

GOOBAZ MEKBOY GARGANT

POINTS: 1200

BigMek Goobaz personal Mekboy Gargant, liberated from the mekshops of BigMek Kr00zA, is a cut above the typical mekboy stompa found in most WAAAAGGHs. Larger, the Mekboy Gargants sports a ripperfist not seen on it's smaller brethern, not to mention a bit more armament. Last if not least,

Unit: 1 Mekboy Gargant

Type: Super-Heavy Walker

STRUCTURE POINTS: 6

POWER FIELDS: 4

Transport: The Mekboy Gargant has a transport capacity of 20

Access Points: Two rear Hatches

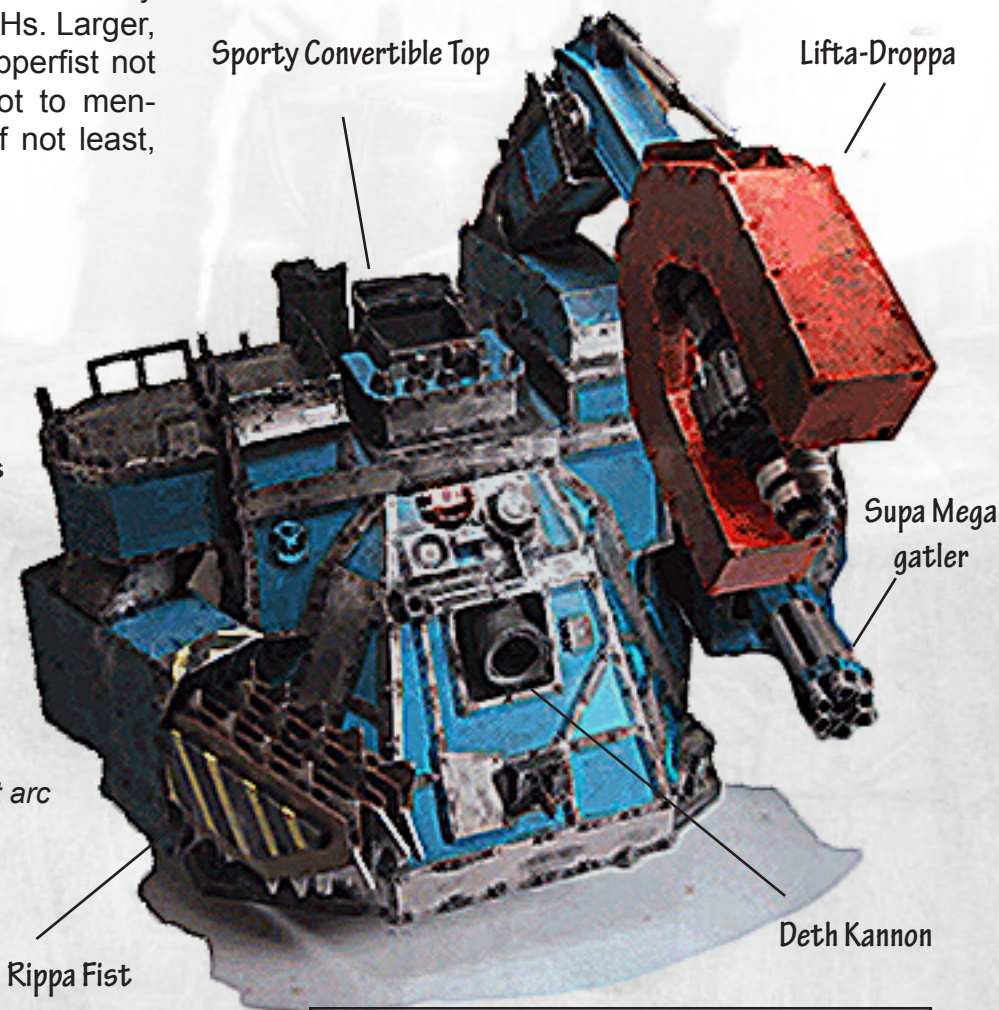
Fire Points: The Mekboy Gargant has four fire points in it's hull.

Weapons and Equipment:

The following can be fired in the front arc

- Deth Kannon (belly mounted)
- Lifta -droppa*
- Supa-mega-gatler**
- Zapp gun
- Skorcha
- Big Shoota (AA mount) x 2
- Rippa Fist ***
- Kustom-mega-field****

Gooba enjoys a sporty convertible top on the machine, the better to spot the betta bitz from.



ARMOR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	12	11	11	1	1

SPECIAL RULES:

Effigy: The Mekboy Gargant is a roaring, belching, personification of the kunning ork god Mork that hums with pure orkiness. All ork mobz with a model within 12 inches are fearless.

Fix dat!: Like other super heavy vehicles, all resources can be diverted to damage control instead of the super heavy moving, shooting, or assaulting. Ork gargants, due to their size and stature as representatives of the ork gods, have mekboyz as part of the crew. Due to this, for every result of Damage Control (see page 93 of the Apocalypse rule book) that comes up as a six, the gargant may repair any two weapons or drives. However, due to the meddling help of grot oilers underfoot, any roll of a 1 results in permanent disablement of a damaged weapon or disabled drive (opponent's choice).

Loose Wirez: Due to loose wiring, poor containment, and or faulty engine shielding, whenever an Ork gargant rolls on the Catastrophic Damage Table (page 93 of the Apocalypse Rule Book), add one to the damage roll (a roll of 1 counts as a two, a five counts as a six, etc).

Reactor Meltdown: If the Mekboy Gargant suffers an Apocalyptic Explosion result on the Catastrophic Damage chart its reactor goes nuclear! This is the same as Apocalyptic Explosion, except that the range is 6d6" and models within suffer a Destroyer hit.



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WEAPON	RANGE	STR	AP	SPECIAL
Deth Kannon	72"	10	1	Ordnance 1, 7"blast, primary weapon, destroyer)
Lifta-Droppa*	48"	n/a	n/a	Lifta-Droppa, primary weapon
Supa-mega-gatler**	60"	8	2	Heavy 2d6, Psycho-Dakka-Blasta! Primary weapon)
Zapp gunn	24"	2d6	2d6	Heavy 1, autohit
Skorcha	template	5	4	autohit
Big Shoota	36"	5	5	assault 3

Equipment Notes:

***Lifta Droppa** – (see page 131 of Apocalypse Rule Book)

****Supa-mega-gatler** – upgunned from a regular supa-gatler it shares all characteristics with it's smaller brethren but with increased range, str, and ap. (see page 130 of the Apocalypse Rule Book for details on the Psycho-Dakka Blasta rules)

*****Rippa Fist** – Titan Close Combat Weapon

******Kustom mega-field** – works as an elaborate kustom force field as described on page 136 of the Apocalypse Rule book. When used in a Dred Mob, the Mekboy Gargant must be used as the Big Dred as described, however the extra points for the Dred Mob must still apply.



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