

PLEASE READ BEFORE PROCEEDING

General Considerations: The Squat list is about going back to basics. Which basics? SM1? SM2? Well, some of both, actually. We want to get that old feel, but not be completely blinded by it either. Some things from the Squats were just dumb ideas. We have to deal with that fact. Some things we can improve upon. With that said, the *general* feel of the army needs to be old school. If you disagree with me, tell me. If applicable, support your arguments with old White Dwarf articles or original publications.

Where are we on the 40K timeline? This list is for pre-Tyranid invasion Squats. That means Squats number in the billions... Probably tens of billions. Some fluff had them occupying thousands of worlds. I think that is unreasonable and difficult to write into the story, but thousands of mining locations and dozens of worlds and hundreds of moons feels acceptable. They have large populations, and as such they will go out into battle with *infantry*.

Technology is Imperium-centric. The Squat-Imperium reunification predates the Horus Heresy, so it is totally acceptable for them to have Imperium weapons and vehicles. It is also in the fluff. Renaming a weapon here and there to make things jive with the list (or not conflict with other lists) is fine, but I see no real justification for using a Spartan when we can just use a Rhino. That might be at odds with your vision, so bring it up if it is really important.

Playtests: Sometimes a new AC comes in, rewrites a list and leaves everyone wondering if he even tried playing with the list in the manner he just laid out. When I took over the Squat AC seat, I reached out to some highly motivated Squat-i-philes who I felt would be able to move things forward quickly. The result is this 1.0 list that you see. Is it done? No. I'm not ignorant enough to believe we pegged everything properly. Heck, it was impossible to get eight people to agree on everything, so I know getting 80 Squat players from the community to be happy with this product is a pipe dream. However, the list you see has been playtested and vetted by an international group of players. It is a strong compromise of ideas, experience, and data from our playtested games. Give it a chance.

Strategy Rating: I picked 2. The fluff I am writing is that Squats are humans that were engineered to live in high-G worlds. I know that is a break from the evolution tack from the fluff, but there are reasons I want to go that way. With that said, evolution or genetic manipulation, I see no reason for the Squats to be more deserving of a higher SR than Imperial Guardsmen.

Infantry Movement: Squats are short. They are used to living on high-G worlds. They may be strong, but that doesn't mean that they can move fast. Trucks are strong, but I don't see them outmanoeuvring or outpacing sports cars. I'd like to start with 10cm movement and see how things go. This will have implications on the assaults, specifically initiating assaults since they're down 5cm. However Morgan Vening has had his Dvergatel list running with 10cm movement for quite a while and it is holding up fine. We may need to change it, but just consider that it already has been used for another Squat list and been used effectively. Give it a whirl before you condemn the idea. There are other ways to get your little dudes across the battlefield. Rhinos, garrisons, tunnellers, Leviathans, Mine Portals...

Tunnellers: The Squats have some problems associated with Tunnelling. Bear in mind that the Tyranids have tunnelling units as well, so a universal tunneller rule should be used. The current one in Armageddon does well enough with some clarification, but that ain't the problem. The issue lies with the carriages that transport the tunneller vehicles. By placing them on the board, we are effectively saying that they are a valid target. So what if a carriage is struck with a tunnelling vehicle still on it? If it is destroyed, is it removed? Does the tunneller get destroyed or does it just 'fall'? Can the tunneller launch still? Presumably not, since launching the tunneller would preclude the carriage's utility. And what about the Hellbore? It's a war engine and blocks line of sight, so is it blocking LOS when shelled by artillery? When shot at by Terminators? When assaulted by Swooping Hawks? There is no other situation in the entire game of Epic that has one unit literally on top of another.

For tournament scenarios, the simplest solution is to have them considered off-board (like Spacecraft). They will launch at the beginning of turn one and end up wherever they end up. I know it isn't as flavorful, but it eliminates a lot of issues.

The disposable special rule applied to the termites and moles makes life much easier for us on the tail end of tunnelling once the units have surfaced. This was Neal Hunt's idea and it sat right with me; simple and effective. The units are considered to be disposable because the trip is considered a one-way ticket. If the transported units walk away, the termites and moles are considered out of coherency and are removed with no Blast Markers. The Hellbore doesn't have these issues since it is a war engine and -as such- the transport rules already allow for the transporter and transported to separate. Strength-wise, the Hellbore is in a position to hold and contest objectives which may come off as overpowered. For this tournament issue, we may want to consider using the same principle that we do for Thunderhawks or Vampires: they can contest objectives on the turn that they surface but not claim objectives. It's also the reason I upped the price on the Hellbore by about 40 points over the Moles and Termites. We should keep this in mind if the tunnelling units are re-priced.

Mine Portals: I changed the name on these from Mine Heads to make them more technically accurate. This is an embryonic idea but IMO worthy of playtesting. Fluff wise it makes as much sense (more sense) than Wraithgates for Eldar. Squats live underground. They keep their armies underground. They keep their War Engines underground. Would they have access to underground facilities and mines? Yes. Squats tend to be portrayed as defending their homes (or reclaiming their homes).

The low movement rate for virtually everything Squat makes this a helping hand. 10cm is a tough handicap on the army, and I wanted something that would be able to bring the army forward... But not too forward. At first Ron and I were considering having it available to armored vehicles and Land Trains (since Land Trains are actually discussed in the fluff as clearing out tunnels underground). However, it is probably best to start with the small formations.

