

THURGRIMM'S STRONGHOLD SQUAT ARMY LIST

v4.0. Squat-Demiurg Army Champion: "Moscovian"

Thurgrimm's Stronghold armies have a Strategy rating of 3. Thurgrimm's Stronghold formations have an initiative rating of 2+.

BROTHERHOODS			
<i>(You may take any number of Brotherhoods)</i>			
COMPANY	CORE UNITS	UPGRADES	COST
Warrior Brotherhood	1 Lord unit and 9 Warrior units	Exo-Armour, Guns, Living Ancestor, Thunderers, Thunderfire, Transport, Tunnelers, Warlord, Warriors	350 points
Berserker Brotherhood	1 Lord unit and 5 Berserker units	Berserkers, Transports, Tunnelers	250 points
0-1 Grand Battery	8 Mole Mortar units	Guns, Thunderers, Thunderfire	250 points

BROTHERHOOD SUPPORT FORMATIONS			
<i>(Up to two Support Formations may be taken per Brotherhood)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Bikers Guild	1 Guild Master unit and 7 Guild Bike units	Guild Bikes, Guild Trikes	250 points
Gun Battery	4 units chosen from the following list: Mole Mortar, Rapier, Tarantula, Thudd Gun		200 points
0-1 Hearthguard	6 Hearthguard units	Living Ancestor, Tunnelers	325 points
Iron Eagle Squadron	3 Iron Eagle Gyrocopters		200 points
0-2 Robot Cohort	5 Robot units		250 points
Thunderer Battery	1 Lord unit and 5 Thunderer units	Exo-Armour, Thunderers, Transports	250 points
Thunderfire Battery	2-3 Thunderfire units		50 points each
Trikes Guild	1 Guild Master unit and 5 Guild Trikes	Guild Bikes, Guild Trikes	250 points

BROTHERHOOD UPGRADES			
<i>(Up to two upgrades may be added to each formation. Each upgrade may only be added once)</i>			
UPGRADE	UNITS		COST
Battle Cars	Add up to 7 of the following units:	0-3 Berserker Battle Car 0-1 Bomb Battle Car 0-3 Dragon Battle Car 0-2 Mortar Battle Car 0-2 Thunder Battle Car	+125 points each +125 points each +100 points each +150 points each +150 points each
Berserkers	Add 2 Berserker units		+75 points
Exo-Armour	Upgrade 1 Lord to an Exo-Armour Lord or 1 Guild Master to an Exo-Armour Guild Master		+25 points
Guild Bikes	Add 2 Guild Bike units		+50 points
Guild Trikes	Add 2 Guild Trikes		+50 points
Guns	Add 2 units chosen from the following list: Mole Mortar, Rapier, Tarantula, Thudd Gun		+75 points
Iron Hawk	Add 1 Iron Hawk Gyrocopter		+50 points
0-1 Living Ancestor	Add 1 Living Ancestor character per army to a unit in the formation		+75 points
Thunderers	Add 2 Thunderer units		+75 points
Thunderfire	Add 1 Thunderfire unit		+50 points
Transports	Add the exact number of 1 of the following units required to transport the entire formation: (Only 1 formation in the army may be transported in Spartans)	Gorgon Mole Spartan Termite	+40 points each +25 points each +20 points each +15 points each
Warlord	Add 1 Warlord character		+50 points
Warriors	Add 2 Warrior units		+75 points

WAR ENGINES			
<i>(Up to 1/3 of an army's points may be spent on War Engines formations)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Colossus	1 Colossus	Living Ancestor, Iron Hawk	450 points
Cyclops	1 Cyclops	Living Ancestor	500 points
Goliath Mega-Cannon Battery	1 to 2 Goliath Mega-Cannons	Thunderfire	150 points each
Hellbore Battery	1 Hellbore		125 points
Land Train	1 Land Train and any 1 Battle Car	Living Ancestor, Battle Cars	350 points
Leviathan	1 Leviathan	Living Ancestor	350 points
Overlord Squadron	1 to 3 Overlords		200 points each

