

## Feral Ork Steam Gargant

**Type:** Special Card  
**Cost:** 450pts  
**Victory Points:** 5



There is a great rivalry between the Boilerboyz and the Pigdoks in Feral Ork tribes. Each feel that they have the answer to the tribe's future, for the Pigdoks the way forward lies with sticking to traditional Orky values, while the Boilerboyz feel that creations powered by their new steam-powered tekhnology will lead the tribe to power and riches. Being Orks, each group tries to prove its point by creating ever bigger and more powerful war machines. For the Pigdoks the pinnacle of their art are the mighty Orkeosaurus that they breed, while for the Boilerboyz it is the huge steam-powered Gargants that they create.

The Steam Gargants used by Feral Ork tribes are, if anything, even more varied in appearance than the more traditional Gargants used by other tribes. This is because the Feral Orks have not been exposed to the full extent of Ork Kulture, and so will develop their own ideas of how to do things. While most Mekboyz know that a Gargant should be a living idol created in the form of the Ork gods Gork and Mork, a Feral Ork Boilerboy, hidden away on a backwater planet will often have no idea of this, and so will create giant war machines in any shape and size that takes his fancy. In one way, however, Steam Gargants are the same as any other Ork Gargant, and that is in being large, well armoured, and very, very shooty!

### Notes

The level of technology available to Feral Ork tribes is very limited, and as a result, their Gargants do not have the Power Fields that regular Ork Gargants use. However, the Boilerboyz compenatate for this by welding giant sheets of metal, often several feet thick, onto the chassis of the Steam Gargant. This extra armour more than compensates for the lack of Power Fields.

Name	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Steam Gargant	12	N/A	+8	Soopa Gun Mega choppa Fist Of Gork	60cm - 45cm	4 - 2	4+ - 3+	-2 - -3	Adds +1 dice in CC

### Customisations

For an extra 50 points, the Steam Gargant may be mounted with an **Observation Tower**. This is little more than a tin can stuck at the end of an enormous metal pole, inside which a gang of Gretchin with Binoks and Skopes survey the battlefield for targets, shouting down

directions to the Gunnerz. A Steam Gargant with an Observation Tower may add +1 to all To Hit rolls against one target each turn. If the Tower is destroyed, then this bonus is lost.

### Damage Template

	Tower (4+)				Tower (4+)				Tower (4+)
	Head (2+)				Head (2+)				Head (2+)
Weapon (2+)	Hull (1+)	Weapon (2+)			Hull (1+)	Weapon (2+)			Weapon (2+)
Weapon (2+)	Hull (1+)	Weapon (2+)			Weapon (2+)	Weapon (2+)	Weapon (2+)		Weapon (2+)
Track (3+)	Front Weapon (2+)	Track (3+)	Front Weapon (2+)	Track (3+)	Track (3+)	Track (3+)	Track (3+)		Track (3+)

### Damage Table

The Damage Table for the Steam Gargant is the same as for the Slasher Gargant, with the following addition:

#### Observation Tower

- 1-4 The Observation Tower shakes furiously as it is blasted with rounds, but remains upright.
- 5-6 The Observation Tower is destroyed and comes crashing to the ground.