

SQUATS THURGRIMM’S STRONGHOLD ARMY LIST¹

Forces

The Squat Thurgrimm’s Stronghold Army List uses the datasheets from the Squat Forces section.

Using the Army List

The Squat Army list is divided into four sections:

- Squat Individuals
- Squat Core Brotherhoods
- Squat Support Formations; and
- War Engines.

Core Brotherhoods are allowed to purchase upgrades and transports from the Extras and Transports section.

Each Core Brotherhood formation selected allows you to select up to **two** Support formation of any type.

A maximum of up to a third of the points available to the army may be spent on War Engines.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Squat formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation.

Cost: The points value of the formation.

Non-Squat Special Rules

Some Squat War Engines are protected by *Void Shields*. These are identical to *Imperial Void Shields*

Some Squat units utilize the *Tunneler* special rule see (2.1.23)

The Squat Overlord is a *Support Craft* see (2.1.20)

SPECIAL RULES

Automaton (5.22.1)

A formations does not receive a blast marker when a unit with *Automaton* is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move.

Automaton units hit by a weapon with disrupt **do** take a Blast maker however.

If a hit is inflicted on an *Automaton* unit because it is in a broken formation which is receiveing Blast markers then it may attempt to save normally.

Automaton units killed in an assault count for the purposes of working out its result.

Note: This is now identical to the Automaton rule in the Adeptus Mechanicus list.

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

Spotter

Certain Squat vehicles are equipped with precision instrumentation to coordinate long range attacks and report that data to specialized war engines.

Any enemy unit that is within 60cm and has Line of Fire to an unbroken Squat Gyrocopter or Overlord is considered to be *Spotted*.

The following War Machine weapons do not need Line of fire to an enemy unit that is *Spotted*.

Leviathan: Doomsday Cannon

Colossus: Doomsday Cannon, Plasma Missiles

Cyclops: Doomstorm Missiles

Land Train: Doomsday Cannon, Siege Mortar, Rad Bomb.

Note that this is not ‘true’ indirect fire. For example, weapon ranges are not doubled and all other normal targeting restrictions still apply. The target must still be within range and fire arc.

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

SQUAT INDIVIDUALS

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

TYPE	NOTES	COST
0-1 Grand Warlord	The Grand Warlord must be added to a Warlord or Guildmaster Unit	+50 points
0-1 Living Ancestor	The Living Ancestor must be added to a Leviathan, Colossus, Cyclops, Land Train or any Brotherhood formation	+50 points

SQUAT CORE BROTHERHOOD

(Every Brotherhood formation comes with Transport, as chosen from the Transport List below)

FORMATION	UNITS	EXTRAS	COST
Bezerker	Five Bezerker units plus one Hearthguard unit.	Warlord, Extra Troops, Robots, Rapiers	200 points
Warrior	Five Warrior units plus one Hearthguard unit.	Warlord, Extra Troops, Rapiers, Thudd Guns, Mole Mortars, 0-1 Thunderfires	200 points
Thunderer	Four Thunderer units plus two Warrior units.	Extra Troops, Thudd Guns, Mole Mortars, 0-2 Thunderfires	200 points

EXTRAS AND UPGRADES

(Each upgrade may only be taken once for each formation)

UPGRADE	UNITS	COST
Warlord	Add one Warlord Unit	+50 points
Extra Troops	Add four Warrior units or four Bezerker units, or any combination of the two	+75 points
Robots	Add three Robot units	+125 points
Rapiers	Add four Rapier units	+100 points
Thudd Guns	Add three Thudd Gunn units	+100 points
Mole Mortars	Add three Mole Mortar units	+75 points
Thunderfires	Add one Thunderfire unit. (Thunderer Brotherhoods may select this upgrade twice)	+50 points

TRANSPORTS

(Any Squad core formation may choose from the following list. You may only take as many transport units as are required to carry the entire formation, including any upgrades, with no extra spaces if possible. The Hellbore and Leviathan are independent war engines that must carry at least one formation. Players may select no transport at all if desired.)

