

Epic Remastered

Ork War Engine Data Sheets

These data sheets are designed to be printed and folded to fit into standard playing card or collectable card sleeves, so that you can use a dry wipe marker to keep track of Damage Capacity etc, with one card per War Engine.

The file is designed for A4 paper, but should also work for US Letter if you ensure you tick 'print actual size' or 'print 100%' in your printer software.

Ork War Engine Notes, June 2022

Gunfortress

This is the Epic 40k Battlefortress.

The Critical Damage Chart for DC4 War Engines has been updated to use a D6, and happens to match the 40k 3rd-6th edition Glancing Hit Dice. This means that you can use those dice or a regular die to track any criticals.

Dethrolla Battlefortress

This sacrifices some Range for increased Assault, and Transport (8) instead of Hitch (4).

Gargant

The Gargant Critical Damage Chart has been reworked so that it no longer goes catastrophic on 10+, which made it one of the least-survivable War Engines for its cost in the game. Extra damage for several results has also been reduced.

The belly weapon mount is now restricted to a Gutbuster or a Snapper, but there are a wider variety of weapons available for the arm mounts (see later).

Great Gargant

The standard 180° arm mount weapon arc change has been applied, so that they overlap at the front.

The belly weapon mount can now take a Snapper, and there are a wider variety of weapons available for the arm mounts (see later).

Note that the Great Gargant takes up three card sides.

Mega-Gargant

This is unchanged from Epic 40k. Note that it takes up both sides of two cards.

Gargant Weapons

There have been several new weapons and changes to existing weapons. These are mostly based on the Epic 40k Titan Project recommendations, plus some tweaks to make all the weapon options closer to each other in value.

Gutbuster/Magnum Kannon. The Great Gargant's belly Mega Cannon has been replaced with the Gutbuster which can be fired as a Mega Cannon or a Death Ray each time it is used. The Magnum Kannon is the same thing but on an arm mount.

Snapper. This adds the 2nd edition Snapper, as a Close Combat Weapon plus Range 15 cm and Firepower 8.

Dethkannon. This is adds the 2nd edition Deth Kannon, as a 60 cm Death Ray.

Lifta-Droppa. The Range has been increased to 60 cm to make it as valuable as the other weapon options.

Orkeosaurus (added in 2022_06_12 file)

This has been slightly simplified compared to the first version, with a single 360° Firepower 8 battery instead of two 180° Firepower 4 batteries. This has also increased the points cost slightly.

Criticals for the Orkeosaurus are based on the Plague Tower, but with a 'move away from the attack' result borrowed from the Tyranid Bio-titans.

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GARGANT v2

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	3+D3	18	20	—

PF	6?	5?	4	DC	12	11	10	9	8	7
	3	2	1		6	5	4	3	2	1

Mount	Arc	Weapon
Left Arm	↑	
Right Arm	↑	
Belly	↑	Gutbuster OR Snapper

GREAT GARGANT v1

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	6+D6	18	30	—

POWER FIELDS	12?	11?	10?	9?	8?	7
		6	5	4	3	2

DAMAGE CAPACITY	18	17	16	15	14	13
	12	11	10	9	8	7
	6	5	4	3	2	1

GARGANT V2 CRITICALS	R?	NOTES
2d6 DAM	2	+0 IMM for turn
	3	+1 Far arm damaged
	4	+1 Near arm damaged
	5	+2 Belly gun damaged
	6	+2 IMM until repaired.
	7	+2/3 No weapons for turn
	8-10	+2/4 Fire. Until repaired, 1/2 Speed & lose 1DC in Rally phase
	11	+3/4 D6 Fires, as result 8-10
	12	- Catastrophic Damage

CATASTROPHIC DAMAGE (D6)	Notes
1-2	Wreck
3-4	Burning, is dead and re-roll next turn, roll of 3=1-2, roll of 4=5
5	Destroyed, roll to hit units within 5 cm
6	Destroyed, units in contact take D6 hits, roll to hit units within 2D6 cm