So the concept is you can have a Mine Portal with a formation waiting inside, safe and sound. It is considered off board, just like an Eldar formation in the webway, and it exits in the same manner. You originally could have two of these Mine Heads, each with a formation, but the formation doesn't have to be specifically assigned to that Mine Head if you have two. Alternative ideas were:

- Make it just like the Wraithgate, just swap the names.
- Allow movement from one Mine Portal to the other in some capacity.
- Open it to larger vehicles (and presumably charge more).
- Other?

I ended up making it more Wraithgate like, with a Pithead being a small version of the Mine Portal. This leaves room for larger Mine Portals on another WE heavy list.

No Spacecraft. Yeah, I really didn't see a need for it. Every list has one, but I refuse to submit to their peer pressure. If anything I'll include one, but without any drop transports to accompany it.

SQUATS

THURGRIMM'S STRONGHOLD LIST

*Deep within the mountain halls,
Deeper still within the Wilderness,
Piercing the Galactic Core we toil,
For our pride, our Ancestors, our Emperor.*

x.0 SQUAT FORCES

The following special rules are applicable to all Squat Stronghold armies.

Special Rule - x.0.1 Stubborn

Squats are known for being extremely stubborn folk, and their fighting style is reflective of this intractable nature. To represent this, unbroken Squat formations may remove a single blast marker from a formation after performing any activation in which it did not move (i.e. sustained fire, overwatch, marshalling without moving, or regrouping in a hold action).

Special Rule - x.0.2 Mine Portal

Hundreds of worlds, thousands of moons, and countless asteroids have been mined by the Squats. While the vast majority of those are located in the Galactic Core, Squats have dug everything from diagonal mine shafts to vast subterranean metropolises into planet crusts wherever the Imperium has trod. To represent this, Squat armies may have up to three formations per Mine Portal enter play by taking an action that allows them to move, then measuring its first move from the Mine Portal on the tabletop. No more than one formation may travel through a single Mine Portal per game, but the formation does not have to be assigned to any particular Mine Portal. It is assumed that large networks of tunnels connect the Mine Portals together.

Special Rule – x.0.4 Spotter

When within 30cm an enemy unit and when it has Line-of-Sight, the Spotter allows any unit with the Doomsday Cannon to fire without LOS. This allows the Doomsday Cannon to fire without LOS while moving, but other weapons would be restricted by standard shooting rules. Normal fire arcs for the Doomsday cannon still apply.

Special Rule – x.0.5 Autonom

The Squats employ multiple robotic units that serve a number of purposes. This technology dates back to pre-Imperium days when the number of Squats was small compared to the invading Orks present in the Galactic Core, and continued in practice after the expansion of the Homeworlds.

All formations composed entirely of *autonom* units will not collect blast markers for casualties to the formation or for crossfire bonuses, but will collect blast markers for coming under fire and disrupt attacks.

All non-air unit *autonom* are unable to march. All air unit *autonom*s are considered bombers for the purposes of maneuvering and do not receive bonuses for intercepting or combat-air-patrols.

There are three special rules that I consider to be 'outside' the list: Disposable, Tunneller, and Support Craft. These rules appear in various locations and are referenced here for convenience only.

Disposable

Some units are seen by their allies as expendable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons. *Disposable* units do not generate Blast Markers when they are removed as casualties. This includes special effects which create Blast Markers when the *disposable* unit is targeted, i.e. when hits are allocated to the unit. Unless otherwise noted, *disposable* units DO count as casualties for the purposes of assault resolution (1.12.7).

Tunneller

Tunnellers are set up touching their own side's table edge before the battle starts at the same time that spacecraft are setup (see EA4.3.1). Any units transported in the tunneller should be placed to one side at this time too. Secretly write down the location where the tunneller will surface at the same time and in the same manner that you record the coordinate of a drop zone (see EA 4.3.1). You must also secretly record the turn the tunneller will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneller units at the start of the stated turn, before determining who wins the strategy roll, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal. If the tunneller would have surfaced on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control, then it is assumed that on-board sensor equipment would divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunnellers need only record one location where they will surface. Place the first unit on this location, and then all other units must be placed within 5cm of another unit that has already been placed. Tunnellers, and any units being transported in them, may take an action on the turn they appear.

Support Craft

Support craft are much like a hybrid between a skimmer and an aircraft. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible. *Support craft* function identically to a skimmer unit that is always 'popped up'. *Support craft* fire and are fired at normally (i.e. anti-aircraft ability is not required). In an assault, *support craft* automatically force a firefight in the same manner skimmers may choose. It is assumed that *support craft* transports or the troops they carry are appropriately equipped to embark and disembark troops as normal.

x.1.1 WARRIORS OF THE HOMEWORLDS

CHARACTERS

GRAND WARLORD

In SM, this was the Supreme Commander. It makes sense to keep as such. Weapon was removed and the price was dropped to 50. He now upgrades the Warlord or Guildmaster.

GRAND WARLORD				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
None	-	-	-	

Notes: *Supreme Commander.*

LIVING ANCESTOR

I have moved the special rule to his datafax. It applies only to him so it seems fitting to place it here. Also, it helps the perception of the list with one less special rule at the top.