TRANSPORT	UNITS	CAPACITY	COST
Rhinos	Enough Rhino units to transport the entire formation	Transport (2)	Free
Termites	Enough Termite units to transport the entire formation	Transport (2)	Free
Mole Tunneller	Enough Mole Tunneller units to transport the entire formation. Each Mole costs +50 points	Transport (10)	+50 points
Hellbore Tunneller	One Hellbore Tunneller. May add one Flak Autocannon for +25 points	Transport (16)	+125 points
Leviathan	One Leviathan War Engine. May add one Flak Autocannon for +25 points	Transport (16)	+300 points

TRANSPORT CAPACITY

UNIT	SPACE USED
Warriors, Bezerkers, Warlords, Hearthguard, Thunderers, Mole Mortars.	1
Bikes, Trikes, Guildmasters, Robots, Tarantulas, Rapiers, Thudd Guns, Thunderfires	2

SQUAT SUPPORT FORMATIONS

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

FORMATION	UNITS	EXTRAS	COST
Tarantula	Five Tarantula units	None	175 points
Robot	Five Robot units	None	225 points
Thudd Gun	Six Thudd Gun units	None	225 points
Mole Mortar	Six Mole Mortar units	None	175 points
Thunderfire	Two Thunderfire units	None	400 points
Biker’s Guild	Seven Guild Biker units and One Guildmaster	Replace up to three Guild Bikes with a Guild Trike for free	225 points
Iron Eagle	Four Iron Eagle Gyrocopter units	May add up to two additional Iron Eagles for +50 points each.	200 points
Overlords	One Overlord Airship	May buy up to two additional Overlord Airships for +225 points each. Each Overlord may take one Flak Autocannon for +25 points each.	250 points

SQUAT WAR ENGINES

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

FORMATION	UNITS	COST
Goliath	Two Goliath Mega- Cannons; may buy an additional Mega-Cannon for +150 points May add up to two Iron Eagle Gyrocopters for +50 points each.	300 points
Colossus	May add one Flak Autocannon for +25 points	450 points
Leviathan	May add one Flak Autocannon for +25 points	325 points
Cyclops	May add one Flak Autocannon for +25 points May add one Flak Autocannon for +25 points	475 points
Land Train: Engine	MUST add 2-4 extra carts to form a single unit	225 points
Land Train: Bezerker Car		+50 points
Land Train: Rad Bomb Car		+125 points
Land Train: Siege Mortar Car		+125 points
Land Train: Dragon Car		+75 points

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SQUAT FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Grand Warlord	CH	n/a	n/a	n/a	n/a	-	-	-	<i>Supreme Commander.</i>
Living Ancestor	CH	n/a	n/a	n/a	n/a	-	-	-	<i>Leader, Ancient Wisdom (The Squat player may ignore the -1 penalty to retain for any one formation per turn).</i>
Brotherhood Warlord	INF	15cm	4+	4+	5+	Autocannon Power Axe	45cm (base)	AP5+/AT6+ Assault Weapons, EA(+1), MW	<i>Commander, Reinforced Armour, Leader.</i>
Hearthguard	INF	15cm	5+	4+	5+	Heirloom Weapons	30cm	AP5+/AT5+	<i>Inspiring, Leader.</i>
Warriors	INF	15cm	6+	5+	5+	Missile Launcher	45cm	AP5+/AT6+	<i>One unit in every two has a Missile Launcher.</i>
Berserkers	INF	15cm	6+	4+	5+	Trench Pistols	(15cm)	Small Arms	
Thunderers	INF	15cm	6+	6+	4+	Missile Launcher Heavy Bolter Squad	45cm 30cm	AP5+/AT6+ 2 x AP4+	
Guildmaster	LV	35cm	4+	5+	6+	Power Lance	(base)	Assault Weapon, EA+1, First Strike	<i>Commander, Invulnerable Save, Leader.</i>
Guild Bike	INF	35cm	5+	4+	5+	Bolt Pistols	(15cm)	Small Arms	
Guild Trike	LV	35cm	5+	6+	5+	Multi-Melta	15cm and (15cm)	MW5+ Small Arms, MW	
Mole Mortar	INF	10cm	6+	6+	6+	Mole Mortar	30cm	½ BP, Disrupt, Indirect Fire	<i>Calculate the BP by counting up the number of Mole Mortars and divide by two, rounding up.</i>
Thudd Gun	INF	10cm	6+	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Indirect Fire	<i>Mounted.</i>
Tarantula	LV	10cm	6+	6+	6+	Twin Lascannon, or Twin Heavy Bolter	45cm 30cm	AT5+ AP4+, Improves FF to 5+	<i>Automaton.</i>
Rapier	INF	10cm	5+	6+	5+	Quad Lascannon	45cm	AP6+/AT4+	
Robot	AV	15cm	4+	5+	5+	Autocannon Heavy Bolter Robotic Powerfist	45cm 30cm (base)	AP5+/AT6+ AP4+ Assault Weapon, EA+1, MW	<i>Automaton, Walker.</i>
Rhino APC	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	<i>Transport (2).</i>
Thunderfire AA Gun	AV	5cm	5+	-	6+	Thunderfire Battlecannon	60cm	AP4+/AT4+/AA4+	
Iron Eagle Gyrocopter	AV	35cm	4+	6+	4+	Anti-Tank Cannon Autocannon	45cm 45cm	AP5+/AT3+ AP5+/AT6+	<i>Skimmer, Scout, Spotter.</i>
Termite Tunneller	n/a	-	-	-	-	-	-	-	<i>Tunneller, Transport (2). Note Termites are not units at all. Instead place terrain (ruins) upon surfacing under the transported units. The area of the ruin terrain should be roughly equal to the footprint of the transported units.</i>
Mole Tunneller	WE	0cm	4+	5+	5+	Stormbolter	(15cm)	Small Arms	<i>DC2, Tunneller, Transport (10). Critical: Mole is destroyed.</i>
Hellbore Tunneller	WE	0cm	4+	4+	4+	Stormbolter	(15cm)	Small Arms	<i>DC3, Tunneller, Transport (10). Reinforced Armour. Critical: Hellbore is destroyed.</i>
Goliath Mega Cannon	WE	5cm	5+	6+	6+	Mega Cannon	120cm	3PB, Ignore Cover, Indirect Fire	<i>DC2, Critical: Every formation with a unit within 15cm takes a Blast Marker, the Goliath is destroyed.</i>

