

# SQUATS

## THURGRIMM'S STRONGHOLD LIST

### V-1.3

*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, Squats may only take a maximum single withdrawal move of 15cm when breaking. However, Squats only take hack down kills within 5cm instead of the typical 15cm. In addition, Squats rally on a +1 to their initiative roll.

### 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.

A weapon with the *spotter* ability triangulates on an enemy formation within range of the designator and with a line of fire (see EA 1.9.2) to the formation. Enemy formations may not be designated by units carrying out a march action or by broken units.

All Squat War Engines may advance, double, or marshal and still fire their indirect weapons upon an enemy formation. Normal modifiers for these actions still apply as well as range considerations.

### 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 number of Squats was small compared to the invading Orks present in the Galactic Core, and continued in practice after the expansion of the Homeworlds.

All formations composed entirely of *autonom* units will not collect blast markers for casualties to the formation or for crossfire bonuses, but will collect blast markers for coming under fire and disrupt attacks. A formation composed entirely of *autonom* units will not automatically take damage inflicted when broken; a unit that is allocated a hit in this way may attempt to save it 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).

### **Disposable**

Some units are seen by their allies as expendable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons. *Disposable* units do not generate Blast Markers when they are removed as casualties. This includes special effects which create Blast Markers when the *disposable* unit is targeted, i.e. when hits are allocated to the unit. Unless otherwise noted, *disposable* units DO count as casualties for the purposes of assault resolution (1.12.7).

### **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. anti-aircraft 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.

## x.1.1 WARRIORS OF THE HOMEWORLDS

### CHARACTERS

#### GRAND WARLORD

In SM, this was the Supreme Commander. It makes sense to keep as such. Weapon was removed and the price was dropped to 50. He now upgrades the Warlord or Guildmaster.

GRAND WARLORD				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
None	-	-	-	
Notes: Supreme Commander.				

#### LIVING ANCESTOR

I have moved the special rule to his datafax. It applies only to him so it seems fitting to place it here. Also, it helps the perception of the list with one less special rule at the top.

LIVING ANCESTOR				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Hammer of Fury	(15cm)	Small Arms	Extra Attack (+1)	
<b>Notes:</b> <i>None.</i>				
<b>Special:</b> <i>Ancient Wisdom: As long as the Living Ancestor unit is on the board, the Squat player may ignore the -1 penalty to retain for one formation per turn. Declare that you are using his Ancient Wisdom and then roll the initiative roll. The formation can be any Squat formation and does not have to include the Living Ancestor.</i>				

## INFANTRY

### WARLORD

There. He is a unit now. This should work for most of you.

WARLORD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+ / AT6+		
Master Crafted Weapons	(base contact)	Assault Weapons	Macro-Weapon, Extra Attack (+1)	
Notes: Commander, Reinforced Armor, Leader				

### WARRIOR

Based on Dave's feedback on the original sprues, I went and changed this to a rather unsurprising mimic of the Imperial Guard. The sprues came with 9 Warriors and 1 Missile Launcher, which will be the best way to equip them.

WARRIOR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapons	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+ / AT6+	-	
Lasguns	(15cm)	Small Arms	-	
<b>Notes:</b> Only one unit in every two has a Missile Launcher. Count up the number of Warriors in the formation that can fire at the target formation and divide by two (rounding up) to find the number of missile launcher shots you may take.				

### BERSERKER

From feedback from my alpha group, I made them FF5+ and a CC4+. I dropped their price from 175 to 150. I am hoping that works for everyone.

BERSERKER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	5+
Weapons	Range	Firepower	Notes	
Trench Pistols	(15cm)	Small Arms	-	
Close Combat Weapons	(base contact)	Assault Weapons	-	
Notes: None.				