LIVING ANCESTOR				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Hammer of Fury	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	

Notes: *Invulnerable Save, Inspiring.*
Special: *Ancient Wisdom: As long as the Living Ancestor unit is on the board, the Squat player may ignore the -1 penalty to retain for one formation per turn. Declare that you are using his Ancient Wisdom and then roll the initiative roll. The formation can be any Squat formation and does not have to include the Living Ancestor.*

INFANTRY

WARLORD

There. He is a unit now. This should work for most of you.

WARLORD				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	10cm	4+	4+	5+
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Autocannon	45cm	AP5+ / AT6+		
Master Crafted Weapons	(base contact)	Assault Weapons	Macro-Weapon, Extra Attack (+1)	
Notes: <i>Commander, Invulnerable Save, Reinforced Armor, Leader</i>				

WARRIOR

We added a heavy bolter shot to every other stand which helps keep the formation armed, but not overwhelmingly so. Armor has been debated as being appropriate at 6+ or at None.

WARRIOR				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	10cm	6+	5+	5+
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Heavy Bolter	30cm	AP5+	See below	
Lasgun	(15cm)	Small Arms	-	
Notes: <i>Warrior stands carry a Heavy Bolter weapon for every two units. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of Heavy Bolter shots you may take.</i>				

BERSERKER

From feedback from my alpha group, I made them FF5+ and a CC4+. I dropped their price from 175 to 150. I am hoping that works for everyone.

BERSERKER				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	10cm	6+	4+	5+
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Trench Pistols	(15cm)	Small Arms	-	
Close Combat Weapons	(base contact)	Assault Weapons	-	
Notes: <i>Infiltrator.</i>				

HEARTHGUARD

I changed the armor to 5+ based on feedback. Various players made comments on the FF so they've been changed from FF4+ to FF5+. There was quite a bit of neutering of this from the original stats we gave him: no EA, armor is worse. Combine that with the infighting as to what to give him (Inspiring or Leader) I just made him both. It makes the Warriors and Berserkers sturdier and better fighters; both are characteristic of the Squats.

HEARTHGUARD				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	10cm	5+	4+	5+
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Heirloom Weapons	30cm	AP5+/AT5+	-	
Notes: <i>Inspiring, Infiltrator, Leader.</i>				

THUNDERER

I changed my mind about thirty-four times on these. Ultimately I had Ron, Dave, and Erik all saying the same thing, and as long as you guys don't mind the armament, I'm happy with them. I'm still uncomfortable with the concept of 'twinning' weapons that are held by individual models, but my discomfort takes a back seat in this case. Have fun. Oh, I left the price alone.

THUNDERER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	4+
Weapons	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+	-	
2 x Twin Heavy Bolters	30cm	AP4+		
Notes: None.				

MOLE MORTAR

For many moons, the mole mortar has been the bane of playing against the Squats. Mole Mortars are clearly infantry and end up getting garrisoned and raining death indiscriminately upon you. After reworking the formation, it played great. They are more along the lines of harrassing units now instead of a Squat staple, and I'm okay with that.

MOLE MORTAR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	6+
Weapons	Range	Firepower	Notes	
Mole Mortar	30cm	1 BP	Disrupt, Indirect, See below	
Notes: Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of Mole Mortars shots you may take.				

BIKES, TRIKES, AND EVERYTHING NICE

GUILDMASTER

UPDATE: Changes based on discussion. As for the lance, that's what it was from what I can tell, so I went and grabbed the stats on a power lance from the IG list.

GUILDMASTER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	6+
Weapons	Range	Firepower	Notes	
Power Lance	(base contact)	Assault Weapons	Extra Attack (+1), First Strike	

Notes: *Commander, Mounted, Invulnerable Save, Leader.*

GUILD BIKE

Thoughts?

GUILD BIKE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	

Notes: *Mounted.*

GUILD TRIKE

It is pretty early in the testing, but I am open on changing the cost to being +15 if everyone else agrees. In fact, I'll change it to +15, and we can always move it back to +10 along the way.

GUILD TRIKE				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Multi-Melta and	15cm (15cm)	MW5+ Small Arms	- Macro-weapon	

Notes: *None.*

RAPIER

We felt pretty good about these stats. The old description talks about the lascannon being broken out to four barrels which makes it perfect for hitting moving smaller targets like infantry, with the drawback being its range. It was accurately pointed out that the Rapier can be counted as infantry under 1.1.2 of the core rules, and as such can be based 1-2 per stand with up to 6 infantry units.

RAPIER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Quad Lascannon	30cm	AP5+/AT4+	-	

Notes: *None.*

THUDD GUN

Thudd Guns once again seemed pretty close to where they should be. It was suggested that 2 x AP4+ would be more appropriate, but I am not sure. If so, that would certainly have an effect on the price with double the shots. One thing changed here is they are infantry for the same reasons as the Rapier: Infantry run artillery.

THUDD GUN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	

Notes: *None.*

AUTONOMS

TARANTULA

We discussed the Tarantula at length and based on the old description, this thing was an automated sentry, like those guns set up in the extended version of Aliens. Unmanned, totally brainless. They were based one to a stand, which makes them LVs (too small for AVs). But then some folks pointed out that they accompanied Warriors. I'm going to stick with the former for reasons having to do with the Trade Consortium. They were armed with Lascannons (which is AT only now), so we tried giving them a HB option.