Gargant Weapons	Range	FP	Notes
Heavy Weapon Battery	45 cm	8	—
Gutbuster/Magnum Kannon	45 cm	MC or DR (1)	Choose Mega Cannon or Death Ray
Ripper Fist (CCW)	30 cm	4	2 x Assault vs WEs, catastrophic if win
Snapper (CCW)	15 cm	8	2 x Assault vs WEs, catastrophic if win
Dethkannon	60 cm	DR (1)	Hit on 2+, any target, auto-crit
Lifta-Droppa	60 cm	LD (1)	Roll over DC of a VEH or WE & throw

Gargant Weapons	Range	FP	Notes
Heavy Weapon Battery	45 cm	8	—
Gutbuster/Magnum Kannon	45 cm	MC or DR (1)	Choose Mega Cannon or Death Ray
Ripper Fist (CCW)	30 cm	4	2 x Assault vs WEs, catastrophic if win
Snapper (CCW)	15 cm	8	2 x Assault vs WEs, catastrophic if win
Dethkannon	60 cm	DR (1)	Hit on 2+, any target, auto-crit
Lifta-Droppa	60 cm	LD (1)	Roll over DC of a VEH or WE & throw

GREAT GARGANT CRITICALS	R?	NOTES
2d6 DAM	2	+0 IMM for turn
	3	+1 Far shoulder damaged
	4	+1 Near shoulder damaged
	5	+2 Far arm damaged
	6	+2 Near arm damaged
	7	+3 Gaze of Gork damaged
	8	+3 Belly mount damaged
	9	+4 No weapons this turn
	10	+4 Fire. 1/2 Speed & lose 1DC in Rally phase
	11	+4 D6 Fires, as result 10
	12	- Catastrophic Damage

CATASTROPHIC DAMAGE (D6)	Notes
1-2	Wreck
3-4	Burning, is dead and re-roll next turn, roll of 3=1-2, roll of 4=5
5	Destroyed, roll to hit units within 5 cm
6	Destroyed, units in contact take D6 hits, roll to hit units within 3D6 cm

Gargant/Great Gargant Weapons and Mounts	Notes
Heavy Weapon Battery	Arm only.
Gutbuster	Belly only.
Magnum Kannon	Arm only. Maximum of one per Gargant/Great Gargant.
Ripper Fist (CCW)	Arm only.
Snapper (CCW)	Belly only.
Dethkannon	Arm only.
Lifta-Droppa	Arm only.

GG Wpn	Arc	Range	FP	Notes
Gaze of Gork	360	30 cm	DR	2+ to hit, auto-crits
Left Shoulder	360	45 cm	3	—
Right Shoulder	360	45 cm	3	—
Left Arm	↑			
Right Arm	↑			
Belly	↑			Gutbuster OR Snapper

GUNFORTRESS

(Epic 40k Battlefortress)

v1

Speed	Armour	Fields	Dam.	Assault	Hitch
15 cm	5+	-	4	8	4

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Gunz	360	45 cm	8	-

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

DETHROLLA BATTLEFORTRESS

v1

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	-	4	12	8

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Gunz	360	30 cm	8	-

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

MEGA-GARGANT

v1

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	6+D6	24	30	-

	POWER FIELDS					
		12?	11?	10?	9?	8?
DAMAGE CAPACITY	6	5	4	3	2	1
	24	23	22	21	20	19
	18	17	16	15	14	13
	12	11	10	9	8	7
	6	5	4	3	2	1

2d6	DAM	R?	NOTES
2	+1	×	IMM for turn
3	+2	✓	A gun deck damaged
4	+3	✓	Random tower damaged
5	+3	✓	Random arm damaged
6	+3	✓	Random Mek wpn damaged
7	+4	✓	Gaze of Gork damaged
8	+4	×	IMM for turn, move in Movement or Assault phase
9	+5	×	No weapons this turn
10	+5	✓	Fire. 1/2 Speed & lose 1DC in Rally phase
11	+6	✓	D6 Fires, as result 10
12	-	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)			
1-2	Wreck		
3-4			Burning, is dead and re-roll next turn, roll of 3=1-2, roll of 4=5
5			Destroyed, roll to hit units within 5 cm
6			Destroyed, units in contact take D6 hits, roll to hit units within 4D6 cm