### HEARTHGUARD

I changed the armor to 5+ based on feedback. Various players made comments on the FF so they've been changed from FF4+ to FF5+. There was quite a bit of neutering of this from the original stats we gave him: no EA, armor is worse. Combine that with the infighting as to what to give him (Inspiring or Leader) I just made him both. It makes the Warriors and Berserkers sturdier and better fighters; both are characteristic of the Squats.

HEARTHGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Heirloom Weapons	30cm	AP5+/AT5+	-	
Notes: Inspiring, Leader.				

### THUNDERER

To get around the fluff of ‘twinning’ weapons held by infantry, I simply renamed the weapon to Heavy Bolter Squad. Stats wise it is identical to having four Squats carrying four Heavy Bolters; the difference is it makes me happier which is really what we are all aiming for.

THUNDERER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	4+
Weapons	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+	-	
Heavy Bolter Squad	30cm	2 x AP4+	-	
Notes: <i>None.</i>				

### MOLE MORTAR

For many moons, the mole mortar has been the bane of playing against the Squats. Mole Mortars are clearly infantry and end up getting garrisoned and raining death indiscriminately upon you. After reworking the formation, it played great. They are more along the lines of harrassing units now instead of a Squat staple, and I’m okay with that.

MOLE MORTAR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	6+
Weapons	Range	Firepower	Notes	
Mole Mortar	30cm	1 BP	Disrupt, Indirect, See below	
<b>Notes:</b> Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of Mole Mortars shots you may take.				

## ***BIKES, TRIKES, AND EVERYTHING NICE***

### **GUILDMASTER**

UPDATE: Changes based on discussion. As for the lance, that's what it was from what I can tell, so I went and grabbed the stats on a power lance from the IG list. Some questions came down as to why his CC is worse than other units. The reason is simple – it's one dude.

GUILDMASTER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	6+
Weapons	Range	Firepower	Notes	
Power Lance	(base contact)	Assault Weapons	Extra Attack (+1), First Strike	
Notes: Commander, Mounted, Invulnerable Save, Leader.				

### **GUILD BIKE**

Thoughts?

GUILD BIKE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	
Notes: Mounted.				

### **GUILD TRIKE**

It is pretty early in the testing, but I am open on changing the cost to being +15 if everyone else agrees. In fact, I'll change it to +15, and we can always move it back to +10 along the way.

GUILD TRIKE				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Multi-Melta	15cm	MW5+	-	
and	(15cm)	Small Arms	Macro-weapon	
Notes: None.				

### **RAPIER**

We felt pretty good about these stats. The old description talks about the lascannon being broken out to four barrels which makes it perfect for hitting moving smaller targets like infantry, with the drawback being its range. It was accurately pointed out that the Rapier can be counted as infantry under 1.1.2 of the core rules, and as such can be based 1-2 per stand with up to 6 infantry units. I do think that their speed should match Mole Mortars since their deployment would be similar.

RAPIER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	4+
Weapons	Range	Firepower	Notes	
Quad Lascannon	30cm	AP6+/AT4+	-	
Notes: <i>None.</i>				

THUDD GUN

Thudd Guns once again seemed pretty close to where they should be. It was suggested that 2 x AP4+ would be more appropriate, but I am not sure. If so, that would certainly have an effect on the price with double the shots. One thing changed here is they are infantry for the same reasons as the Rapier: Infantry run artillery. Based on size of the unit I do think this should be more difficult to move through terrain however, thusly I made them mounted. It really shouldn't effect them much unless redeploying (which they are unlikely to do).

THUDD GUN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	
Notes: Mounted.				

## AUTONOMS

### TARANTULA

We discussed the Tarantula at length and based on the old description, this thing was an automated sentry, like those guns set up in the extended version of Aliens. Unmanned, totally brainless. They were based one to a stand, which makes them LVs (too small for AVs). But then some folks pointed out that they accompanied Warriors. I'm going to stick with the former for reasons having to do with the Trade Consortium. They were armed with Lascannons (which is AT only now), so we tried giving them a HB option.

