*

Move : 30cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
Blastacannon	75cm	1d 4+ (-2)

Break : +2 Morale : 4

Victory Points : +1

Flakwagon Anti-Aircraft Squadron
(Ork)

3 Flakwagons

Cost : 100

Break : +2 Morale : 4
Victory Points : +1

Flakwagon *Vehicle (3)*
Move : 25cm Save : 4+ CAF : +1

Weapon	Range	Shoot
Big Shoota	50cm	2d 5+ (-1)

Anti-Aircraft

Gutrippa Squadron
Goff

3 Gutrippas

Cost : 100

Break : +2 Morale : 4
Victory Points : +1

Gutrippa *Vehicle (3)*
Move : 20cm Save : 3+ CAF : +4

Weapon	Range	Shoot
Blastacannon	50cm	1d 5+ (-2)

Turret

Lungbursta Squadron
Goff

3 Lungburstas

Cost : 100

Break : +2 Morale : 4
Victory Points : +1

Lungbursta *Vehicle (3)*
Move : 20cm Save : 3+ CAF : +1

Weapon	Range	Shoot
Blastacannon	75cm	1d 5+ (-2)

Scorcher Squadron
Ork

3 Scorchers

Cost : 50

Break : +2 Morale : 4
Victory Points : +1

Scorcher *Vehicle (3)*
Move : 30cm Save : 6+ CAF : +1

Weapon	Range	Shoot
Scorcher	ST	1d 4+ (0)

Ignores Cover

Cyberwyvern Squadron
(Snakebite)

5 Cyberwyverns

Cost : 150

Break : +3 Morale : 4
Victory Points : +2

Cyberwyvern *Vehicle (3)*
Move : 25cm Save : 6+ CAF : +3

Weapon	Range	Shoot
Autocannon	50cm	2d 5+ (-1)

Skimmer, Charge 25cm in random direction on Fall Back Order and attack first thing they encounter

Squiggoth Mob
(Snakebite)

3 Squiggoths

Cost : 150

Break : +2 Morale : 4
Victory Points : +2

Squiggoth *Vehicle (3)*
Move : 10cm Save : 3+ CAF : +5

Weapon	Range	Shoot
Bombard	50cm	2d 4+ (0)
Swivel Guns	25cm	3d 5+ (0)

Scatters 2D6cm on death and any infantry it runs over is hit on 4+ with 0 TSM.

Trukk Squadron
(Ork)

5 Trukks

Cost : 100

Break : +3 Morale : 4
Victory Points : +1

Trukk *Vehicle (3)*
Move : 30cm Save : 5+ CAF : +0
PD(1), OTV, Transport 2

Warbuggy Squadron
Ork

5 Warbuggies

Cost : 100

Break : +3 Morale : 4
Victory Points : +1

Warbuggy *Vehicle (3)*
Move : 30cm Save : - CAF : +2

Weapon	Range	Shoot
Big Shoota	25cm	1d 5+ (0)

Tow

Wartrak Squadron

Ork

5 Wartraks

Cost : 100

Break : +3 Morale : 4

Victory Points : +1

Wartrak			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
30cm	Big Shoota	50cm	6+	+1	1d 5+ (0)

Tow

Mekboy Bubble Chukka Speedsta

Ork

Bubble Chukka Speedsta

Cost : 100

Break : +1 Morale : 4

Victory Points : +1

Bubble Chukka Speedsta			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
25+2D6	Bubble Chukka	50cm	1/2/3+	+2	-

one target (one weapon on Titan/Praetorian) has 1/3 chance of hitting itself this turn (no shield, no fo-hit, no scatter)

Mekboy Destrukta Rokkitts Speedsta

Ork

Destrukta Rokkitts Speedsta

Cost : 100

Break : +1 Morale : 4

Victory Points : +1

Destrukta Rokkitts Speedsta			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
30+2D6	Destrukta Rokkitts	75cm	1/2/3+	+3	2-10SB ⊗ (-2)

No indirect fire, "Misfire" hits itself at -2 TSM

Mekboy Dragsta

Ork

Dragsta

Cost : 100

Break : +1 Morale : 4

Victory Points : +1

Dragsta			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
35+2D6	Deflector Shield	-	3+	+2	-

Special

Mekboy Kustom Kannon Speedsta

Ork

Kustom Kannon Speedsta

Cost : 100

Break : +1 Morale : 4

Victory Points : +1

Kustom Kannon Speedsta			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
30+2D6	Kustom Kannon	75cm	1/2/3+	+3	2-10d 5+ (-2)

"Misfire" hits itself at -2 TSM.