THURGRIMM'S STRONGHOLD SQUAT ARMY REFERENCE 1

STRATEGY 3

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Living Ancestor	CH	n/a	n/a	n/a	n/a	Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Inspiring, Invulnerable Save, Supreme Commander
Warlord	CH	n/a	n/a	n/a	n/a	Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Commander, Invulnerable Save, Leader
Berzerker	INF	15cm	5+	4+	6+	Trench Pistols	(15cm)	(Small Arms)	Infiltrator
Exo-Armour Guild Master	INF	30cm	4+	3+	5+	Power Lance	(15cm)	(Small Arms)	Leader, Mounted, Reinforced Armour
						Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	
Exo-Armour Lord	INF	15cm	4+	4+	5+	Autocannon	45cm	AP5+/AT6+	Leader, Reinforced Armour
Guild Bike	INF	35cm	4+	4+	5+	Bolt Pistols	(15cm)	(Small Arms)	Mounted
Guild Master	INF	30cm	4+	3+	5+	Power Lance	(15cm)	(Small Arms)	Leader, Mounted
						Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	
Hearthguard	INF	15cm	4+	4+	4+	Heirloom Weapons	30cm	AP5+/AT5+	Reinforced Armour
						Master Crafted Weapons	(base contact)	(Assault Weapons), MW, EA(+1)	
Lord	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	Leader
Mole Mortar	INF	10cm	6+	6+	6+	Mole Mortar	45cm OR	1BP	Mounted The Mole Mortar must fire indirectly in order to claim the disrupt special ability
								45cm	1BP, Disrupt, Indirect Fire
Rapier	INF	10cm	6+	6+	5+	Quad Lascannons	45cm	AP6+/AT4+	Mounted
Robot	INF	10cm	4+	5+	5+	Autocannon	45cm	AP5+/AT6+	Scout, Walkers
						Powerfist	(base contact)	(Assault Weapons), MW, EA(+1)	
Tarantula	INF	10cm	6+	6+	5+	Tarantula	45cm	AP5+/AT5+	Mounted
Thudd Gun	INF	10cm	6+	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Indirect Fire	Mounted
Thunderer	INF	15cm	5+	6+	4+	2x Missile Launcher	45cm	AP5+/AT6+	
Thunderfire	INF	0cm	6+	6+	6+	2x Thunderfire	60cm	AA5+	Mounted
Warrior	INF	15cm	5+	5+	5+	Missile Launcher	45cm	AP5+/AT6+	
Guild Trike	LV	30cm	4+	6+	4+	Multi-melta	15cm	MW5+	
							AND (15cm)	(Small Arms), MW	
Gorgon	AV	20cm	4+	6+	4+	Heavy Flamer	15cm	AP4+, Ignore Cover	Reinforced Armour, Transport: (May carry 4 of the following units: Berzerkers, Exo-Armour Guild Master, Exo-Armour Lord, Hearthguard, Mole Mortar, Rapier, Tarantula, Thudd Gun, Thunderers or Warriors Exo-Armour Guild Master, Exo-Armour Lord, Hearthguard, Mole Mortar, Rapier, Tarantula and Thudd Gun units take up 2 spaces each), Walker
						Mine Thrower	15cm	2BP	
Iron Eagle Gyrocopter	AV	35cm	5+	6+	5+	Battlecannon	75cm	AP4+/AT4+	Scout, Skimmer
						2x Autocannon	45cm	AP5+/AT6+	
						Point Defence Gun	30cm	AA5+	
Iron Hawk Gyrocopter	AV	35cm	5+	6+	5+	Battlecannon	75cm	AP4+/AT4+	Scout, Skimmer
Mole	AV	15cm	4+	6+	6+	Bolters	(15cm)	(Small Arms)	Reinforced Armour, Transport: (May carry 4 of the following units: Berzerkers, Hearthguard, Thunderers or Warriors Hearthguard units take up 2 spaces each), Tunneler
Spartan	AV	25cm	4+	6+	5+	Twin Heavy Bolter	30cm	AP4+	Transport: (May carry 2 of the following units: Berzerkers, Thunderers or Warriors; or 1 Exo-Armour Guild Master, Exo-Armour Lord, Hearthguard, Mole Mortar, Rapier, Tarantula or Thudd Gun unit)
Termite	AV	15cm	4+	6+	6+	Bolters	(15cm)	(Small Arms)	Reinforced Armour, Transport: (May carry 2 of the following units: Berzerkers, Thunderers or Warriors; or 1 Hearthguard unit), Tunneler
Colossus	WE	15cm	4+	3+	3+	Doomsday Cannon	120cm	3BP, MW, FxF	DC6, 4 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour
						2x Battlecannon	75cm	AP4+/AT4+, FxF	Critical Hit Effect: Takes 1 extra point of DC
						4x Battlecannon	75cm	AP4+/AT4+, Left Arc	
						4x Battlecannon	75cm	AP4+/AT4+, Right Arc	
						Thunderer	30cm	AP4+/AT5+, FxF, Ignore Cover	
						Plasma Missiles	60cm	3BP	

