

KUSTOM GARGANT WEAPONS: Three mandatory choices for Gargants and Great Gargants				
Name	RANGE	FIREPOWER	NOTES	COST
0-2 Deth Kannon	90cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	75
Gatling Kannon	45cm	6xAP5+/AT5+	Fixed Forward Arc	25
0-2 2xGrot Guided Missile	Unlimited	MW3+	Macro Weapon, Titan Killer (D3), One Shot, Indirect	75
0-2 Lifta-Droppa	60cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	75
	AND			
	(base)	assault weapon	Extra Attacks (+1) Titan Killer (D3)	
0-2 Twin Soopa Gun	60cm	3BP	Macro Weapon, Fixed Forward Arc	75
Mega Choppa	(base)	assault weapon	Macro Weapon, Extra Attacks (+1), Titan Killer (D3)	25
	AND			
	45cm	AP5+/AT5+	Fixed Forward Arc	
Mega Lobba	60cm	D3+3BP	Fixed Forward Arc	50
Ripper fist	(base)	assault weapon	Macro Weapon, Extra Attacks (+D3), Titan Killer (D3)	25
0-2 Supa-Skorcha	(15cm)	Small Arms	Extra Attacks (+3), Ignore Cover	50
Soopa Gun	60cm	2BP	Macro Weapon, Fixed Forward Arc	50
Soopa Lifta-Droppa	45cm	MW4+	Macro Weapon, Titan Killer (D6), Fixed Forward Arc	50
Supa Zzap Gun	60cm	MW3+	Macro Weapon, Titan Killer (D3), Fixed Forward Arc	50

KUSTOM UPGRADES: Each Kustom Upgrade may be taken once per unit		
Name	NOTES	COST
0-1 Flakka Dakka	The WE gains a 30cm D3+1 AA6+ attack.	25
0-1 Transporta	The WE gains a transport capacity of 2 INF units per DC +1 grot unit per DC. Dreadnoughts and LV:s may be transported but take up 2 transport slots (Killa Kans only take up 1 slot).	25
0-1 Power fields	Add D3 additional power fields to the WE unit.	50
0-1 Extra Armour Bitz	Add +1DC to the WE	50
0-1 Boss Nobz	The unit gains Leader.	25
0-1 Head of Mork/Gork	All non-Gargant formations within 15cm of the Gargant may add the DC of the Gargant to their formation size when using the "Mob Rule" special rule.	25