



Experimental Rules

This document contains the work-in-progress experimental rules currently in discussion at the Tactical Command forums.

- These rules **do not** replace the rules found in the 1.5 Thurgrim army list. That list is considered to be ‘stable’ (but is not approved) and is recommended for most friendly and tournament games (depending on the tournament organizer’s choices).
- The rules contained in this document are for discussion and playtesting only, and are expected to evolve into the next stable version of the Thurgrim army list (1.6)
- Please post all playtesting and feedback discussions on the Tactical Command forums: <http://www.taccmd.tacticalwargames.net/>

CHANGELOG

Date	Unit	Change	Reasoning
28.10.15	All War Engines	All War Engines reduced to CC of 5+	To weaken the titan-class WE’s to close combat assault
		Critical Effects unified Spotter/Indirect Fire Removed	The Colossus-class WE’s now have similar effects This does not indicate a complete removal of all spotter/indirect fire rules. Spotter will be re-evaluated after the War Engines and AirWing units have been reviewed and is likely to be replaced/changed or removed entirely then
28.10.15	Leviathan	Leviathan brought into line with the Cadian Version	To unify across armies. Squats players will find, +15cm range on the Lascannons, -2 Voidshields and different transporting rules. Cadian Players will find -30cm range on Doomsday, Plus TRA. <i>Points cost for the Leviathan could move up or down?</i>
28.10.15	Land Train	Land Train completely rebuilt	Previous land train was identified as having no balance between carts and only one decent configuration.
		Engine	Increased by 25 points, as the ‘naked train’ with two cheap cars was determined to be too powerful
		Bezerker Car	Now adds +1CC, to make a CC train viable. <i>Could possibly be worth 75points?</i>
		Dragon Car	Now adds +2 MW FF, to make a FF train viable. <i>Could go up to 100 points or just 1 FF attack?</i>
		Mortar Car	Now adds 2BP MW, synergizing with the Doomsday to make an Artillery Train. <i>Could go down to 1 BP</i>
		Radiation Bomb Car	Now a weaker, slow firing Volcano Cannon for titan hunting. <i>Could change to hit rolls/ range/cost</i>

The War Engines

Leviathan: 325 points as a dedicated transport, 350 points stand alone.

Built on the same chassis as the Colossus, the Leviathan super-heavy assault transport is used by the Squat Warlord as a gigantic army group command centre for co-ordinating the Squat Army.



The Leviathan bristles with deadly weapons, including the vast and destructive Doomsday Cannon mounted on its prow. Batteries of Lascannons and Bolter arrays protect the flanks from approaching enemy vehicles and infantry. Inside, special “Ironbreaker” brotherhoods of Squat warriors are transported behind metres-thick armour and Void Shields waiting to assault deep into enemy forces.

Leviathan				
Type	Speed	Armour	CC	FF
War Engine	15cm	4+	5+	4+

Weapon	Range	Firepower/Effect
Doomsday Cannon	90cm	3BP, Macro Weapon, Fixed Forward
Battle Cannon	75cm	AP4+/AT4+
3xTwin Lascannon	45cm	AT4+, Left Arc
3xTwin Lascannon	45cm	AT4+, Right Arc

Damage Capacity 4. Void Shields 2. Critical Hit Effect: *First hit immobilizes. Further hits do one extra point of damage.*

Notes: Reinforced Armour, Fearless, Thick Rear Armour. Transport (16). Up to 6 transported units may Fire and FF from the upper fighting platform

Land Train Engine: 225 points

A Land Train comprises of a huge, armoured engine which tows behind it a number of smaller tracked ‘carriages’ called Battlecars. The Land Train mounts two heavy battlecannon and a monstrosly destructive Doomsday Cannon as well as numerous bolters.



Land Trains are rare artefacts which date back the founding of the Squat Home Worlds. In the hard, dangerous environment the Land Trains crawled back and forth through devastating electrical storms, earthquakes and land slides transporting vital equipment, food and raw materials. When attacked, the Squat Engineers are able convert these massive behemoths into engines of war. The cargo space is given over and re-engineered into carrying potent weapons of war

Land Train Engine				
Type	Speed	Armour	CC	FF
War Engine	15cm	4+	5+	4+

Weapon	Range	Firepower/Effect
Doomsday Cannon	90cm	3BP, Macro Weapon, Fixed Forward
Battlecannon	75cm	AP4+/AT4+, Fixed Forward
Turret Battlecannon	75cm	AP4+/AT4+

Damage Capacity 2. Void Shields 0. Critical Hit Effect: *Remove the rearmost car and apply one blast marker. The Land Train now starts as having a total Starting Damage Capacity and void shields equal to the total DC and shields of the engines and remaining cars.*

Notes: Reinforced Armour, Fearless, Thick Rear Armour. One engine and 2-4 cars form a Land Train. The train is a single unit with cumulative Damage Capacity and Void Shields

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Land Train: Radiation Bomb Battlecar: 125 Points

Radiation Bomb or 'Rad Bomb' Battlecars carry an oversized missile armed with a small but high-yield rad-bomb.



The sub-critical warhead mounted in the missile tip provides a tightly focuses fusion plasma blast that can turn even the most powerful War Engines into molten radioactive slag.

Radiation Bomb Battle car		
Weapon	Range	Firepower/Effect
Radiation Bomb	75cm	MW 3+, <i>Titan Killer (D3), Slow Firing</i>
Damage Capacity 1. Void Shields 1.		