TARANTULA				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	10cm	6+	-	6+ (5+)
Weapons	Range	Firepower	Notes	
2 x Lascannons	45cm	AT5+	-	
or				
2 x Heavy Bolters	30cm	AP5+	Improves firefight value to 5+	
Notes: <i>Autonom.</i>				

### ROBOT

As mentioned in the Tarantula paragraph, the Robot will undoubtedly be making a strong appearance in the Trade Consortium list along with Tarantulas and some original units as well. Fearless seems to be the easy patch to put on these guys, but I don't want to end up with a list of nuthin' but fearless stuff in the Trade Consortium. So now is the time to get creative. We manufactured an Autonom rule to address this list and the next. Also, the Robot IIRC is supposed to be equipped with a Powerfist (which is EA+1 MW). I don't want this thing to be a Dreadnought for Squats, but it is what it is. They seem much smaller than Dreadnoughts. Feedback appreciated especially in this area.

ROBOT				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	
Robotic Powerfist	(base contact)	Assault Weapons	Extra Attacks (+1)	
Notes: Walker, Autonom.				



## ARMORED VEHICLES & TRANSPORTS

### THUNDERFIRE

The SM2 book and sure enough they have two battlecannons (which I classified as twinned) and a Thunderfire which we poked at gave it a AA4+. I removed the CC value as it is hard to justify an immobile platform having one.

THUNDERFIRE				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	0cm	5+	-	6+
Weapons	Range	Firepower	Notes	
Twin Battlecannon	75cm	AP3+/AT3+		
Thunderfire	60cm	AA4+	-	
Notes: None.				

### RHINO

Uhhh, it's a Rhino. Transports seem pretty intuitive, but let me know if you see anything that is off. One playtester was suggesting the Exo-Armor needs 1 Rhino to itself, but I'm thinking if 10 Space Marines can fit in a Rhino, surely 10 Exo-Armor guys can.

RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	
Notes: Transport (may carry two of the following units: Hearthguard, Warriors, Berserkers, Warlords, and Thunderers).				

### IRON EAGLE GYROCOPTER

From the Demiurg list, we removed the AA shot, increased the armor to what it should have. It was suggested that we change the armor to 5+, which seems to match the original fluff. I'd like to get some additional feedback on this. Two thoughts:

- 1) The Iron Eagle seems to be much like a Vulture which has a 5+ armor. The other consideration is that since these will be 'spotting', it will make them fragile and difficult to use (that could be a good thing).
- 2) 4+ armor represents the Squats typically heavier armor. This would also help make the spotter formation sturdier (and that could be a good thing).

IRON EAGLE GYROCOPTER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Battlecannon	75cm	AP4+/AT4+	-	
Rapid-fire Autocannon	45cm	2 x AP5+/AT6+	-	
Notes: Skimmer.				

### IRON HAWK GYROCOPTER

This will tie in with any discussion on Spotter rules. Also, do you see any problem with this unit having AA? It was one of two units in the whole dang army that has AA shots and it wasn't much. We're a bit off the beaten path with this unit, but I do want to simplify the Spotter so that it isn't tied to one specific war engine. This also makes the rules easy to digest – the spotter rule ends up with a a single sentence, and that is tremendously appealing to me. Matt hated the 30cm AA 5+ on the unit and convinced us to remove it from the unit. I'm of two minds on this: one is that it is not necessarily a needed armament and overdoes the AA in the list; the other is that it forces Squat players to spam Thunderfires. I just don't know. Please chime in.

IRON HAWK GYROCOPTER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+
Weapons	Range	Firepower	Notes	-
Rapid-fire Autocannon	45cm	2 x AP5+/AT6+	-	
Iron Hawk Designator	45cm	Special	Spotter	
Notes: Skimmer.				

## TERMITE TUNNELLER

It was painfully pointed out that these units not only moved after surfacing in the old game but the models even have tracks. It is difficult to argue with that.

