

## 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:<br>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<br>0-1 Bomb Battle Car<br>0-3 Dragon Battle Car<br>0-2 Mortar Battle Car<br>0-2 Thunder Battle Car | +125 points each<br>+125 points each<br>+100 points each<br>+150 points each<br>+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:<br>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:<br>(Only 1 formation in the army may be transported in Spartans) | Gorgon<br>Mole<br>Spartan<br>Termite  | +40 points each<br>+25 points each<br>+20 points each<br>+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<br><u>Critical Hit Effect:</u> Takes 1 extra point of DC   |
|   |      |       |        |     |     | 2x Battlecannon        | 75cm           | AP4+/AT4+, FxF                |  |
|   |      |       |        |     |     | 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), Fx F                   | DC6, 5 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Takes 1 extra point of DC  |
|   |      |       |        |    |    | Battlecannon       | 75cm       | AP4+/AT4+                              |   |
|   |      |       |        |    |    | Melta Cannon       | 30cm       | 2x MW4+, Left Arc                      |   |
|   |      |       |        |    |    |                    | AND (15cm) | (Small Arms), MW, EA(+2)               |   |
|   |      |       |        |    |    | Melta Cannon       | 30cm       | 2x MW4+, Right Arc                     |   |
| Goliath Mega-Cannon                           | WE   | 0cm   | 5+     | 6+ | 6+ |                    | AND (15cm) | (Small Arms), MW, EA(+2)               | DC3, Reinforced Armour Critical Hit Effect: The unit is destroyed   |
|   |      |       |        |    |    | Doomstorm Missiles | 60cm       | 4BP, MW                                |   |
|   |      |       |        |    |    | Mega-Cannon        | 120cm      | 3BP, MW, Ignore Cover, Indirect Fire   |   |
| Hellbore                                      | WE   | 15cm  | 4+     | 6+ | 6+ | Bolters            | (15cm)     | (Small Arms)                           | 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), Tunnel Critical Hit Effect: Takes 1 extra point of DC   |
| Land Train                                    | WE   | 15cm  | 4+     | 4+ | 4+ | Doomsday Cannon    | 120cm      | 3BP, MW, Fx F                          | DC3, 2 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Takes 1 extra point of DC   |
|   |      |       |        |    |    | 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+                              | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour, Transport: (May carry 8 Berserker units)<br><u>Critical Hit Effect:</u> Immobilized   |
|   |      |       |        |    |    | 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) | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour  |
| Dragon Battle Car                             | WE   | 10cm  | 4+     | 4+ | 4+ | Bolters            | (15cm)     | (Small Arms), First Strike             | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Immobilized   |
|   |      |       |        |    |    | Firethrower        | 30cm       | 3x AP3+/AT4+, Ignore Cover             |   |
| Mortar Battle Car                             | WE   | 10cm  | 4+     | 4+ | 4+ | Siege Mortar       | 45cm       | 3BP                                    | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Immobilized   |
| Thunderer Battle Car                          | WE   | 10cm  | 4+     | 4+ | 3+ | Thunderfire        | 60cm       | 2x AP6+/AT5+/AA5+                      |   |
|   |      |       |        |    |    | 4x Twin Autoguns   | 30cm       | AP3+/AT5+                              |   |
| Leviathan                                     | WE   | 15cm  | 4+     | 3+ | 3+ | Doomsday Cannon    | 120cm      | 3BP, MW, Fx F                          | 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)<br><u>Critical Hit Effect:</u> Takes 1 extra point of DC and D3 units transported suffer 1 hit |
|   |      |       |        |    |    | 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+, Fx F                        | DC3, Fearless, Reinforced Armour, Support Craft, Thick Rear Armour<br><u>Critical Hit Effect:</u> Scatters 2D6cm randomly, hitting anything it lands on, and is destroyed   |
|   |      |       |        |    |    | 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.<br>(Only one formation in the army may be transported in Spartans) | Gorgon      |
|  |  | Mole        |
|  |  | Spartan     |
|  |  | Termite     |

  