TARANTULA				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	10cm	6+	6+	6+ (5+)
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Lascannons	45cm	AT5+	-	
or 2 x Heavy Bolters	30cm	AP5+	Improves firefight value to 5+	
Notes: <i>Autonom.</i>				

ROBOT

As mentioned in the Tarantula paragraph, the Robot will undoubtedly be making a strong appearance in the Trade Consortium list along with Tarantulas and some original units as well. Fearless seems to be the easy patch to put on these guys, but I don't want to end up with a list of nuthin' but fearless stuff in the Trade Consortium. So now is the time to get creative. We manufactured an Autonom rule to address this list and the next. Also, the Robot IIRC is supposed to be equipped with a Powerfist (which is EA+1 MW). I don't want this thing to be a Dreadnought for Squats, but it is what it is. They seem much smaller than Dreadnoughts. Feedback appreciated especially in this area.

ROBOT				
<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	15cm	4+	5+	5+
<u>Weapons</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Autocannon	45cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+		
Robotic Powerfist	(base contact)	Assault Weapons	Extra Attacks (+1)	
Notes: <i>Walker, Autonom.</i>				

ARMORED VEHICLES & TRANSPORTS

THUNDERFIRE

The SM2 book and sure enough they have two battlecannons (which I classified as twinned) and a Thunderfire which we poked at gave it a AA4+.

THUNDERFIRE				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	0cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Twin Battlecannon	75cm	AP3+/AT3+		
Thunderfire	60cm	AA4+	-	
Notes: <i>None.</i>				

RHINO

Uhhh, it's a Rhino. Transports seem pretty intuitive, but let me know if you see anything that is off. One playtester was suggesting the Exo-Armor needs 1 Rhino to itself, but I'm thinking if 10 Space Marines can fit in a Rhino, surely 10 Exo-Armor guys can.

RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	
Notes: <i>Transport (may carry two of the following units: Hearthguard, Warriors, Berserkers, Warlords, and Thunderers).</i>				

IRON EAGLE GYROCOPTER

From the Demiurg list, we removed the AA shot, increased the armor to what it should have. It was suggested that we change the armor to 5+, which seems to match the original fluff. I'd like to get some additional feedback on this. Two thoughts:

- 1) The Iron Eagle seems to be much like a Vulture which has a 5+ armor. The other consideration is that since these will be 'spotting', it will make them fragile and difficult to use (that could be a good thing).
- 2) 4+ armor represents the Squats typically heavier armor. This would also help make the spotter formation sturdier (and that could be a good thing).

IRON EAGLE GYROCOPTER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Battlecannon	75cm	AP4+/AT4+	-	
Rapid-fire Autocannon	45cm	2 x AP5+/AT6+	-	
Notes: <i>Skimmer.</i>				

IRON HAWK GYROCOPTER

This will tie in with any discussion on Spotter rules. Also, do you see any problem with this unit having AA? It was one of two units in the whole dang army that has AA shots and it wasn't much. We're a bit off the beaten path with this unit, but I do want to simplify the Spotter so that it isn't tied to one specific war engine. This also makes the rules easy to digest – the spotter rule ends up with a single sentence, and that is tremendously appealing to me. Matt hated the 30cm AA 5+ on the unit and convinced us to remove it from the unit. I'm of two minds on this: one is that it is not necessarily a needed armament and overdoes the AA in the list; the other is that it forces Squat players to spam Thunderfires. I just don't know. Please chime in.

IRON HAWK GYROCOPTER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Rapid-fire Autocannon	45cm	2 x AP5+/AT6+	-	
Notes: <i>Skimmer, Spotter.</i>				

TERMITE TUNNELLER

This.

TERMITE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	Special	5+	-	-
Weapons	Range	Firepower	Notes	
None	-	-	-	

Notes: *Tunneller, Disposable, Transport (may Transport two of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor Lordscount as two units for the purpose of figuring transport capacity).*

Special: Termite units use the *tunneller* special rule exclusively for movement. Once surfaced, they have a movement of 0cm.

MOLE TUNNELLER

This.

MOLE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	Special	4+	-	-
Weapons	Range	Firepower	Notes	
None	-	-	-	

Notes: *Tunneller, Disposable, Transport (may Transport up to ten of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor-Lords count as two units for the purposes of figuring transport capacity).*

Special: Mole units use the *tunneller* special rule exclusively for movement. Once surfaced, they have a movement of 0cm.

HELLBORE TUNNELLER

This.

HELLBORE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Special	4+	6+	4+
Weapons	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	

Damage Capacity 3. Critical hit: The Hellbore automatically breaks; this includes during assaults.

Notes: *Tunneller, Reinforced Armor, Fearless, Transport (may Transport up to sixteen of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor-Lords count as two units for the purposes of figuring transport capacity).*

Special: Hellbore units use the *tunneller* special rule exclusively for movement. Once surfaced, they have a movement of 0cm.

WAR ENGINES

OVERLORD AIRSHIP

Corrected to show 8 bombs now. Regardless of feedback (which seems to be mixed), this fracking balloon is now WYSIWYG.