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SQUAT FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Flak Autocannon Upgrade	CH	n/a	n/a	n/a	n/a	Pintel Mounted Flak Autocannon	45cm	AP5+/AT6+/AA5+	0-1 on any Squat War Engine (other than Goliaths)
Overlord Armoured Airship	WE	20cm	4+	-	3+	3 x Long Range Cannons Autocannons Array Heavy Bomb Rack Bolter Array	60cm 45cm 15cm (15cm)	AP4+/AT4+ 3 x AP5+/AT6+, Fixed Forward BP4, Ignore Cover Small Arms, EA(+2)	DC3, Support Craft, Reinforced Armour, Spotter. Critical: The Overlord scatters 3D6cm in a random direction and is destroyed. Any unit within 5cm of the crash site takes a hit on the Blast Template chart equal to 3BP.
Leviathan	WE	15cm	4+	5+	4+	Doomsday Cannon Turret Battlecannon 3 x Twin Lascannon 3 x Twin Lascannon Bolter Array	90cm 75 cm 45cm 45cm (15cm)	3BP, MW, Fixed Forward AP4+/AT4+ AT4+, Left Arc AT4+, Right Arc Small Arms, EA(+1)	DC4, Void Shields 2. Fearless, Reinforced Armour, Thick Rear Armour, Transport (16). Up to 6 units may fire and FF from the upper fighting platform. Critical Hit: First hit immobilizes the Leviathan. Further criticals do one extra point of damage.
Colossus	WE	15cm	4+	5+	4+	Doomsday Cannon 4 x Battlecannons Thunderer Cannon 4 x Plasma Missiles Bolter Array	90cm 75cm 30cm 60cm (15cm)	3BP, MW, Fixed Forward AP4+/AT4+ AP4+/AT4+, IC, Fixed Forward 2BP each, Single Shot, Indirect Fire Small Arms, EA(+2)	DC5, Void Shields 4. Fearless, Reinforced Armour, Thick Rear Armour. Critical Hit: First hit immobilizes the Colossus. Further criticals do one extra point of damage
Cyclops	WE	15cm	4+	5+	4+	Hellfury Cannon Turret Battlecannon 2 x Crucible Cannons 6 x Doomstorm Missiles Bolter Array	90cm 75 cm 30cm 90cm (15cm)	MW2+, TK (D6+1), Fixed Forward AP4+/AT4+ 2 x AP3+/AT5+, IC, Fixed Forward AT2+, Single Shot, Indirect Fire Small Arms, EA(+1)	DC5, Void Shields 4. Fearless, Reinforced Armour, Thick Rear Armour. Critical Hit: When firing the Hellfury Cannon, roll a D6. On a 5+ the Cyclops takes an additional DC of damage. Further criticals do one extra point of damage.
Land Train: Engine	WE	15cm	4+	5+	4+	Doomsday Cannon Battlecannon Turret Battlecannon Bolter Array	90cm 75cm 75cm (15cm)	3BP, MW, Fixed Forward AP4/AT4+, Fixed Forward AP4+/AT4+ Small Arms, EA(+1)	DC2, Void Shields 0. Fearless, Reinforced Armour, Thick Rear Armour. Critical Hit: Remove the rearmost cart. The Land Train consists of 1 Engine and 2-4 carts as a single unit. DC and Void Shields are cumulative.
Land Train: Berserker Battle Car						Autocannon Berzerkers	45cm (15cm)	AP5+/AT6+ Small Arms, EA(+1)	Increases both DC and Void Shields by 1. Note: Each Berserker Battlecar increases the Close Combat value of the Land Train by 1, up to a maximum of 2+.
Land Train: Dragon Battle Car						Crucible Cannon	30cm (15cm)	2 x AP3+/AT5+, IC Small Arms, EA(+1), MW	Increases both DC and Void Shields by 1.
Land Train: Siege Mortar Car						Siege Mortar	90cm	2BP, MW, Fixed Forward	Increases both DC and Void Shields by 1.
Land Train: Rad Bomb Car						Radiation Bomb	90cm	MW3+, TK (D3), Slow Firing.	Increases both DC and Void Shields by 1.