| 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: | 250 points           |
|   |  | Berserker Battle Car |
|   |  | Bomb Battle Car      |
|   |  | Dragon Battle Car    |
|   |  | Mortar Battle Car    |
| Leviathan   | 1 Leviathan                                | +200 points each     |
| Overlord Squadron   | Up to 3 Overlords                          | +125 points each     |
|   |  | +100 points each     |
|   |  | +125 points each     |
|   |  | 350 points           |
|   |  | 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  |
|                                     |      |       |        |     |     | Master Crafted Weapons | (base contact) | (Assault Weapons), MW, EA(+1)        |  |
| Hearthguard Cavalry                 | INF  | 30cm  | 4+     | 3+  | 5+  | Master Crafted Pistols | (15cm)         | (Small Arms)                         | Mounted, Reinforced Armour   |
|                                     |      |       |        |     |     | Powerlance             | (base contact) | (Assault Weapons), MW, EA(+1)        |  |
| 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, Walker  |
|                                     |      |       |        |     |     | 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                     |  |
| Demiurg Gorgon                      | AV   | 20cm  | 4+     | 6+  | 4+  | Heavy Flamer           | 15cm           | AP4+, Ignore Cover                   | Reinforced Armour, Walker, Transport: (May carry 4 of the following units: Berserker, Hearthguard, Mole Mortar, Rapier, Tarantula, Thudd Gun, Thunderer, Warrior.    |
|                                     |      |       |        |     |     | Mine Thrower           | 15cm           | 2BP                                  | Hearthguard, Mole Mortar, Rapier, Tarantula and Thudd Gun units take up 2 spaces each)   |
| 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   |
| Demiurg Mole                        | AV   | 15cm  | 4+     | 6+  | 6+  | Bolters                | (15cm)         | (Small Arms)                         | 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+  | Storm Bolter           | (15cm)         | (Small Arms)                         | 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+  | Bolters                | (15cm)         | (Small Arms)                         | Reinforced Armour, Tunneler, Transport: (May carry 2 of the following units: Berserker, Thunderer, Warrior; or 1 Hearthguard unit)                                   |
| Colossus                            | WE   | 15cm  | 4+     | 3+  | 3+  | Doomsday Cannon        | 120cm          | 3BP, MW, FxF                         | DC6, Fearless, Reinforced Armour, Thick Rear Armour  |
|                                     |      |       |        |     |     | 2x Battlecannon        | 75cm           | AP4+ / AT4+, FxF                     | Critical Hit Effect: Additional point of damage  |
|                                     |      |       |        |     |     | 4x Battlecannon        | 75cm           | AP4+ / AT4+, Left Arc                |  |
|                                     |      |       |        |     |     | 4x Battlecannon        | 75cm           | AP4+ / AT4+, Right Arc               |  |
|                                     |      |       |        |     |     | Thunderer              | 30cm           | AP4+ / AT5+, Ignore Cover, FxF       |  |
|                                     |      |       |        |     |     | Plasma Missiles        | 60cm           | 3BP                                  |  |
| Cyclops                             | WE   | 15cm  | 4+     | 3+  | 3+  | Hellfury Cannon        | 90cm           | 2x MW2+, TK(2), FxF                  | DC6, Fearless, Reinforced Armour, Thick Rear Armour.   |
|                                     |      |       |        |     |     | Battlecannon           | 75cm           | AP4+ / AT4+                          | Critical Hit Effect: Additional point of damage  |
|                                     |      |       |        |     |     | Melta Cannon           | 30cm           | 2x MW4+, Left Arc                    |  |
|                                     |      |       |        |     |     |                        | AND (15cm)     | (Small Arms), MW, EA(+2)             |  |
|                                     |      |       |        |     |     | Melta Cannon           | 30cm           | 2x MW4+, Right Arc                   |  |
|                                     |      |       |        |     |     |                        | AND (15cm)     | (Small Arms), MW, EA(+2)             |  |
|                                     |      |       |        |     |     | Doomstorm Missiles     | 60cm           | 4BP, MW                              |  |
| Goliath Mega-Cannon                 | WE   | 0cm   | 5+     | 6+  | 6+  | Mega-Cannon            | 125cm          | 4BP, MW, Ignore Cover, Indirect Fire | DC3, Reinforced Armour Critical Hit Effect: Destroyed  |

| 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)  | 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),<br><u>Critical Hit Effect:</u> Additional point of damage                                    |
| Land Train                          | WE   | 15cm  | 4+     | 4+  | 4+  | Doomsday Cannon     | 120cm     | 3BP, MW, FxF  | DC3, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Additional point of damage   |
|                                     |      |       |        |     |     | 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+   | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour, Transport; (May carry 8 Berserker units)<br><u>Critical Hit Effect:</u> Immobilized  |
|                                     |      |       |        |     |     | 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), Single Shot | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Immobilized  |
|                                     |      |       |        |     |     | Bolters             | (15cm)    | (Small Arms), First Strike                          |  |
| Dragon Battle Car                   | WE   | 10cm  | 4+     | 4+  | 4+  | Firethrower         | 30cm      | 3x AP3+ / AT4+, Ignore Cover                        | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Immobilized  |
| Mortar Battle Car                   | WE   | 10cm  | 4+     | 4+  | 4+  | Siege Mortar        | 45cm      | 3BP   | DC2, 1 Void Shield, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Immobilized  |
| Leviathan                           | WE   | 15cm  | 4+     | 3+  | 3+  | Doomsday Cannon     | 120cm     | 3BP, MW, FxF  | 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)<br><u>Critical Hit Effect:</u> Additional point of damage and D3 units transported suffer 1 hit |
|                                     |      |       |        |     |     | Battlecannon        | 75cm      | AP4+ / AT4+   |  |
|                                     |      |       |        |     |     | 3x Twin Auto Gun    | 30cm      | AP3+ / AT5+, Left Arc                               |  |
|                                     |      |       |        |     |     | 3x Twin Auto Gun    | 30cm      | AP3+ / AT5+, Right Arc                              |  |
| Overlord                            | WE   | 15cm  | 4+     | 6+  | 4+  | Storm Bolters       | (15cm)    | (Small Arms), EA(+2)                                | DC3, Fearless, Reinforced Armour, Thick Rear Armour<br><u>Critical Hit Effect:</u> Scatters 2D6cm randomly, hitting anything it lands on, and is destroyed   |
|                                     |      |       |        |     |     | 2x Battlecannon     | 75cm      | AP4+ / AT4+, FxF                                    |  |
|                                     |      |       |        |     |     | 4x Flak Cannon      | 45cm      | AP5+ / AT6+ / AA5+                                  |  |
|                                     |      |       |        |     |     | Melta Bombs         | 15cm      | 2BP   |  |
| Bastion class Cruiser               | SC   | n/a   | n/a    | n/a | n/a | Pin-point Attack    | n/a       | MW2+, TK(D3)  |  |
|                                     |      |       |        |     |     | Orbital Bombardment | n/a       | 4BP, MW   |  |
| Stronghold class Battleship         | SC   | n/a   | n/a    | n/a | n/a | 2x Pin-point Attack | n/a       | MW2+, TK(D3)  | Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.   |
|                                     |      |       |        |     |     | Orbital Bombardment | n/a       | 8BP, MW   |  |