

Squat List: Thurgrimm's Stronghold v1.4

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Notes
Grand Warlord	Char	-	-	-	-	-	-	-	-	Supreme Commander
Living Ancestor	Char	-	-	-	-	-	-	-	-	Leader, Ancient Wisdom (Squat player may ignore the -1 penalty to retain for any one formation per turn).
Warlord	Inf	15cm	4+	4+	5+	Autocannon Master Crafted Wpn	45cm (base)	AP5+/AT6+ Assault Wpn	- MW, EA(+1)	Commander, Reinforced Armor, Leader
Warrior	Inf	15cm	6+	5+	5+	Missile Launcher Lasgun	45cm (15cm)	AP5+/AT6+ Small Arms		Every other stand carries a Missile Launcher weapon.
Berserker	Inf	15cm	6+	4+	5+	Trench Pistols	(15cm)	Small Arms	-	-
Hearthguard	Inf	15cm	5+	4+	5+	Heirloom Wpns	30cm	AP5+/AT5+	-	Inspiring, Leader
Thunderer	Inf	15cm	6+	6+	4+	Missile Launcher Hvy Bolter Squad	45cm 30cm	AP5+/AT6+ 2 x AP4+	- -	-
Mole Mortar	Inf	10cm	6+	6+	6+	Mole Mortar	30cm	1 BP	Disrupt, Indirect	Calculate BP by counting the number of Mole Mortars and divide by two, rounding up.
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+	4+	Quad Lascannon	30cm	AP6+/AT4+	-	-
Thudd Gun	Inf	10cm	6+	6+	5+	Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	Mounted
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	AV	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+	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 Iron Hawk Designator	45cm 45cm	2 x AP5+/AT6+ Special	- Spotter	Skimmer, Scout
Termite	AV	-	5+	6+	6+	-	-	-	-	Tunneller, Transport (2). Note: Unit is longer part of the formation. Treat as ruins upon surfacing.
Mole	WE	-	4+	5+	5+	Stormbolter	(15cm)	-	-	DC2, Tunneler, Transport (10). Note: Unit is immobile upon surfacing. Critical: Mole automatically breaks.
Hellbore	WE	-	4+	4+	4+	Bolters	(15cm)	Small Arms	-	DC4, Tunneler, Reinforced Armor, Transport (16). Note: Unit is immobile upon surfacing. Critical: Hellbore automatically breaks.
Overlord Airship	WE	20cm	4+	-	4+	3 x Battlecannons 3 x Battlecannons 4 x Autocannons Flak Cannons Bomb Rack Small Bolter Array Overlord Designator	75cm 75cm 75cm 45cm 45cm (15cm) 75cm	AP4+/AT4+ AP4+/AT4+ AP5+/AT6+ AA5+ BP2 (Small Arms) Special	Right Arc Left Arc Fixed-Forward Arc - - EA(+1) Spotter	DC3, Support Craft, Reinforced Armor 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 3BP.

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Goliath Mega Cannon	WE	5cm	5+	6+	6+	Mega-Cannon	125cm	3BP	Ignore Cover, Indirect Fire	DC2. Critical Hit: Every unit within 15cm takes a BM, Goliath destroyed.
Leviathan	WE	15cm	4+	5+	4+	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, FFA, See Notes - Left Arc Right Arc EA(+1)	DC4. Void Shields 4. Fearless, Reinforced Armor, Thick Rear Armor, Transport (16) of Warriors, Berserkers, Exo-Armor-Lords, Hearthguard, Thunderers; Bikes, Rapiers, 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. Special: The Doomsday may fire indirectly with a spotter.
Colossus	WE	15cm	4+	5+	4+	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, FFA, See Notes 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. Special: The Doomsday may fire indirectly with a spotter.
Cyclops	WE	15cm	4+	5+	4+	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+ AT2+ Small Arms	TK (D6+1), Fixed Fwd Arc May Fire All Around Fixed Forward Arc, IC Indirect Fire, One-Shot each EA(+1)	DC5. Void Shields 4. 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	15cm	4+	4+	4+	See Below	-	See Below	See Below	Fearless, Reinforced Armor, Thick Rear Armor. One Engine and 2-4 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.
Land Train Engine						Doomsday Cannon Battlecannon Turret Battlecannon Bolters	120cm 75cm 75cm (15cm)	3BP AP4+/AT4+ AP4+/AT4+ Small Arms	MW, FFA, See Notes Fixed Forward Arc - -	DC2. Void Shields: 0.
Berserker Battle Car						Autocannon Berserkers and	45cm (15cm) (base)	AP5+/AT6+ Small Arms Assault Wpns	- EA(+1) EA(+1)	DC1. Void Shields 1.
Bomb Battle Car						Rad Bomb	90cm	1BP	Indirect Fire, MW	DC1. Void Shields 1.
Dragon Battle Car						Firethrower	30cm	4 x AP4+	Ignore Cover	DC1. Void Shields 1.
Siege Mortar Car						Heavy Mortar Heavy Bolter	30cm 30cm	1BP AP5+	Indirect Fire	DC1. Void Shields 1.