Mekboy Lifta-Droppa Speedsta

Ork

Lifta-Droppa Speedsta

Cost : 100

Break : +1 Morale : 4

Victory Points : +1

Lifta-Droppa Speedsta			Vehicle (3)		
Move	Weapon	Range	Save	CAF	Shoot
20+2D6	Lifta Dropper	75cm	1/2/3+	+2	1d 4+ (-4)

Model dropped within 6cm + 2D6cm scatter and destroyed. Anything beneath is destroyed/loses one shield if has no better save. Superheavy damages buildings (0 TSM)

Hop-Splat Battery

Ork

5 Hop-Splat Gunz

Cost : 150

Break : +3 Morale : 4

Victory Points : +2

Hop Splat Gun			Light Art. (1)		
Move	Weapon	Range	Save	CAF	Shoot
5cm	Hop-Splat	50cm	-	-3	1SB ⊗ (-1)

Go on First Fire Order if out of Nob command radius and shoot nearest visible enemy. Can't shoot and move, no indirect barrage. Place a template, a second one scatters 3D6cm, and third scatters from there 3D6cm. Can be unlimbered while towed.

Lobba Battery

(Ork)

5 Lobbas


Cost : 100

Break : +3 Morale : 4

Victory Points : +1

Lobba			Light Art. (1)		
Move	Weapon	Range	Save	CAF	Shoot
10cm	Goblin Chukka	50cm	-	-3	2SB ⊗ ⊗ (-1)

Shokk Attack Gun Team
(Ork)

4 Shokk Attack Gunz 

Cost : 100

Shokk Attack Gun *Light Art. (1)*

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Shokk Attack Gun	LoS	-

Special

Break : +2 **Morale : 4**

Victory Points : +1

Zzap Gun Battery
(Ork)

5 Zzap Gunz

Cost : 100

Zzap Gun *Light Art. (1)*


Move : 15cm	Save : -	CAF : -3
Weapon	Range	Shoot
Cooka	50cm	1d 5+ (-D3)

Special

Break : +3 **Morale : 4**

Victory Points : +1

Pulsa Rokkitt Battery
(Ork)

3 Pulsa Rokkitts 

Cost : 250


Pulsa Rokkitt *Heavy Art. (3)*

Move : 5cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Pulsa Rokkitt	-	-

Special

Break : +2 **Morale : 4**

Victory Points : +3

Squig Katapult Battery
 *Snakebite*

3 Squig Katapults

Cost : 100

Squig Katapult *Heavy Art. (3)*


Move : 15cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Buzz Squig Swarm	50cm	-- (+1)
Tower Guns	25cm	2d 5+ (0)

Special

Break : +2 **Morale : 4**

Victory Points : +1

Soopa Gun
(Ork)

Soopa Gun 

Cost : 100

Soopa Gun *Heavy Art. (3)*

Move : -	Save : 3+	CAF : 0
Weapon	Range	Shoot
Soopa Gun	150cm	1d 3+ (-4)

Independent, Penetrating +2

Break : +1 **Morale : 3**

Victory Points : +1

Traktor Kamon Battery
(Ork)

5 Traktor Kannon

Cost : 75

Traktor Kannon *Heavy Art. (3)*

Move : 15cm	Save : -	CAF : +0
Weapon	Range	Shoot
Traktor Kannon	50cm	1d 5+ (-1)

Special

Break : +3 **Morale : 4**

Victory Points : +1

Rokkitt Barrage
(Ork)

One Orbital Barrage Round

Cost : 2 VP

Rokkitt Barrage


Move : -	Save : -	CAF : -
Weapon	Range	Shoot
Rokkitts	Special	6SB 4+ (-2)

