GRINDEL STRONGHOLD SQUAT ARMY LIST

"Steadfast and dauntless to the very end, the Grindel Stronghold was the last bastion of the Homeworlds to fall to the abomination that was Hive Fleet Onachus."

Forces

The Grindel Stronghold Squat Army List uses the datasheets from the Squat Forces section.

Using The Army List

Grindel Stronghold Squat formations come in three types: brotherhoods, support formations and war engines. Each brotherhood you include in the army allows you to field two support formations. Although you can only take a support formation if you first take a brotherhood, they are treated as separate independent formations during a battle and do not have to move around together. You can take any number of war engine formations so long as no more than one third of the points available is spent on them. Finally, Squat Individuals are special characters which may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

Cost: The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

Upgrades: A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added or replaced then this limit is doubled for medium formations and tripled for large formations.

All of a formation's core and upgrade units count as being part of one formation. The different units may not activate on their own.

SPECIAL RULE
Iron-willed

All formations except for Guild Robot Squadrons receive a +1 modifier to their Rally tests.

SPECIAL RULE
Squat Transports

Any formation with "plus transport" in its core units may include enough Rhinos to transport all infantry units in the formation if the player desires. The number of Rhinos will always be the minimum required to transport the entire formation and determined after all upgrades have been added. Alternatively, an equal number of Termites may be substituted for all of the Rhinos. Finally, if Termites are taken, every five Termites may be replaced with a Mole.

SPECIAL RULE
Grindel Stronghold Squat Army Epic Tournament Special Rules

Guild Robot Squadron: Units in Guild Robot Squadron formations may not capture objectives.

Moles: In tournament games, Moles may only transport units from their own formation (the rules in *Transport War Engines* do not apply to them).

GRINDEL STRONGHOLD SQUAT ARMY LIST

Grindel Stronghold Squat armies have a strategy rating of 2. All formations have an initiative rating of 2+, but may receive a modifier to their Rally tests (see *Iron Willed*).

SQUAT INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Grand Warlord	Add one Grand Warlord character to a Warlord, Guildmaster or a unit in a War Engine formation.	+50 points
0–1 Living Ancestor	Add one Living Ancestor character to a Warlord or a unit in a War Engine formation.	+50 points

BROTHERHOODS

TYPE	CORE UNITS	S	M	L	UPGRADES
Berserker	One Hearthguard and five Berserkers plus transport	175	325	450	Add any number of Berserkers for +20 points each
Thunderer	Five Thunderers plus transport	225	425	600	Add up to three Rapiers for +25 points each
					Add any number of Thunderers for +40 points each
					Add up to one Hearthguard for +50 points
Warrior	One Hearthguard and nine Warriors plus transport	250	475	675	Add any number of Warriors for +20 points each
					Add up to three Rapiers for +25 points each
					Replace one Hearthguard with a Warlord for +25 points

SUPPORT FORMATIONS

(Each brotherhood you include in the army allows you to field any two support formations.)

TYPE	CORE UNITS	S	M	L	UPGRADES
Artillery Battery	Any five of the following units: Mole Mortar, Tarantula, Thudd Gun	150	275	375	Add any number of the following units for +25 points each: Mole Mortar, Tarantula, Thudd Gun
Gyrocopter Wing	Any three of the following units: Iron Eagle, Steel Hawk, War Hawk	200	375	525	Add any number of the following units for +60 points each: Iron Eagle, Steel Hawk, War Hawk
Guild Robot Squadron	Any five of the following units: Colossus Class Robot, Conqueror Class Robot	225	n/a	n/a	None
Guild Squadron	One Guildmaster and five Guild Bikers	150	275	375	Add any number of Guild Bikers for +20 points each
					Replace any number of Guild Bikers with an equal number of Guild Trikes for +5 points each
Thunderfire Battery	Two Thunderfires	150	n/a	n/a	Add up to one Thunderfire for +25 points