TERMITE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	10cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
None	-	-	-	
<b>Notes:</b> <i>Tunneller, Walker, Transport (may Transport two of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor Lordscount as two units for the purpose of figuring transport capacity).</i>				

## MOLE TUNNELLER

This.

MOLE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	10cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
None	-	-	-	
<b>Notes:</b> <i>Tunneller, Walker, Transport (may Transport up to ten of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor-Lords count as two units for the purposes of figuring transport capacity).</i>				

## HELLBORE TUNNELLER

This.

HELLBORE TUNNELLER				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	
Damage Capacity 3. Critical hit: The Hellbore automatically breaks; this includes during assaults.				
<b>Notes:</b> <i>Tunneller, Reinforced Armor, Walker, Transport (may Transport up to sixteen of the following units: Hearthguard, Warriors, Thunderers, or Berserkers; Exo-Armor-Lords count as two units for the purposes of figuring transport capacity).</i>				

## WAR ENGINES

### OVERLORD AIRSHIP

Corrected to show 8 bombs now. Regardless of feedback (which seems to be mixed), this fracking balloon is now WYSIWYG.

OVERLORD AIRSHIP				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
2 x Battlecannons	75cm	AP4+/AT4+	Forward Arc	
2 x Battlecannons	75cm	AP4+/AT4+	Right Arc	
2 x Battlecannons	75cm	AP4+/AT4+	Left Arc	
4 x Autocannons	45cm	AP5+/AT6+	Fixed Forward Arc	
Flak Cannon	45cm	AA5+	-	
8 x Bombs	15cm	BP1	One-Shot each	
Bolter Array	(15cm)	(Small Arms)	Extra Attacks (+1)	
Overlord Designator	75cm	Special	Spotter	

Damage Capacity 3. Critical hit: The Overlord careens from the sky, its fiery debris sailing overhead, scattering 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 the remaining number of bombs on board. Only one template is used regardless of the BP value.

**Notes:** Reinforced Armor, Support Craft.

### GOLIATH MEGA-CANNON

In play, this became a big issue as both a weak point and a strong point. We played them only in pairs, 2 for 400 points. I know Dave mentioned they should have MW but IC is a major advantage. I really want to avoid the MW on these beasts. Matt suggested 3BP each, and allow them to be fielded 3 per formation. I don't like the 3 per formation idea, but I think 3BP is workable. Anyone else? If it were 3BP each, what would you see the price being? Also, they really should be FF6+. This was a cut/paste error.

Now I've got it loaded at 3BP, points adjusted.

GOLIATH MEGA-CANNON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	5cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Mega-Cannon	125cm	3BP	Ignore Cover, Indirect Fire	

Damage Capacity 2. Critical hit: There is a fatal breach in the Goliath Mega-Cannon, sending a shockwave across the battlefield. Every unit within 15cm takes a blast marker and the Goliath is destroyed.

**Notes:** None.

### LEVIATHAN

The Leviathan and the Colossus are built on the same frame, but their armaments obviously differ and the Leviathan runs lighter. Taking into consideration the Squat movement of 10cm, a 15cm transport seemed appropriate. It was also pointed out that the lascannons have a range of 45cm, not 30cm. Fixed!

LEVIATHAN				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc, See Below	
Turreted Battlecannon	75cm	AP4+/AT4+	-	
3 x Twin-linked Lascannons	45cm	AT4+	Left Arc	
3 x Twin-linked Lascannons	45cm	AT4+	Right Arc	
Bolter Array	(15cm)	Small Arms	Extra Attacks (+1)	

Damage Capacity 4. Critical hit: The transport area has been struck! 1D6 transported units must make an armor save (or 6+ cover save) or be destroyed.

**Notes:** Fearless, Reinforced Armor, Thick Rear Armor, (4) Void Shields, may transport 16 of the following units: Warriors, Berserkers, Exo-Armor-Lords, Hearthguard, Thunderers; Bikes, Trikes, Taranulas, and Robots count as two infantry for the purposes of determining transport capacity.