Costs 2 VP

Break : - **Morale : -**

Victory Points : -

Bomma Squadron
(Ork)

3 Bommas 

Cost : 300

Bomma *Flyer (3)*

Move : 75cm	Save : 2+	CAF : +1
Weapon	Range	Shoot
Kustom Shoota *	25cm	2-10d 5+ (-1)
Rokkitts **	25cm	2-10SB ⊗ (-1)
Big Shootas	25cm	4d 5+ (-1)


*Flyer, Independent, * "Misfire" hits itself at -2 TSM, ** "Misfire" fails to fire*

Break : +2 **Morale : 3**

Victory Points : +3

Fighta-Bomma Squadron

Ork

3 Fighta-Bommaz 

Cost : 200

Break : +2 Morale : 3

Victory Points : +2

Fighta-Bomma *Flyer (3)*

Move : 100cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Kustum Shootas *	25cm	2-10d 5+ (0)
Rokkitts **	25cm	2-10SB ⊗ (-2)

*Flyer, Independent, * "Misfire" hits itself at -2 TSM, ** "Misfire" fails to fire*

Landa

(Ork)

Cost : 100

Break : +1 Morale : 3

Victory Points : +1

Landa *Flyer (3)*

Move : Special Save : 3+	CAF : +0	
Weapon	Range	Shoot
Big Shootas	50cm	4d 4+ (-2)
Rokkitts	50cm	4SB 5+ (-1)

Deep Strike, Transport 7, Special

Supa Rokkitt Trans'ort

Ork

Supa Trans'ort Rokkitt Launcher

Cost : 50

Break : +1 Morale : -

Victory Points : +1

Supa Transport Rokkitt *Flyer (3)*

Move : Special Save : 5+	CAF : +0	
Weapon	Range	Shoot
Shootas	15cm	3d 5+ (0)

Transport 5, Special

Gibletgrinda

Ork

Gibletgrinda Battle Fortress

Cost : 100

Break : +1 Morale : -

Victory Points : +1

Gibletgrinda *SuperHeavy (4)*

Move : 15cm	Save : 1+	CAF : +8
Weapon	Range	Shoot
Big Shoota	50cm	5d 5+ (-1)

Deathroller, Transport 5, can always receive orders

Mega-Squiggoth

(Ork)

Mega-Squiggoth

Cost : 250

Break : Model Morale : 4

Victory Points : 3

Mega-Squiggoth *SuperHeavy (4)*

Move : 15cm	Save : 1+	CAF : +10
Weapon	Range	Shoot
Mega-Lobba	75cm	8SB 3+ (-2)
Shootas	25cm	4d 5+ (0)

3 Wounds, OTV, Transport 6, every time the morale check or immediately go on a rampage in a random direction. It will move its maximum charge distance and engage the first unit it encounters in Close Combat.

Skullhamma

Ork

Skullhamma Battle Fortress

Cost : 100

Break : +1 Morale : -

Victory Points : +1

Skullhamma *SuperHeavy (4)*

Move : 15cm	Save : 1+	CAF : +4
Weapon	Range	Shoot
Blastacannon	75cm	2d 4+ (-2)

Transport 5, All-Around Armor, Triple Speed On Charge, can always receive orders

Stompas Mob

Ork

3 Stompas

Cost : 250

Break : +2 Morale : -

Victory Points : +3

Stompa *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +8
Weapon	Range	Shoot
Blastacannon	50cm	1d 3+ (-4)

PD(4), Fearless

Supa Stompa

(Ork)

Supa Stompa

Cost : 300

Break : +1 Morale : -

Victory Points : +3

Supa Stompa *SuperHeavy (4)*

Move : 10cm	Save : 1+	CAF : +10
Weapon	Range	Shoot
Big Blasta	75cm	1d 3+ (-4)
Cannons	50cm	2d 5+ (-1)

2 Power Fields, PD(4), Fearless

Gargant Weapons

<p>Battle Cannon Head <i>Great Gargant</i></p> <p>Head</p> <p><i>Quick-fire battle cannon mounted in the head. Head armor reduced by 1.</i></p> <p>Cost : 65</p>	<p>Battle Cannon Head 75cm 2d 4+ (-2)</p> <p>Head Armor reduced by 1</p>
--	---