MG Wpn 1	Arc	Rng	FP	Notes
Gun Deck 1	↑	45 cm	8	-
Gun Deck 2	↑	45 cm	8	-
Gun Deck 3	↑	45 cm	8	-
Tower: 2 x Krooz Miss.	↑	UNL	*(1)	*As Deathstrike but 1 shot per unit. 1/turn.
Tower Lobba	↑	45 cm	HB	Firepower = 2 x units under template
Tower Weirdboy	360	-	(1)	Psyker

MG Wpn 2	Arc	Rng	FP	Notes
Gaze of Gork	360	30 cm	DR (1)	2+ to hit, auto-crits
Arm: Mega Cannon	↑	45 cm	MC (1)	Roll to hit all under template, no cover, extra BM.
Arm: CCW	↑	-	-	2 x Assault vs WEs, catastrophic if win
Mekboy Weapons (use 1 per turn)				
Death Ray	↑	45 cm	DR (1)	Hit on 2+, any target, auto-crit
Lifta-Droppa	↑	45 cm	LD (1)	Roll over DC of a VEH or WE & throw

GUNFORTRESS

(Epic 40k Battlefortress)

v1

Speed	Armour	Fields	Dam.	Assault	Hitch
15 cm	5+	-	4	8	4

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Gunz	360	45 cm	8	-

DETHROLLA

BATTLEFORTRESS

v1

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	-	4	12	8

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Gunz	360	30 cm	8	-

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

Gargant Weapons	Range	FP	Notes
Heavy Weapon Battery	45 cm	8	-
Gutbuster/Magnum Kannon	45 cm	MC or DR (1)	Choose Mega Cannon or Death Ray
Ripper Fist (CCW)	30 cm	4	2 x Assault vs WEs, catastrophic if win
Snapper (CCW)	15 cm	8	2 x Assault vs WEs, catastrophic if win
Dethkannon	60 cm	DR (1)	Hit on 2+, any target, auto-crit
Lifta-Droppa	60 cm	LD (1)	Roll over DC of a VEH or WE & throw

ORKEOSAURUS

v2

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	5+	-	8	20	12

DC	8	7	6	5	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Big Teef	↑	-	-	Close Combat Weapon
Gunz	360	45 cm	8	-

Gargant/Great Gargant Weapons and Mounts	Notes
Heavy Weapon Battery	Arm only.
Gutbuster	Belly only.
Magnum Kannon	Arm only. Maximum of one per Gargant/Great Gargant.
Ripper Fist (CCW)	Arm only.
Snapper (CCW)	Belly only.
Dethkannon	Arm only.
Lifta-Droppa	Arm only.

2d6	DAM	R?	NOTES
2	+0	×	IMM for turn
3	+0	×	D6 transported units hit.
4	+1	✓	Move D6 away from attack, roll to hit all units contacted
5	+1	✓	Big Teef damaged
6	+1	✓	Gunz damaged.
7	+1	✓	Wound. 1/2 Speed & lose 1DC
8	+2	✓	IMM
9	+2	×	Halve FP if move, no Assault.
10	+2	✓	D6 Wounds, see result 7.
11	+3	×	IMM, D6 units hit, disembark next turn.
12	-	×	Catastrophic Damage
CATASTROPHIC DAMAGE (D6)			
1-2			Wreck
3-4			Spasm, is dead and re-roll next turn, roll of 3=1-2, roll of 4=5
5			Destroyed, roll to hit units within 5 cm
6			Destroyed, units in contact take D6 hits, roll to hit units within 2D6 cm