THURGRIMM'S STRONGHOLD SQUAT ARMY REFERENCE 2

STRATEGY 3

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Cyclops	WE	15cm	4+	3+	3+	Hellfury Cannon	90cm	2x MW2+, TK(2), FxF	<i>DC6, 5 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Takes 1 extra point of DC</i>
						Battlecannon	75cm	AP4+/AT4+	
						Melta Cannon	30cm	2x MW4+, Left Arc	
						Melta Cannon	30cm	2x MW4+, Right Arc	
						Doomstorm Missiles	60cm	4BP, MW	
Goliath Mega-Cannon	WE	0cm	5+	6+	6+	Mega-Cannon	120cm	3BP, MW, Ignore Cover, Indirect Fire	<i>DC3, Reinforced Armour Critical Hit Effect: The unit is destroyed</i>
Hellbore	WE	15cm	4+	6+	6+	Bolters	(15cm)	(Small Arms)	<i>DC3, Reinforced Armour, Thick Rear Armour, Transport: (May carry 16 of the following units: Berserkers, Heartguard, Thunderers or Warriors Heartguard units take up 2 spaces each), Tunneler Critical Hit Effect: Takes 1 extra point of DC</i>
Land Train	WE	15cm	4+	4+	4+	Doomsday Cannon	120cm	3BP, MW, FxF	<i>DC3, 2 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Takes 1 extra point of DC</i>
						2x Battlecannon	75cm	AP4+/AT4+, Left Arc	
						2x Battlecannon	75cm	AP4+/AT4+, Right Arc	
Berserker Battle Car	WE	10cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour, Transport: (May carry 8 Berserker units)</i> <i>Critical Hit Effect: Immobilized</i>
						2x Twin Auto Gun	30cm	AP3+/AT5+, Left Arc	
						2x Twin Auto Gun	30cm	AP3+/AT5+, Right Arc	
Bomb Battle Car	WE	10cm	4+	4+	5+	Rad Bomb	Unlimited	3BP, TK(1), (Orbital Barrage Template)	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Immobilized</i>
						Bolters	(15cm)	(Small Arms), First Strike	
Dragon Battle Car	WE	10cm	4+	4+	4+	Firethrower	30cm	3x AP3+/AT4+, Ignore Cover	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Immobilized</i>
Mortar Battle Car	WE	10cm	4+	4+	4+	Siege Mortar	45cm	3BP	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Immobilized</i>
Thunderer Battle Car	WE	10cm	4+	4+	3+	Thunderfire	60cm	2x AP6+/AT5+/AA5+	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour</i> <i>Critical Hit Effect: Immobilized</i>
						4x Twin Autoguns	30cm	AP3+/AT5+	
Leviathan	WE	15cm	4+	3+	3+	Doomsday Cannon	120cm	3BP, MW, FxF	<i>DC6, 4 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Transport: (May carry 16 of the following units: Berserkers, Heartguard, Thunderers or Warriors Heartguard units take up 2 spaces each)</i> <i>Critical Hit Effect: Takes 1 extra point of DC and D3 units transported suffer 1 hit</i>
						Battlecannon	75cm	AP4+/AT4+	
						3x Twin Auto Gun	30cm	AP3+/AT5+, Left Arc	
						3x Twin Auto Gun	30cm	AP3+/AT5+, Right Arc	
						Storm Bolters	(15cm)	(Small Arms), EA(+2)	
Overlord	WE	15cm	4+	6+	4+	2x Battlecannon	75cm	AP4+/AT4+, FxF	<i>DC3, Fearless, Reinforced Armour, Support Craft, Thick Rear Armour</i> <i>Critical Hit Effect: Scatters 2D6cm randomly, hitting anything it lands on, and is destroyed</i>
						4x Flak Cannon	45cm	AP5+/AT6+/AA5+	
						Melta Bombs	15cm	2BP, MW	