**Special:** The Doomsday Cannon may fire indirectly only when operating in conjunction with a spotter.

## COLOSSUS

The Leviathan and the Colossus are built on the same frame, but their armaments obviously differ and the Leviathan runs lighter. ~~It has 6 missiles, we gave it six missiles.~~ Error corrected between the Colossus and Cyclops missile counts. 6 and 4 became 4 and 6. Moving on... Everyone agreed that the Colossus was lackluster compared to the Leviathan. We pushed the Plasma Missiles to 2BP each, one shots still, but never played it. Anyone have considerations on this?

COLOSSUS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc	
4 x Battlecannons	75cm	AP4+/AT4+	Forward Arc	
Thunderer	30cm	AP4+/AT5+	Fixed Forward Arc, Ignore Cover	
4 x Plasma Missiles	60cm	2BP	Indirect Fire, One-Shot Each	
Bolter Array	(15cm)	Small Arms	Extra Attacks (+1)	
Damage Capacity 5. Critical hit: The Colossus tracks have sustained critical damage, immobilizing the war engine. Additional critical hits will destroy the Colossus.				
Notes: Fearless, Reinforced Armor, Thick Rear Armor, (4) Void Shields.				
Special: The Doomsday Cannon may fire indirectly only when operating in conjunction with a spotter.				

## CYCLOPS

We changed the range on the doomstorm missiles from 60 to 90cm, cuz they look cooler. ☺ Actually, the idea was to make them different from the Plasma Missiles above. Like the Colossus, we removed the indirect only firing. Sorry for my egregious error – I was misled. Based on discussion from Curis and others, I've changed the Cyclops to 5 DC to match the Colossus and tacked on a shield to compensate.

CYCLOPS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Hellfury Cannon	90cm	MW2+	Titan Killer (D6+1), Fixed Forward Arc	
Turreted Battlecannon	75cm	AP4+/AT4+	-	
2 x Crucible Cannons	30cm	2 x AP3+/AT5+	Fixed Forward Arc, Ignore Cover	
6 x Doomstorm Missiles	90cm	1BP	Indirect Fire, One-Shot Each	
Bolter Array	(15cm)	Small Arms	Extra Attacks (+1)	
Damage Capacity 5. Critical hit: The Cyclops war engine’s core becomes unstable; for the duration of the game the Hellfury Cannon firing causes a point of damage to the Cyclops on a roll of 5 or higher on a D6. Additional critical hits will destroy the Cyclops.				
Notes: Fearless, Reinforced Armor, Thick Rear Armor, (5) Void Shields.				

## LAND TRAIN

The Land Train had some major issues in the past, probably from their overcomplication. Jaldon's solution IMO seems to be the best one in which you construct the Land Train when you build your army list. I would like to have a restriction of one type of cart per land train, but it seems only appropriate for tournament scenarios. It may be more appropriate to include those notes in the tournament scenario note box, not here.

Big changes here. One is we simplified the Berserker Car so that it has no transport capacity; instead building the Berserkers into the car itself (CC and FF). Rad Bomb we neutered and –thanks to Morgan- got rid of the fiddly OB template. He's right – it would have caused issues. Mortar Battle Car we modified to match Siege Mortar stats. Prices were adjusted way down. It is now an affordable WE. Stats are such that IMO we no longer need to restrict trains to one type of car per war engine.

LAND TRAIN				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
See below	See below	See below	See below	
Damage Capacity: <i>varies</i> – see below. Critical hit: The rearmost car of the Land Train has suffered major damage and emergency crews decouple it. 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.				
<b>Notes:</b> <i>Fearless, Reinforced Armor, Thick Rear Armor, Void Shields vary –add the Void Shields from the Engine and attached Cars to calculate the total.</i>				
Special Rule: The Land Train must be comprised of one Land Train Engine and at least two Cars which will be ‘attached’ behind the Engine during gameplay. The Land Train is a single war engine for the purposes of gameplay, including firing, movement, fire suppression, assaults, collection of blast markers, breaking, and rallying. The Damage Capacity is calculated by adding the DC of the Engine and Cars that you are fielding together; calculating Void Shields is done in the same manner.				