OVERLORD AIRSHIP				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
3 x Battlecannons	75cm	AP4+/AT4+	Fixed Right Arc	
3 x Battlecannons	75cm	AP4+/AT4+	Fixed Left Arc	
4 x Autocannons	45cm	AP5+/AT6+	Fixed Forward Arc	
8 x Bombs	15cm	BP1	One-Shot each	
Small Bolter Array	(15cm)	(Small Arms)	Extra Attacks (+1)	

Damage Capacity 3. Critical hit: The Overlord careens from the sky, its fiery debris sailing overhead, scattering 3D6cm in a random direction and is destroyed. Any unit within 5cm of the crash site is subject to a hit on the Blast Template chart equal to the remaining number of bombs on board. Only one template is used regardless of the BP value.

Notes: Reinforced Armor, Support Craft, Spotter.

GOLIATH MEGA-CANNON

In play, this became a big issue as both a weak point and a strong point. We played them only in pairs, 2 for 400 points. I know Dave mentioned they should have MW but IC is a major advantage. I really want to avoid the MW on these beasts. Matt suggested 3BP each, and allow them to be fielded 3 per formation. I don't like the 3 per formation idea, but I think 3BP is workable. Anyone else? If it were 3BP each, what would you see the price being? Also, they really should be FF6+. This was a cut/paste error.

Now I've got it loaded at 3BP, points adjusted.

GOLIATH MEGA-CANNON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	5cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Mega-Cannon	125cm	3BP	Ignore Cover, Indirect Fire, may fire all around	

Damage Capacity 2. Critical hit: There is a fatal breach in the Goliath Mega-Cannon, sending a shockwave across the battlefield. Every unit within 10cm takes a blast marker and the Goliath is destroyed.

Notes: None.

LEVIATHAN

The Leviathan and the Colossus are built on the same frame, but their armaments obviously differ and the Leviathan runs lighter. Taking into consideration the Squat movement of 10cm, a 15cm transport seemed appropriate. ~~We also wanted them to step up in strength, so the Leviathan, Colossus, and Cyclops go DC4/VS4, DC5/VS5, DC6/VS6. Simple structure, at least to start with.~~ Not anymore. We took this on early and realized it was too much. The DC steps up, but the Void Shields remain at 4 each. A price change to 350 or 375 was suggested. Anyone want to weigh in?

Regarding the size of the model's weapons, however... Don't freak out over how different it looks. The scale in SM (and even in Epic Armageddon) is all chewed up. The turreted battlecannon is what it is. Same thing with the Doomsday Cannon on the Train Engine. New models may be coming out soon anyway, so this problem may go away on its own.

LEVIATHAN				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc	
Turreted Battlecannon	75cm	AP4+/AT4+	May fire all-around	
3 x Twin-linked Lascannons	30cm	AT4+	Left Arc	
3 x Twin-linked Lascannons	30cm	AT4+	Right Arc	
Bolter Array	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 4. Critical hit: The transport area has been struck! 1D6 transported units must make an armor save (or 6+ cover save) or be destroyed.

Notes: Fearless, Reinforced Armor, Thick Rear Armor, (4) Void Shields, may transport 16 of the following units: Warriors, Berserkers, Exo-Armor-Lords, Hearthguard, Thunderers; bikes, trikes, Tarantulas, and Robots count as two infantry for the purposes of determining transport capacity.

COLOSSUS

The Leviathan and the Colossus are built on the same frame, but their armaments obviously differ and the Leviathan runs lighter. ~~It has 6 missiles, we gave it six missiles.~~ Error corrected between the Colossus and Cyclops missile counts. 6 and 4 became 4 and 6. Moving on... Everyone agreed that the Colossus was lackluster compared to the Leviathan. We pushed the Plasma Missiles to 2BP each, one shots still, but never played it. Anyone have considerations on this?

COLOSSUS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc	
4 x Battlecannons	75cm	AP4+/AT4+	Forward Arc	
Thunderer	30cm	AP4+/AT5+	Fixed Forward Arc, Ignore Cover	
4 x Plasma Missiles	60cm	2BP	Indirect Fire, One-Shot Each, All Around	
Bolter Array	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 5. Critical hit: The Colossus tracks have sustained critical damage, immobilizing the war engine. Additional critical hits will destroy the Colossus.

Notes: *Fearless, Reinforced Armor, Thick Rear Armor, (4) Void Shields.*

CYCLOPS

We changed the range on the doomstorm missiles from 60 to 90cm, cuz they look cooler. ☺ Actually, the idea was to make them different from the Plasma Missiles above. Like the Colossus, we removed the indirect only firing. Sorry for my egregious error – I was misled. Based on discussion from Curis and others, I've changed the Cyclops to 5 DC to match the Colossus and tacked on a shield to compensate.

CYCLOPS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Hellfury Cannon	90cm	MW2+	Titan Killer (D6+1), Fixed Forward Arc	
Turreted Battlecannon	75cm	AP4+/AT4+	All Around	
2 x Crucible Cannons	30cm	2 x AP3+/AT5+	Fixed Forward Arc, Ignore Cover	
6 x Doomstorm Missiles	90cm	1BP	Indirect Fire, One-Shot Each, All Around	
Small Bolter Array	(15cm)	Small Arms	Extra Attacks (+1)	

Damage Capacity 5. Critical hit: The Cyclops war engine's core becomes unstable; for the duration of the game the Hellfury Cannon firing causes a point of damage to the Cyclops on a roll of 5 or higher on a D6. Additional critical hits will destroy the Cyclops.