DEMIURG CONSORTIUM ARMY LIST

v.5.0. Squat-Demiurg Army Champion: "Moscovian"

Demiurg Consortium armies have a Strategy rating of 3. All Demiurg Consortium formations have an initiative rating of 2+.

BROTHERHOODS		
<i>(You may take any number of Brotherhoods)</i>		
COMPANY	CORE UNITS	COST
Allied Sappers Guild	6 Berserker units	225 points
Federated Master-Craftsmen	6 Thunderer units	250 points
Iron-breakers League	8 Warrior units	300 points
Lineholders Grand Battery	6 of the following units in any combination: Mole Mortar, Rapier, Tarantula, Thudd Gun	200 points
Merchant Service-journeymen	6 Guild Bikes	225 points

LOCAL AFFILIATES UPGRADES		
<i>(You may add one to each Brotherhood)</i>		
UPGRADE	CORE UNITS	COST
Allied Sappers Guild Local	4 Berserker units	+125 points
Federated Master-Craftsmen Local	4 Thunderer units	+150 points
Iron-breakers League Local	6 Warrior units	+200 points
Lineholders Grand Battery Local	3 of the following units in any combination: Mole Mortar, Rapier, Tarantula, Thudd Gun	+100 points
Merchant Service-journeymen Local	4 Guild Bikes	+125 points

SUPPORT FORMATIONS		
<i>(You may take one Support Formation per Brotherhood in the army)</i>		
FORMATION	UNITS	COST
Autonom Cadre	5 Robot units	200 points
0-1 Spacecraft	1 Bastion class Cruiser OR	150 points
	1 Stronghold class Battleship	300 points
Iron Eagle Air Wing	4 Iron Eagle Gyrocopters	200 points
Steadholder Retinue	6 Hearthguard units	325 points
Thunderfire Battery	2 Thunderfire units	100 points

UPGRADES			
<i>(Each upgrade may only be taken once by a Brotherhood or Support formation)</i>			
UPGRADE	UNITS	COST	
Commander	Add 1 of the following characters to a Hearthguard unit:		
	0-1 Living Ancestor	+100 points	
	0-1 Warlord (per 1000 points played)	+50 points	
	0-1 Trade Factor (per 500 points played)	+25 points	
Hearthguard	Replace 2 units with 1 Hearthguard unit	Free	
Hearthguard Cavalry	Replace 1 Hearthguard unit with a Hearthguard Cavalry unit	Free	
Iron Hawk Spotter	Add 1 Iron Hawk Gyrocopter per Colossus formation in the army	Free	
Trikers	Replace any number of Guild Bikes with an equal number of Guild Trikes	Free	
Transports	Add the enough of the following units required to transport the entire formation. (Only one formation in the army may be transported in Spartans)	Gorgon	+40 points each
		Mole	+20 points each
		Spartan	+20 points each
		Tenmite	+10 points each

WAR ENGINES			
<i>(Up to 1/3 of an army's points may be spent on War Engines formations)</i>			
FORMATION	CORE UNITS	COST	
Colossus	1 Colossus	450 points	
Cyclops	1 Cyclops	500 points	
Goliath Mega-Cannon Battery	2 Goliath Mega-Cannons	300 points	
Hellbore Battery	1 Hellbore	125 points	
Land Train	1 Land Train plus 2 to 5 of the following:	Berserker Battle Car	+200 points each
		Bomb Battle Car	+125 points each
		Dragon Battle Car	+100 points each
		Mortar Battle Car	+125 points each
Leviathan	1 Leviathan	350 points	
Overlord Squadron	Up to 3 Overlords	200 points each	