Land Train: Mortar Battlecar: 125 Points

Mortar Battlecars mount a large barrage weapon that fires the same shells as the Doomsday Cannon



Although unable to match the high rate of fire of the engine-mounted Doomsday, the Mortar Battlecar is nonetheless prized as its firing and guidance systems is interlinked with the Doomsday, allowing maximum destruction and carnage when both weapons fire together.

Mortar Battlecar		
Weapon	Range	Firepower/Effect
Mortar	90cm	2BP, <i>Macro Weapon</i>
Damage Capacity 1. Void Shields 1.		

Land Train: Dragon Battlecar: 75 points

Dragon Battlecars are armed with an oversized incendiary cannon. Previously used as a magma cutter for mining operations, this device can turn rock into molten magma



The Incendiary cannon can be fired in two modes. Most often it will fire as wide open long ranged fire-thrower that is perfect for burning out infantry from defensive cover and fortifications. However if the enemy are especially close, the weapon can fire in its original, tightly focused melta beam that will turn opposing vehicles into slag.

Dragon Battlecar		
Weapon	Range	Firepower/Effect
Incendiary Cannon	30	4 x AP4+, <i>Ignore Cover</i>
Magma Cutter	(15cm)	<i>Extra Attacks(+2), Macro Weapon</i>
Damage Capacity 1. Void Shields 1.		

Land Train: Bezerker Battlecar: 50 points

Bezerker Battlecars have a crenulated battlement and an autocannon mounted in the turret.



The true threat of the Bezerker car is the packed ranks of angry, combat-ready Bezerker troops hidden inside. Drawn from the ranks of Squat miners who have seen their homes and families lost in war, the Bezerkers swarm over any threat that gets too close to the Land Train, aiding it in combat.

Dragon Battlecar		
Weapon	Range	Firepower/Effect
Autocannon	45	AP5+/AT6+
Bezerkers and	(15cm) (base)	<i>Extra Attacks(+1)</i> <i>Extra Attacks(+1)</i>
Damage Capacity 1. Void Shields 1. Note: <i>Each Bezerker Battlecar increases the Close Combat value of the Land Train by 1, up to a maximum of 2+.</i>		

Squats – Thurgrimm – 1.5 Experimental

Colossus: 450 Points

Squats build huge vehicles the size of city blocks which operate as mobile mining installations on unexplored worlds. This monstrous crawlers can be retrofitted into gigantic engines of war.



The Colossus is an awesome fighting machine its firepower only overshadowed by the mightiest Titan. Unlike the Leviathan, which devotes a lot of internal space to carrying troops, the Colossus carries no troops but is packed with heavier turrets, fire control centres, magazines and extra void shield generators. It is armed with the massive Doomsday cannon, back up by the heavy Thunderer cannon, multiple battlecannon turrets and racks of plasma missiles.

Colossus				
Type	Speed	Armour	CC	FF
War Engine	15cm	4+	5+	4+
Weapon				
Weapon	Range	Firepower/Effect		
Doomsday Cannon	90cm	3BP, <i>Macro Weapon, Fixed Forward</i>		
4 x Battle Cannon	75cm	AP4+/AT4+, <i>Forward Arc</i>		
Thunderer	30cm	AT4+/AT4+, <i>Fixed Forward, Ignore Cover</i>		
4xPlasma Missiles	60cm	2 BP Each, <i>One Shot Each</i>		
Bolter Array	(15cm)	<i>Extra Attacks (+2)</i>		

Damage Capacity 5. Void Shields 4. Critical Hit Effect: *First hit immobilizes. Further hits do one extra point of damage.*

Notes: *Reinforced Armour, Fearless, Thick Rear Armour.*

Cyclops: 475 Points

The Cyclops is a monstrous super heavy vehicle which was developed during one of the rare wars between rival Squat Leagues some 2000 years ago. Based on the Colossus chassis, the vehicle mounts an experimental weapon, the Hellfury Cannon, originally intended for starship-to-starship combat.



To supplement this, there are two large-bore melta-cannon mounted in the hull that fire huge blasts of heat at nearby enemy fortifications, while a rapid-firing, turret mounted battlecannon pours shells into opposing battle tanks. When facing enemy titans, the Cyclops also mounts six Doomstorm missiles, whose plasma warheads can wreak havoc on void shields, leaving the titan primed for a Hellfury shot.

Cyclops				
Type	Speed	Armour	CC	FF
War Engine	15cm	4+	5+	4+
Weapon				
Weapon	Range	Firepower/Effect		
Hellfury Cannon	90cm	MW2+, Titan Killer (D6+1), <i>Fixed Forward Arc</i>		
Turret Battlecannon	75cm	AP4+/AT4		
2 x Crucible Cannons	30cm	2x AP3+/AT5+, <i>Ignore Cover, Fixed Forward Arc</i>		
6 x Doomstorm Missiles	90cm	AT2+, <i>One Shot Each</i>		
Small Bolter Array	(15cm)	<i>Extra Attacks (+1)</i>		

Damage Capacity 5. Void Shields 4. Critical Hit Effect: *The Hellfury Cannon is damaged. When the Cannon is fired, roll a D6, on a 5 or higher, the Cyclops takes an additional DC damage. Further critical hits do one extra point of damage.*

Notes: *Reinforced Armour, Fearless, Thick Rear Armour.*