Notes: *Fearless, Reinforced Armor, Thick Rear Armor, (5) Void Shields.*

LAND TRAIN

The Land Train had some major issues in the past, probably from their overcomplication. Jaldon's solution IMO seems to be the best one in which you construct the Land Train when you build your army list. I would like to have a restriction of one type of cart per land train, but it seems only appropriate for tournament scenarios. It may be more appropriate to include those notes in the tournament scenario note box, not here.

Big changes here. One is we simplified the Berserker Car so that it has no transport capacity; instead building the Berserkers into the car itself (CC and FF). Rad Bomb we neutered and –thanks to Morgan- got rid of the fiddly OB template. He's right – it would have caused issues. Mortar Battle Car we modified to match Siege Mortar stats. Prices were adjusted way down. It is now an affordable WE. Stats are such that IMO we no longer need to restrict trains to one type of car per war engine.

Questions remain...

- 1) What speed should it be? I played it at 10cm and it was okay.
- 2) What is the maximum number of cars it can pull?
- 3) Critical was a little fiddly to work out in play. I like pulling off the cars, but I am open on modifying or replacing it. Ideas?

LAND TRAIN				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
See below	See below	See below	See below	

Damage Capacity: *varies* – see below. Critical hit: The rearmost car of the Land Train has suffered major damage and emergency crews decouple it. Remove the rearmost car and apply one blast marker. The land train now counts as having a total Starting Damage Capacity and void shields equal to the total DC and shields of the engine and the remaining cars.

Notes: *Fearless, Reinforced Armor, Thick Rear Armor, Void Shields vary –add the Void Shields from the Engine and attached Cars to calculate the total.*

Special Rule: The Land Train must be comprised of one Land Train Engine and at least two Cars which will be 'attached' behind the Engine during gameplay. The Land Train is a single war engine for the purposes of gameplay, including firing, movement, fire suppression, assaults, collection of blast markers, breaking, and rallying. The Damage Capacity is calculated by adding the DC of the Engine and Cars that you are fielding together; calculating Void Shields is done in the same manner.

LAND TRAIN ENGINE

LAND TRAIN ENGINE			
Weapons	Range	Firepower	Notes
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc
Turreted Battlecannon	75cm	AP4+/AT4+	May fire all-around
Bolters	(15cm)	Small Arms	-

Damage Capacity 2.

Notes: (2) *Void Shields.*

BERSERKER BATTLE CAR			
Weapons	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	-
Berserkers	(15cm)	Small Arms	Extra Attacks (+1)
and	(base contact)	Assault Weapons	Extra Attacks (+2)

Damage Capacity 1.

Notes: (1) *Void Shields.*

BOMB BATTLE CAR			
Weapons	Range	Firepower	Notes
Rad Bomb	90cm	4BP	Indirect, One-Shot, Disrupt, Ignore Cover

Damage Capacity 1.

Notes: (1) *Void Shields..*

DRAGON BATTLE CAR			
Weapons	Range	Firepower	Notes
Firethrower	30cm	4 x AP4+	May fire all around

Damage Capacity 1.

Notes: (1) *Void Shields.*

MORTAR BATTLE CAR			
Weapons	Range	Firepower	Notes
Siege Mortar	45cm	2 BP	Indirect, Ignore Cover, Slow Firing

Damage Capacity 1.

Notes: (1) *Void Shields.*

THURGRIMM STRONGHOLD SQUAT ARMY LIST V1.0

Thurgrimm armies have a strategy rating of 2. Leviathan, Colossus, Cyclops, and Land Train have an Initiative of 1+. All other formations have an Initiative of 2+.

SQUAT INDIVIDUALS

FORMATION	UNITS	NOTES	COST
0-1 Pithead	Squat players may choose to replace one of the Objective markers in their half of the table with a Pithead at a cost of 50 points.	The Pithead functions both as location for units to enter gameplay and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: Pitheads represent the smallest of subterranean entry points called Mine Portals and their use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability; formations that include any other type of unit may not use a Pithead to enter play.	50
0-1 Grand Warlord	Add one Grand Warlord character as an upgrade to any Warlord unit.	The Grand Warlord character must be added to a Warlord or Guildmaster unit.	50
0-1 Living Ancestor	Add one Living Ancestor character as an upgrade.	The Living Ancestor may be added to a unit from a Warrior Brotherhood, Leviathan, Colossus, Cyclops, or Land Train formation. There is only one in the army.	50

SQUAT BROTHERHOODS & GUILDS

You may have any number of core formations in your army.