DEMIURG CONSORTIUM ARMY REFERENCE 1

STRATEGY 3

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Living Ancestor	CH	n/a	n/a	n/a	n/a	Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Inspiring, Invulnerable Save, Supreme Commander
Warlord	CH	n/a	n/a	n/a	n/a	Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Commander, Invulnerable Save, Leader
Trade Factor	CH	n/a	n/a	n/a	n/a	Master Crafted Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Leader
Berserker	INF	15cm	5+	4+	6+	Trench Pistols	(15cm)	(Small Arms)	Infiltrator
Guild Bike	INF	35cm	4+	4+	5+	Bolt Pistols	(15cm)	(Small Arms)	Mounted
Hearthguard	INF	15cm	4+	4+	4+	Heirloom Weapons	30cm	AP5+ / AT5+	Reinforced Armour
Hearthguard Cavalry	INF	30cm	4+	3+	5+	Master Crafted Weapons	(base contact)	(Assault Weapons), MW, EA(+1)	Mounted, Reinforced Armour
Mole Mortar	INF	10cm	6+	6+	6+	Powerlance	(base contact)	(Assault Weapons), MW, EA(+1)	Mounted The Mole Mortar must fire indirectly in order to claim the disrupt special ability
Rapier	INF	10cm	6+	6+	5+	Mole Mortar	45cm OR	1BP	Mounted The Mole Mortar must fire indirectly in order to claim the disrupt special ability
Robot	INF	10cm	4+	5+	5+	Quad Lascannons	45cm	AP6+ / AT4+	Mounted
Tarantula	INF	10cm	6+	6+	5+	Autocannon	45cm	AP5+ / AT6+	Scout, Walker
Thudd Gun	INF	10cm	6+	6+	5+	Powerfist	(base contact)	(Assault Weapons), MW, EA(+1)	Mounted
Thunderer	INF	15cm	5+	6+	4+	Tarantula	45cm	AP5+ / AT5+	Mounted
Thunderfire	INF	0cm	6+	6+	6+	Thudd Gun	45cm	AP4+ / AT6+, Indirect Fire	Mounted
Warrior	INF	15cm	5+	5+	5+	2x Missile Launcher	45cm	AP5+ / AT6+	Mounted
Guild Trike	LV	30cm	4+	6+	4+	Thunderfire	60cm	AA5+	Mounted
Demiurg Gorgon	AV	20cm	4+	6+	4+	Missile Launcher	45cm	AP5+ / AT6+	Reinforced Armour, Walker, Transport: (May carry 4 of the following units: Berserkers, Hearthguard, Mole Mortar, Rapier, Tarantula, Thudd Gun, Thunderer, Warrior. Hearthguard, Mole Mortar, Rapier, Tarantula and Thudd Gun units take up 2 spaces each)
Iron Eagle Gyrocopter	AV	35cm	5+	6+	5+	Multi-melta	15cm	MW5+	Scout, Skimmer
Iron Hawk Gyrocopter	AV	35cm	5+	6+	5+	AND (15cm)	(Small Arms), MW		Scout, Skimmer
Demiurg Mole	AV	15cm	4+	6+	6+	Heavy Flamer	15cm	AP4+, Ignore Cover	Reinforced Armour, Tunneler, Transport: (May carry 4 of the following units: Berserker, Hearthguard, Thunderer or Warrior: Hearthguard units take up 2 spaces each).
Demiurg Spartan	AV	25cm	4+	6+	6+	Mine Thrower	15cm	2BP	Transport: (May carry 2 of the following units: Berserker, Thunderer or Warrior, or 1 Hearthguard, Mole Mortar, Rapier, Tarantula, Thudd Gun unit)
Demiurg Termite	AV	15cm	4+	6+	6+	Battlecannon	75cm	AP4+ / AT4+	Reinforced Armour, Tunneler, Transport: (May carry 2 of the following units: Berserker, Thunderer, Warrior; or 1 Hearthguard unit)
Colossus	WE	15cm	4+	3+	3+	2x Autocannon	45cm	AP5+ / AT6+	DC6, Fearless, Reinforced Armour, Thick Rear Armour
Cyclops	WE	15cm	4+	3+	3+	Point Defence Gun	30cm	AA5+	Critical Hit Effect: Additional point of damage
Goliath Mega-Cannon	WE	0cm	5+	6+	6+	Battlecannon	75cm	AP4+ / AT4+, Left Arc	DC3, Reinforced Armour Critical Hit Effect: Destroyed
						Thunderer	75cm	AP4+ / AT4+, Right Arc	
						Plasma Missiles	30cm	AP4+ / AT5+, Ignore Cover, Fx F	
						Hellfury Cannon	90cm	3BP	
						Battlecannon	75cm	2x MW2+, TK(2), Fx F	
						Melta Cannon	30cm	AP4+ / AT4+	
						Melta Cannon	30cm	2x MW4+, Left Arc	
						Melta Cannon	30cm	(Small Arms), MW, EA(+2)	
						Melta Cannon	30cm	2x MW4+, Right Arc	
						Melta Cannon	30cm	(Small Arms), MW, EA(+2)	
						Doomstorm Missiles	60cm	4BP, MW	
						Mega-Cannon	125cm	4BP, MW, Ignore Cover, Indirect Fire	

