

Squat Slayer Knight



It is rumored that the Squats were far ahead of the technology of the Empire of Mankind, but despite this they seldom used any walker type vehicles such as knights or Titans. The only known example of a bipedal war machine produced by the Squats was from the Clans of Harstad. These unique knight units are always fielded in pairs even though they are fully capable of working independently.

Harstad was a mineral rich moon that had cooled rapidly during it's formation leading to a rugged, cracked surface. Jagged blades of solid rock crisscrossed the surface of Harstad isolating the larger geological formations with a labyrinth of natural rock. This badlands type surface reduced the normal Squat superheavy fortresses to near immobility, limiting them to crater floors and Squat made roadways. The moon orbited the only planet in the system, a large blue gas giant. Due to the proximity of the gas giant and the ease at launching Overlord Airships to mine the precious gasses, the Harstad Clans often had extensive Overlord fleets at their disposal.

Due to the natural ruggedness of the terrain and the availability of Overlords, the clans never developed praetorians beyond the standard Leviathan and Cyclops. The need for heavy ground units that could maneuver in the tight, rugged terrain forced the engineers to think outside of the standard heavily armored box. The result was the Squat Slayer Knight.

The Squat Slayer Knight is a heavy knight unit falling just short of a scout titan. It is heavily armored from all sides in standard Squat design. Due to size limitations and energy requirements, it was unable to mount the fearsome fire control used in the squat praetorians, but does make use of gyro-stabilizers to allow it to shoot even while charging into combat (although with a distinct penalty to hit). The Slayer is not designed for shooting though, it is designed for close combat. Each Slayer is armed with a sizable axe or hammer to chop and crush even titans into bits. Finally, the knight uses an experimental energy field similar but more stable than the one used on Ordinatus vehicles.

Piloting a knight, much like a titan, comes at a price. Neural implants and jacks must be fixed to the squat captain and crew. For a proper fit, all hair must be removed from the head and spine of the squat. The loss of their beard is often more than a squat can bare, resulting in very few volunteers for the service. Most squat crew members are actually disgraced members of the stronghold, attempting to redeem their honor by serving in the knight. Slayer knights tend to move forward at an almost suicidal pace, engaging enemy units in close combat, a very un-squat like thing to do. Do to their hope of regaining their honor at any cost, a slayer knight will never go on fall back. Any roll or result that would normally cause them to go on fall back causes them to go into a berserk rage. For the rest of the game, the unit must be placed on charge and move towards the unit with the highest CaF within its charge range.

In play, the knight is capable of shooting its two cannons, even if using charge orders, but suffers a penalty to hit based upon how fast it moves. If the Golem is on first fire orders, the cannons suffer no penalty. When on advance orders, the cannons still fire in the first fire phase but suffer a -1 to hit. When on charge orders, the cannons can fire during the advanced fire phase, but suffer a -2 to hit. The dispersion field gives the knight a fixed 4+ save (taken before armor save) against any incoming missile fire, but not close combat attacks. This field does not degrade and it covers the knight in a 360 degree field instead of the 90 degree field of Imperial Knights.

Unit Summary

Name	Move	Save	Caf	Weapon	Range	Attack Dice	To Hit Roll	Save Mod.	Special
Slayer Knight	15cm	1+ all around	+6	Gyro-Cannons	50cm	2	4+	-2	Dispersion Field (4+), PD(4), Special Rules

Slayer Knight Card

Support Card	Composed of	Break point	Morale	Victory Points	Cost
Slayer Knight Detachment	Two Slayer Knights	1	-	5	425