FORMATION	UNITS	UPGRADES	COST
Warrior Brotherhood	Nine Warrior units and One Hearthguard unit, plus transport	Warlord, Warriors, Rapiers, Thunderers, Living Ancestor	250
Berserker Brotherhood	Five Berserker units, plus transport	Warlord, Berserkers	175

SQUAT SUPPORT FORMATIONS

You may include up to three Support formations for each Brotherhood or Guild formation in the army, chosen from the following:

FORMATION	UNITS	UPGRADES	COST
Tarantula	Five Tarantula units	None	175
Robot	Five Robot units	None	225
Thudd Gun	Six Thudd Gun units	None	225
Thunderfire	Two Thunderfire units	Add one Thunderfire for an additional 75 points	100
Mole Mortar	Six Mole Mortar units	None	175
Bikers Guild	Seven Guild Bike units and One Guildmaster	Replace up to half the number of Guild Bikes with a Guild Trike for +15 each	225
Iron Eagle	Four Iron Eagle units	May add one Iron Hawk unit for +25 points	275

SQUAT UPGRADES

Up to two Upgrades per Brotherhood or Guild formation may be chosen.

UPGRADE	NOTES	COST
Brotherhood Warlord	Each formation may only have one Brotherhood Warlord	+75
Warriors	Five Warrior units plus transport	+100
Rapiers	Four Rapier units	+100
Thunderers	Four Thunderer units plus transport	+150
Berserkers	Two Berserker units plus transport	+25

SQUAT TRANSPORTS

Any Squat formation that include "plus transport" may choose from the following list. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. The Hellbore is an independent war engine that must carry at least one formation. Players may select no transport at all if desired.

TRANSPORT	NOTES	COST
Rhino	-	free
Termite Tunneller	Tunneller	+10 each
Mole Tunneller	Tunneller	+30 each
Hellbore Tunneller	Tunneller	+125 each

WAR ENGINES

Up to a third of the army's points may be spent on this section

FORMATION	UNITS	COST
Overlord	One or two Overlord Airships	200 each
Goliath	Two Goliath Mega-Cannons, may buy an additional Mega-Cannon for +150 points	300
Leviathan	One Leviathan	350
Colossus	One Colossus	450
Cyclops	One Cyclops	500

LAND TRAINS

Land Trains are purchased from the War Engine one-third allotment. Each Land Train must consist of one Land Train Engine and up to six Cars. A minimum of two Cars must be purchased.

Section	Description	Cost
Land Train Engine	One Engine section per Land Train	200
Berserker Battle Car	Add one Berserker Battle Car	+50
Bomb Battle Car	Add one Bomb Battle Car	+100
Dragon Battle Car	Add one Dragon Battle Car	+50
Mortar Battle Car	Add one Mortar Battle Car	+75

Squat List: Thurgrimm's Stronghold v1.0

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Notes
Grand Warlord	Char	-	-	-	-	-	-	-	-	Supreme Commander
Living Ancestor	Char	-	-	-	-	Hammer of Fury	(15cm)	Small Arms	MW, EA(+1)	Invulnerable Save, Inspiring, Ancient Wisdom
Warlord	Inf	10cm	4+	4+	5+	Autocannon Master Crafted Wpn	45cm (base)	AP5+/AT6+ Assault Wpn	- MW, EA(+1)	Commander, Invulnerable Save, Reinforced Armor, Leader
Warrior	Inf	10cm	6+	5+	5+	Heavy Bolter Lasgun	30cm (15cm)	AP5+ Small Arms		Every other stand carries a Heavy Bolter weapon.
Berserker	Inf	10cm	6+	4+	5+	Trench Pistols	(15cm)	Small Arms	-	Infiltrator
Hearthguard	Inf	10cm	5+	4+	5+	Heirlooms	30cm	AP5+/AT6+	-	Inspiring, Infiltrator, Leader
Thunderer	Inf	10cm	6+	6+	4+	Missile Launcher 2 x Twin Hvy Bolters	45cm 30cm	AP5+/AT6+ AP4+	- -	-
Mole Mortar	Inf	10cm	6+	6+	6+	Mole Mortar	30cm	1 BP	Disrupt, Indirect	Take number of Mole Mortars and divide by two to calculate BP
Guildmaster	LV	30cm	4+	5+	6+	Power Lance	(base)	Assault Wpn	EA(+1), First Strike	Commander, Mounted, Invulnerable Save, Leader
Guild Bike	Inf	30cm	5+	4+	5+	Bolt Pistols	(15cm)	Small Arms	-	Mounted
Guild Trike	LV	30cm	5+	6+	5+	Multi-Melta	15cm (15cm)	MW5+ Small Arms	- MW	-
Rapier	Inf	10cm	6+	6+	5+	Quad Lascannon	30cm	AP5+/AT4+	-	-
Thudd Gun	Inf	10cm	6+	6+	5+	Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	-
Tarantula	LV	10cm	6+	6+	6+ 5+	2 x Lascannons, or 2 x Heavy Bolters	45cm 30cm	AT5+ AP5+	- Improves FF to 5+	Autonom
Robot	LV	15cm	4+	5+	5+	Autocannon Heavy Bolter Robotic Powerfist	45cm 30cm (base)	AP5+/AT6+ AP5+ Assault Wpn	- - EA(+1)	Autonom, Walker
Thunderfire	AV	0cm	5+	6+	6+	Twin Battlecannon Thunderfire	75cm 60cm	AP3+/AT3+ AA4+	- -	-
Rhino	AV	30cm	5+	6+	6+	Stormbolter	(15cm)	Small Arms	-	Transport (2)
Iron Eagle Gyrocopter	AV	35cm	4+	6+	5+	Battlecannon Rapid Autocannon	75cm 45cm	AP4+/AT4+ 2 x AP5+/AT6+	- -	Skimmer
Iron Hawk	AV	35cm	4+	6+	5+	Rapid Autocannon	45cm	2 x AP5+/AT6+	-	Skimmer, Spotter
Termite	AV	Special	5+	-	-	-	-	-	-	Tunneller, Disposable, Transport (2), Move 0cm once surfaced
Mole	AV	Special	4+	-	-	-	-	-	-	Tunneller, Disposable, Transport (10), Move 0cm once surfaced
Hellbore	WE	Special	4+	6+	4+	Bolters	(15cm)	Small Arms	-	DC3, Tunneler, Reinforced Armor, Fearless, Transport (16). Critical: Hellbore automatically breaks
Overlord Airship	WE	20cm	4+	6+	4+	3 x Battlecannons 3 x Battlecannons 4 x Autocannons 8 x Bombs Small Bolter Array	75cm 75cm 45cm 15cm (15cm)	AP4+/AT4+ AP4+/AT4+ AP5+/AT6+ BP1 each (Small Arms)	Fixed Right Arc Fixed Left Arc Fixed Forward Arc One-Shot each EA(+1)	DC3, Support Craft, Reinforced Armor, Spotter Critical: Scatter 3D6cm in a random direction and is destroyed. Any unit within 5cm of the crash site is subject to a hit on the Blast Template chart equal to the remaining number of bombs on board. Only one template used regardless of BP value.