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Army Design Goals: Squats should be a relatively basic, fun list to play with and against. The theme is based heavily on the 2nd edition rules and models – they should fall somewhere between Imperial Guard and Orks in terms of playstyle. Their strengths are big blocks of decent troops, lots of light artillery and big reaver-sized war machines. Their weaknesses are poor speed, no flyers and few normal AV tanks.

1.6 Design Goals:

Playtesting found the following problems in version 1.5

- Outside of minimum Bezerkers, the infantry choices were sub par and too similar.
- The Thunderfires were too fragile when taken in small numbers, over powered when taken in large; in fact the Squat AA was very ‘hit or miss’.
- Overlords were shown to have some of the best firepower in the game and were being overused.
- Most of the Squat War Engines suffered from being too similar to each other.
- Too many special rules.

We wanted to minimized the changes to the core stats, as well as attempting to keep everyone’s existing model collection valid.

Changelog

Revision	Change	Reasoning
1.6	Removed Stubborn	Too many special rules. The rule itself was fine, but it had minimal effect and was sacrificed in terms for streamlining.
1.6	Removed Mine Portal	Too many special rules. Again the rule was fine, but in an army with 5 different types of transports, it felt unnecessary. It can go back in if there is an outcry.
1.6	Changed Autonom	Harmonizing with other army list. Now identical to Admech
1.6	Simplified Spotter	The only ‘Squat special rule’ to remain. Simplified it and switched most of the remaining ‘Indirect Fire’ to spotter to power down the War Engines. I kept it in as it was an ‘interesting rule’ and the opponent feels like they can always shoot down the fragile skimmers if they want to stop it.
1.6	Redesigned Core Infantry	Infantry now ‘feels like’ Assault/Tactical/Devastator, with ‘normal’ extra options. This should encourage these units to be fielded as well as diversifying their uses. Thunderfires are now attached to infantry units, further encouraging infantry selection.
1.6	Redesigned Thunderfires	Thunderfires are now a ‘normal’ AA attachment like SM Hunters. Weaker guns but can now be transported. Cannot be spammed and must be taken in infantry.
1.6	Added Flak to WE	Option AA for War Engines, just like Ad Mech Titans. Without Aircraft, Squats should have ‘better than average AA’ and have gone for numerous weak, but hard to suppress AA.
1.6	Bikes now move 35cm	Normal bike speed, due to popular outcry.
1.6	War Engines 5+ CC	Weakened War Engines in CC, due to popular outcry.
1.6	Rapiers changed	To match with Rapiers in other approved lists
1.6	Goliath tweaked	Range and Critical hit changed slightly to be balanced.
1.6	Leviathan tweaked	Now matched the Cadian version. Less void shield, proper Lascannon range, added a fighting platform.
1.6	Land Train overhauled	Different cars now have uses. Dragon car matched the Cyclops Cruicable gun and is good in FF, Rad Missile car now a weak Volcano gun for titans, Bezerker car is good in CC. <i>*Needs serious testing*</i>
1.6	Overlord Overhaul	Long range guns stripped back. Close range guns boosted. The Overlord is now a slow range bomber raining down death on troops directly underneath it, not a long range sniping platform. <i>*Needs serious testing*</i>
1.6	Gyrocopter Tweaked	Gyrocopters now act like Land Speeders. Cheaper, with scout but the gun has a short range more for anti-tank, like conventional helicopters. Iron Hawks removed.
1.6	Robot boosted	Now have MW powerfists
1.6.1	Leviathan Costs	Corrected Leviathan costing

1.7 Testing Goals:

- New infantry styles. Can any of the infantry choices be spammed to be too powerful? Are any too weak
- Overlord Overlord Overlord. It’s got a new role and probably needs the most testing. What happens if you take too many? Does the army have enough AT with the changes to Gyrocopters and Overlords.
- Land Trains. Some of the cars might need some changes. Need to test many of the configurations.