WAR ENGINES

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	S	M	L	UPGRADES
Air Attack Corps	One Overlord	250	475	675	None
Colossus	One Colossus and one Recon Iron Eagle	600	n/a	n/a	None
Cyclops	One Cyclops	600	n/a	n/a	None
Land Train	One Land Train with a Berserker Battlecar character	275	n/a	n/a	Add up to three Berserker Battlecar characters for +50 points each.
					Replace between one and four Berserker Battlecar characters with any of the following characters: Dragon, Fire Shield, Skyhammer or Mortar Battlecar for +25 points
					Iron Eagle Battlecar (and one Recon Iron Eagle) for +50 points
					Bomb Battlecar for +75 points
Leviathan	One Leviathan	400	n/a	n/a	None
Super-Heavy Artillery Battery	One Goliath	150	275	375	None

SQUAT FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Grand Warlord	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Living Ancestor	CH	n/a	n/a	n/a	n/a	-			*Inspiring. The formation that includes the Living Ancestor may ignore the -1 Action test penalty when it tries to retain the initiative. If added to an infantry unit the Living Ancestor will also have the invulnerable save ability.*
Berserkers	INF	15cm	6+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Infiltrator.*
Guild Bikers	INF	35cm	5+	4+	5+	Lasguns	(15cm)	Small Arms	*Mounted.*
Hearthguard	INF	15cm	5+	4+	5+	Heirloom Weapons	30cm	AP5+/AT5+	*Inspiring, Leader.*
Mole Mortar	INF	10cm	-	6+	6+	Mole Mortar	30cm	1BP, IC, Ind	*Counts as two units for the purposes of being transported.*
Rapier	INF	10cm	-	6+	5+	Laser Destroyer	30cm	AP6+/AT4+	*Counts as two units for the purposes of being transported.*
Tarantula	INF	10cm	-	6+	6+	2× Lascannon	45cm	AT5+	*Counts as two units for the purposes of being transported.*
Thudd Gun	INF	10cm	-	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	*Counts as two units for the purposes of being transported.*
Thunderers	INF	15cm	6+	6+	4+	Missile Launcher	45cm	AP5+/AT6+	
						2× Twin Heavy Bolter	30cm	AP4+	
Warlord	INF	15cm	4+	4+	5+	Bolters	(15cm)	Small Arms	*Commander, Inspiring, Leader, Reinforced Armour, Thick Rear Armour. Counts as two units for the purposes of being transported.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Warriors	INF	15cm	6+	5+	5+	Missile Launcher	45cm	AP5+/AT6+	*One unit in every two has an Missile Launcher.*
						Lasguns	(15cm)	Small Arms	
Guild Trike	LV	35cm	5+	6+	5+	Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Guildmaster	LV	35cm	4+	5+	6+	Bolters	(15cm)	Small Arms	*Commander, Leader.*
						Power Lance	(bc)	Assault Weapons, FS, MW	
Colossus Class Robot	AV	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	*Fearless, Walker.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Conqueror Class Robot	AV	15cm	5+	5+	5+	Autocannon	45cm	AP5+/AT6+	*Fearless, Walker.*
						Heavy Bolter	30cm	AP5+	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Iron Eagle	AV	35cm	4+	6+	4+	Stub Battle Cannon	45cm	AP4+/AT4+	*Scout, Skimmer.*
						Rapid Fire Autocannon	45cm	2× AP5+/AT6+	
Recon Iron Eagle	AV	35cm	4+	6+	4+	Stub Battle Cannon	45cm	AP4+/AT4+	*Scout, Spotter, Support Craft.*
						Rapid Fire Autocannon	45cm	2× AP5+/AT6+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Steel Hawk	AV	35cm	4+	6+	5+	Battlehammer Rockets	15cm	1BP	*Scout, Skimmer.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Termite	AV	20cm	5+	5+	-	-			*Transport, Tunneler. May transport two infantry units without Jump Packs or Mounted.*
Thunderfire	AV	Immobile	5+	6+	3+	Twin Battle Cannon	75cm	AP3+/AT3+	
						Thunderfire	60cm	AA4+	