<p>Battle Cannon Turret <i>Great Gargant</i></p> <p>Upper Shoulder</p> <p><i>Battle cannons represent a good long-range weapon with armor penetrating capability.</i></p> <p>Cost : 50</p>	<p>Battle Cannon Turret 75cm 2d 4+ (-2)</p> <p>Use the barrage template at 0 TSM</p>
--	---

<p>Flak Kannon <i>(Great or Slasha Gargant)</i></p> <p>Arm ?</p> <p><i>Heavy anti-aircraft cannons.</i></p> <p>Cost : 50</p>	<p>Flak Kannon 50cm 2d 5+ (-1)</p> <p>Anti-Aircraft, Always on First Fire against flyers.</p>
--	--

<p>Cluster Buster <i>Slasha Gargant</i></p> <p>Centerline</p> <p><i>This weapon consists of a long armor-piercing gun surrounded by several smaller rapid-fire guns that fire in a tight cluster.</i></p> <p>Cost : 65</p>	<p>Cluster Buster 75cm 1d 4+ (-2)</p> <p>Regardless of the main gun hits or not, place a barrage template centered over the target and roll To-Hit (from the smaller cluster guns) against targets under the template at 0 TSM. If the target is superheavy or larger roll To-Hit 6 times.</p>
--	---

<p>GorkHead <i>Great or Slasha Gargant</i></p> <p>Head</p> <p><i>To emphasize the Gargant idol-like nature, it is ornately designed. It also has an observation turret with Traktor Kannon as eyes.</i></p> <p>Cost : 50</p>	<p>GorkHead 50cm 2d 4+ (-2)</p> <p>360 firing arc, add +1 to the Traktor Kannon table roll (i.e. destroyed on 5+).</p>
--	---

<p>GorkHead <i>Great or Slasha Gargant</i></p> <p>Head</p> <p><i>To emphasize the Gargant idol-like nature, it is ornately designed. It also has a scorcher turret fitted on top.</i></p> <p>Cost : 50</p>	<p>GorkHead 35cm 2d 3+ (0)</p> <p>360 firing arc, and ignores cover. Orcs within 25cm ignore moral tests. If the head is destroyed, all orcs Mobz within 25cm must check moral (even if not broken).</p>
--	---

<p>Deth Cannon <i>Slasha Gargant</i></p> <p>Arm</p> <p><i>This weapon is to deal with heavily armed targets like titans and others.</i></p> <p>Cost : 85</p>	<p>Deth Cannon 100cm 1d 3+ (-3)</p> <p>Penetrating +2</p>
--	--

<p>Gatling Cannon <i>Great Gargant</i></p> <p>Arm</p> <p><i>This is a rapid-fire multi-barreled gun commonly mounted on Great Gargants. Do to the huge expenditures of ammunition only one of these may be fitted per Great Gargant.</i></p> <p>Cost : 75</p>	<p>Gatling Cannon 50cm 8d 5+ (-1)</p>
---	--

GutBuster Mega-Cannon

Great or Slasha Gargant

Centerline

This is a huge cannon with low fire rate that may fire an array of specialized ammunition.

Cost : 100

GutBuster Mega-Cannon

Ball	100cm	Template Auto (-4)
Chain	75cm	1d 3+ NA
Explosive	100cm	8BP 3+ (+1)

It is loaded oneshot at a time so the Ork player must state (or write down) what type of shot is loaded at the start of the turn. This weapon, due to its lengthy loading process, can only be fired once every other turn.

Magnum Mega-Cannon

Great Gargant

Lower Arm

This is an enormous gun fitted on the lower arm mounts with low fire rate, that may fire two different types of ammunition.

Cost : 85

Magnum Mega-Cannon

Klanger	100cm	1d 3+ (-3)
Banger	75cm	8BP 3+ (0)

It is loaded one shot at a time so the Ork player must state (or write down) what type of shot is loaded at the start of the turn. This weapon, due to its lengthy loading process, can only be fired once every other turn. Barrage may not indirect fire.