DEMIURG CONSORTIUM ARMY REFERENCE 2

DEMIURG CONSORTIUM ARMY REFERENCE 2									
STRATEGY 3									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Demiurg Hellbore	WE	15cm	4+	6+	6+	Bolters	(15cm)	(Small Arms)	<i>DC3, Reinforced Armour, Thick Rear Armour, Tunneler, Transport. (May carry 16 of the following units: Berserker, Heartguard, Thunderer or Warrior. Heartguard units take up 2 spaces each). Critical Hit Effect: Additional point of damage</i>
Land Train	WE	15cm	4+	4+	4+	Doomsday Cannon 2x Battlecannon 2x Battlecannon	120cm 75cm 75cm	3BP, MW, FxF AP4+ /AT4+, Left Arc AP4+ /AT4+, Right Arc	<i>DC3, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Additional point of damage</i>
Berserker Battle Car	WE	10cm	4+	4+	4+	Autocannon 2x Twin Auto Gun 2x Twin Auto Gun	45cm 30cm 30cm	AP5+ /AT6+ AP3+ /AT5+, Left Arc AP3+ /AT5+, Right Arc	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour, Transport. (May carry 8 Berserker units) Critical Hit Effect: Immobilized</i>
Bomb Battle Car	WE	10cm	4+	4+	5+	Rad Bomb Bolters	Unlimited (15cm)	3BP, TK(1), (Orbital Barrage Template), Single Shot (Small Arms), First Strike	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Immobilized</i>
Dragon Battle Car	WE	10cm	4+	4+	4+	Firethrower	30cm	3x AP3+ /AT4+, Ignore Cover	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Immobilized</i>
Mortar Battle Car	WE	10cm	4+	4+	4+	Siege Mortar	45cm	3BP	<i>DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Immobilized</i>
Leviathan	WE	15cm	4+	3+	3+	Doomsday Cannon Battlecannon 3x Twin Auto Gun 3x Twin Auto Gun Storm Bolters	120cm 75cm 30cm 30cm (15cm)	3BP, MW, FxF AP4+ /AT4+ AP3+ /AT5+, Left Arc AP3+ /AT5+, Right Arc (Small Arms), EA(+2)	<i>DC6, Fearless, Reinforced Armour, Thick Rear Armour, Transport. (May carry 16 of the following units: Berserker, Heartguard, Thunderer, Warrior. Heartguard units take up 2 spaces each) Critical Hit Effect: Additional point of damage and D3 units transported suffer 1 hit</i>
Overlord	WE	15cm	4+	6+	4+	2x Battlecannon 4x Flak Cannon Melta Bombs	75cm 45cm 15cm	AP4+ /AT4+, FxF AP5+ /AT6+ /AA5+ 2BP	<i>DC3, Fearless, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Scatters 2D6cm randomly, hitting anything it lands on, and is destroyed</i>
Bastion class Cruiser	SC	n/a	n/a	n/a	n/a	Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK(D3) 4BP, MW	
Stronghold class Battleship	SC	n/a	n/a	n/a	n/a	2x Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK(D3) 8BP, MW	<i>Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.</i>