Name	Type	Speed				Weapon	Range	Firepower	Notes
War Hawk	AV	35cm	4+	6+	5+	Doom Anvil Missiles	45cm	AT4+, L	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Colossus	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and is immobilized. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						4× Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FwA	
						Thunderer	30cm	AP3+/AT4+, FxF, IC	
						4× Plasma Missile	45cm	2BP, FwA, Ind, SS	
Cyclops	WE	15cm	4+	5+	4+	Hellfury Cannon	90cm	MW2+, FxF, TK(D6+1)	*Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 5 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and will take an extra point of damage whenever the Hellfury Cannon misses. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+	
						Melta Cannon	30cm	MW2+, FxF, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
						6× Doomstorm Missile	45cm	1BP, FwA, Ind, SS	
Goliath	WE	5cm	6+	6+	6+	Mega Cannon	150cm	3BP, IC, Ind	*Damage Capacity 2. This unit must fire indirectly or not fire at all. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 4+.*
Land Train	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 2, Fearless, Reinforced Armour, Thick Rear Armour, 2 Void Shields. Characters added to this unit add their damage capacity and void shields to the unit's respective starting values of each. Critical Hit Effect: Choose a random character added to this unit and remove it, remembering to reduce the unit's starting damage capacity and void shields values. The unit is immobilized for its next activation or withdrawal. If the unit doesn't have any characters added to it then it is destroyed.*
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+	
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FxF	
Leviathan	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 5, Fearless, Reinforced Armour, Transport, Thick Rear Armour, 4 Void Shields. May transport twenty-four infantry units without Jump Packs or Mounted. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						Battle Cannon	75cm	AP4+/AT4+	
						3× Twin Lascannon	45cm	AT4+, Left	
						3× Twin Lascannon	45cm	AT4+, Right	
Mole	WE	20cm	5+	5+	-	-			*Damage Capacity 2, Transport, Tunneler. Critical Hit Effect: Destroyed. May transport ten infantry units without Jump Packs or Mounted.*
Overlord	WE	20cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 3, Invulnerable Save, Reinforced Armour, Support Craft. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 5+.*
						Battle Cannon	75cm	AP4+/AT4+, Left	
						Battle Cannon	75cm	AP4+/AT4+, Right	
						2× Battle Cannon	75cm	AP4+/AT4+, RrA	
						2× Twin Autocannon	45cm	AP4+/AT5+, FxF	
						Melta Bombs	(15cm)	Small Arms, MW	
Berserker Battlecar	CH	n/a	n/a	n/a	n/a	Rapid Fire Autocannon	45cm	2× AP5+/AT6+, FwA	*Damage Capacity 1, Transport, 1 Void Shield. May transport six infantry units without Jump Packs or Mounted.*
Bomb Battlecar	CH	n/a	n/a	n/a	n/a	Rad Bomb	Unlimited	6BP, Ind, MW, SS	*Damage Capacity 1, 1 Void Shield.*
Dragon Battlecar	CH	n/a	n/a	n/a	n/a	Firethrower	30cm	4× AP4+/AT5+, FwA, IC	*Damage Capacity 1, 1 Void Shield.*
Fire Shield Battlecar	CH	n/a	n/a	n/a	n/a	Rapid Fire Autocannon	45cm	2× AP5+/AT6+, FwA	*Damage Capacity 1, 3 Void Shields. The unit can repair one additional void shield in the end phase of each turn.*
Iron Eagle Battlecar	CH	n/a	n/a	n/a	n/a	-			*Damage Capacity 1, 1 Void Shield.*
Motar Battlecar	CH	n/a	n/a	n/a	n/a	Siege Mortar	45cm	1BP, Ind, MW	*Damage Capacity 1, 1 Void Shield.*
Skyhammer Battlecar	CH	n/a	n/a	n/a	n/a	Ack-Ack Missiles	45cm	2× AA4+	*Damage Capacity 1, 1 Void Shield.*

SPECIAL RULE
Directed

Directed weapons do not require a line of fire to enemy units that a *Spotter* (see *Spotter*) in their unit's formation has a line of fire to. If firing without a line of fire at one of these units then the weapon has a minimum range of 30cm.

SPECIAL RULE
Spotter

A Spotter allows *Directed* weapons (see *Directed*) on units in their formation to fire at enemy units that it has a line of fire to.