Observation Turret

Great Gargant

Shoulder

The turret is packed with all sorts of Orky devices to enable the Gargant crew to target the enemy better.

Cost : 50

Observation Turret

Adds +1 to all To-Hit rolls versus one target

Ripper Fist

Great or Slasha Gargant

Shoulder

This is a motorized saw blade with a huge cannon attached to it.

Cost : 65

Ripper Fist

Ripper Fist	75cm	2d 4+ (-2)
-------------	------	------------

+1D6 CAF, Penetrating +2.
May not be used as a Close Combat weapon and a ranged weapon in the same turn.

Scorcher Turret

Great Gargant

Shoulder

These turrets fire long gout of flame that ignores cover modifiers.

Cost : 25

Scorcher Turret

Scorcher Turret	35cm	2d 3+ (0)
-----------------	------	-----------

Ignores Cover.

Slasha Attack Gun

Slasha Gargant

Arm

This weapon has a high rate of fire and shoots hefty explosive shells. Due to the prodigious amounts of ammunition it consumes only one per model may be fitted.

Cost : 75

Slasha Attack Gun

Attack Gun	50cm	5d 4+ (-2)
------------	------	------------

Snapper

Great or Slasha Gargant

Shoulder

This weapon is a mechanical jaw powered by a reinforced boiler in the Gargants Belly. It can destroy buildings, and provides the Gargant with extra movement.

Cost : 25

Snapper

Snapper	Special	- 2+ (0)
---------	---------	----------

Use special triangular template. Can do a Grab Attack at +2 in Close Combat. Destroys Building with -4 modifier.
Move : +1D6cm move on Advance, +3D6cm on Charge.

Supa Lifta-Droppa

Great or Mekboy Gargant

Shoulder

This weapons can lift non-praetorian/titan model, and throw them at other targets.

Cost : 75 / 0

Supa Lifta-Droppa

Lifta-Droppa	75cm	Template 4+ (-4)
--------------	------	------------------

Hit models are dropped within 6cm, with a 2d6cm scatter, and is destroyed. Anything it lands on is destroyed unless it's saving throw is better than that of the model that fell on it (or loses one shield).
Buildings can be damaged if hit by a super-heavy (save with no modifier).

<p>Magna Kannon (Great or Slasha Gargant)</p> <p>Arm ?</p> <p>Long range anti-aircraft cannon.</p> <p>Cost : 50</p>	<p>Magna Kannon LOS Id 5+ (0)</p> <p>Anti-Aircraft, Always on First Fire against flyers.</p>
<p>Krusher Arm Mekboy Gargant</p> <p>Arm</p> <p>This is a Close Combat weapon designed to knock down buildings and smash Titans, with an attached ranged weapon.</p> <p>Cost : 0</p>	<p>Krusher Arm 50cm 2d 5+ (0)</p> <p>Choose between :</p> <ol style="list-style-type: none"> 1) Shoot. Can also Destroy Buildings with -4 modifier 2) A Grab Attack at +1 against a Titan or a Gargant. 3) Throw an enemy vehicle up to 10 cm. Pick a location and scatter 2d6cm. Falling victim is always destroyed, and anything it lands on is destroyed unless it's saving throw is better than the model that fell on it.
<p>Buzz Saw Arm Mekboy Gargant</p> <p>Arm</p> <p>This is a Close Combat weapon that adds +D6 CAF and also +2 to the damage roll. This weapon also has a ranged weapon.</p> <p>Cost : 0</p>	<p>Buzz Saw Arm 50cm 3d 5+ (-1)</p> <p>+D6 CAF, Penetrating +2 in CC. Close Combat or Shoot.</p>
<p>Deluxe Kustom Kannon Mekboy Gargant</p> <p>Arm</p> <p>This heavy weapon has a random number of shots.</p> <p>Cost : 0</p>	<p>Deluxe Kustom Kannon Kustom Kannon 50cm Varies 4+ (-2)</p> <p>Roll artillery die for number of shots, a Misfire means an immediate roll on the weapons damage table.</p>