SQUATS

THURGRIMM'S STRONGHOLD LIST

V-1.4

*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, Squat formations may only take a single maximum withdrawal move of 15cm when breaking. However, the formations only take back down kills within 5cm instead of the typical 15cm.

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 turn, 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

Certain Squat vehicles are equipped with precision instrumentation to coordinate long range attacks on the enemy by triangulating their position and reporting that data to specialized war engines.

Squat War Engines that perform advance, double, or marshal actions may fire their indirect weapons upon an enemy formation that is within range of a weapon with the spotter ability that has a line of fire (see EA 1.9.2) to the formation. Normal modifiers for these actions still apply as well as range considerations.

The spotter ability may not be used by units carrying out a march action or by broken units.

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 Squats bolstered their numbers to fight against the invading Orks present in the Galactic Core, and continued to use autonom after the expansion of the Homeworlds.

Formations will not collect blast markers on *autonom* unit casualties or for crossfire bonuses stemming from autonom units lost, but will collect blast markers for coming under fire and disrupt attacks. A broken *autonom* unit will not automatically be destroyed when shot at; an *autonom* unit that is allocated a hit in this way may attempt to make and armor save normally.

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

Non-Squat Special Rules that apply:

Void Shields:

Like Imperial Titans, some Squat War Engines are protected by Void Shield generators. The number of Void Shields is noted on the War Engine's datasheet.

Each Void Shield will automatically stop one point of damage and then go down. Do not make armor saves for damage stopped by Void Shields, nor allocate blast markers. Once all shields have been knocked down the war engine may be damaged normally and you may make saving rolls against hits that are scored. Hits from close combat ignore Void Shields but units using their firefight values must first knock down any shields before they can damage the War Engine.

Void Shields that have been knocked down can be repaired. Each war engine can repair one downed Void Shield in the end phase of each turn. In addition, if a War Engine regroups it can use the dice rolled to either repair Void Shields or remove blast markers (e.g. if you rolled a 2 you could repair 2 shields, remove 2 blast markers, or repair 1 shield and remove 1 blast marker).

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 coordinates 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 and a 15cm radius of the original surfacing coordinates. 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. antiaircraft 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.

FAQ

x.1 Stubborn

Question: The rule says I can withdraw up to 15cm. Does that mean my Goliaths with a 5cm movement base can withdraw 15cm?

Answer: No. Goliaths have a movement of 5cm and as such would only be allowed to withdraw up to 5cm. The 15cm limit is an upper restriction.

Question: Okay, so my Iron Eagles (with a movement of 35cm) can only withdraw 15cm if they break?

Answer: Yes. 15cm is the top limit. Damn stubborn space dwarves!

Question: Why can't my Squats make a double withdrawal move like other army units?

Answer: Squats are stubborn and as such they don't back down from a fight without a lot of convincing. While they don't panic as much in close quarters, their stubborn quality keeps them from retreating – even if it is the smart thing to do.

x.5 Autonom

Question: Why does the autonom rule indicate flying autonom units when there are none?

Answer: Because we're building another Squat list that will include flying autonomies. We're planning ahead!

THURGRIMM STRONGHOLD SQUAT ARMY LIST V1.4

Thurgrimm armies have a strategy rating of 2. All formations have an Initiative of 2+. All formations rally on a 1+.

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	300
Berserker Brotherhood	Five Berserker units and one Hearthguard, 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	125
Mole Mortar	Six Mole Mortar units	None	175
Bikers Guild	Seven Guild Bike units and One Guildmaster	Replace up to three Guild Bikes with a Guild Trike for no additional cost	225
Iron Hawk	Four Iron Hawk units	May replace any number of Iron Hawks with Iron Eagles for +25 each.	200

SQUAT UPGRADES

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

UPGRADE	NOTES	COST
Brotherhood Warlord	Plus transport; 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	free
Mole Tunneller	Tunneller	+50 each
Hellbore Tunneller	Tunneller	+150 each

WAR ENGINES

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

FORMATION	UNITS	COST
Overlord	Overlord Airship; may buy up to two additional Overlord Airships for +225 points each	250
Goliath	Two Goliath Mega-Cannons; may buy an additional Mega-Cannon for +150 points	300
Leviathan	One Leviathan	375
Colossus	One Colossus	450
Cyclops	One Cyclops	475

LAND TRAINS

Land Trains are purchased from the War Engine one-third allotment. Each Land Train must consist of one Land Train Engine and two to four Cars.

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	+125
Dragon Battle Car	Add one Dragon Battle Car	+75
Mortar Battle Car	Add one Mortar Battle Car	+50