Squat List: Thurgrim's Stronghold v1.0

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Notes
Goliath Mega Cannon	WE	5cm	5+	6+	6+	Mega-Cannon	125cm	3BP	Ignore Cover, Indirect Fire, may fire all around	DC2. Critical Hit: Every unit within 10cm takes a BM, Goliath destroyed.
Leviathan	WE	15cm	4+	3+	3+	Doomsday Cannon Turret Battlecannon 3 x Twin Lascannons 3 x Twin Lascannons Bolter Array	120cm 75cm 30cm 30cm (15cm)	3BP AP4+/AT4+ AT4+ AT4+ Small Arms	MW, Fixed Forward Arc May fire all around Left Arc Right Arc EA(+2)	DC4. Void Shields 4. Fearless, Reinforced Armor, Thick Rear Armor, Transport (16) of Warriors, Berserkers, Exo-Armor-Lords, Hearthguard, Thunderers; Bikes, Trikes, Tarantulas, and Robots count as two infantry for the purposes of determining transport capacity. Critical: 1D6 transported units must make an armor save (or 6+ cover save) or be destroyed.
Colossus	WE	10cm	4+	3+	3+	Doomsday Cannon 4 x Battlecannons Thunderer 4 x Plasma Missiles Bolter Array	120cm 75cm 30cm 60cm (15cm)	3BP AP4+/AT4+ AP4+/AT4+ 2 BP each Small Arms	MW, Fixed Forward Arc Forward Arc Fixed Forward Arc, IC Indirect Fire, One-Shot each, May fire all around EA(+2)	DC5. Void Shields 4. Fearless, Reinforced Armor, Thick Rear Armor. Critical Hit: War Engine is immobilized; may not turn or move. Additional critical hits will destroy the Collosus.
Cyclops	WE	10cm	4+	3+	3+	Hellfury Cannon Turret Battlecannon 2 x Crucible Cannons 6 x Doomstorm Missiles Small Bolter Array	90cm 75cm 30cm 90cm (15cm)	MW2+ AP4+/AT4+ 2 x AP3+/AT5+ 1BP each Small Arms	TK (D6+1), Fixed Fwd Arc May Fire All Around Fixed Forward Arc, IC Indirect Fire, One-Shot each, Fire All Around EA(+1)	DC5. Void Shields 5. Fearless, Reinforced Armor, Thick Rear Armor. Critical: On a roll of 5 or higher on a D6, the Cyclops takes 1 DC damage when the Hellfury Cannon fires. Additional critical hits will destroy the Cyclops.
Land Train	WE	10cm	4+	4+	4+	See Below	-	See Below	See Below	Fearless, Reinforced Armor, Thick Rear Armor. One Engine and 2-6 Cars form a Land Train. Damage Capacity and Void Shields are cumulative. Critical: Remove the rearmost car and apply one blast marker. The land train now counts as having a total Starting Damage Capacity and void shields equal to the total DC and shields of the engine and the remaining cars.
Engine						Doomsday Cannon Battlecannon Turret Battlecannon Bolters	120cm 75cm 75cm (15cm)	3BP AP4+/AT4+ AP4+/AT4+ Small Arms	MW, Fixed Forward Arc Fixed Forward Arc May Fire All Around -	DC2. Void Shields 2.
Berserker Battle Car						Autocannon Berserkers and Rad Bomb	45cm (15cm) (base)	AP5+/AT6+ Small Arms Assault Wpns	- EA(+2) EA(+3)	DC1. Void Shields 1.
Bomb Battle Car						Rad Bomb	90cm	4BP	Indirect Fire, One-Shot, Disrupt, Ignore Cover	DC1. Void Shields 1.
Dragon Battle Car						Firethrower	30cm	4 x AP4+	May Fire All Around	DC1. Void Shields 1.
Siege Mortar Car						Siege Mortar	45cm	2BP	Indirect Fire, Ignore Cover, Slow Firing	DC1. Void Shields 1.