## LAND TRAIN ENGINE

LAND TRAIN ENGINE			
Weapons	Range	Firepower	Notes
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc, See below
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc
Turreted Battlecannon	75cm	AP4+/AT4+	May fire all-around
Bolters	(15cm)	Small Arms	-
Damage Capacity 2.			
<b>Notes:</b> <i>None</i>			
<b>Special:</b> <i>The Doomsday Cannon may fire indirectly only when operating in conjunction with a spotter.</i>			
<b>Special:</b> <i>Must add between one to five cars from the following: Berserker Battle Car, Bomb Battle Car, Dragon Battle Car, and Mortar Battle Car). No car may be chosen more than twice in each Land Train.</i>			

## BERSERKER BATTLE CAR

Weapons	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	-
Berserkers	(15cm)	Small Arms	Extra Attacks (+1)
and	(base contact)	Assault Weapons	Extra Attacks (+1)
Damage Capacity 1.			
<b>Notes:</b> <i>(1) Void Shields.</i>			

## BOMB BATTLE CAR

Weapons	Range	Firepower	Notes
Rad Bomb	90cm	4BP	Indirect, One-Shot, Disrupt, Ignore Cover
Damage Capacity 1.			
<b>Notes:</b> <i>(1) Void Shields..</i>			

## DRAGON BATTLE CAR

Weapons	Range	Firepower	Notes
Firethrower	30cm	4 x AP4+	-
Damage Capacity 1.			
<b>Notes:</b> <i>(1) Void Shields.</i>			

## MORTAR BATTLE CAR

Weapons	Range	Firepower	Notes
Siege Mortar	45cm	2 BP	Indirect, Ignore Cover, Slow Firing
Damage Capacity 1.			
<b>Notes:</b> <i>(1) Void Shields.</i>			

# THURGRIMM STRONGHOLD SQUAT ARMY LIST V1.0

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

## SQUAT INDIVIDUALS

FORMATION	UNITS	NOTES	COST
<b>0-1 Pithead</b>	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.  <b>IMPORTANT NOTE:</b> 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
<b>0-1 Grand Warlord</b>	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
<b>0-1 Living Ancestor</b>	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
<b>Warrior Brotherhood</b>	Nine Warrior units and one Hearthguard unit, plus transport	Warlord, Warriors, Rapiers, Thunderers, Living Ancestor	300
<b>Berserker Brotherhood</b>	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
<b>Tarantula</b>	Five Tarantula units	None	175
<b>Robot</b>	Five Robot units	None	225
<b>Thudd Gun</b>	Six Thudd Gun units	None	225
<b>Thunderfire</b>	Two Thunderfire units	Add one Thunderfire for an additional 75 points	100
<b>Mole Mortar</b>	Six Mole Mortar units	None	175
<b>Bikers Guild</b>	Seven Guild Bike units and One Guildmaster	Replace up to half the number of Guild Bikes with a Guild Trike for +15 each	225
<b>Iron Eagle</b>	Four Iron Eagle units	May add one Iron Hawk unit for +25 points	275

## SQUAT UPGRADES

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

UPGRADE	NOTES	COST
<b>Brotherhood Warlord</b>	Each formation may only have one Brotherhood Warlord	+75
<b>Warriors</b>	Five Warrior units plus transport	+100
<b>Rapiers</b>	Four Rapier units	+100
<b>Thunderers</b>	Four Thunderer units plus transport	+150
<b>Berserkers</b>	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
<b>Rhino</b>	-	free
<b>Termite Tunneller</b>	Tunneller	+20 each
<b>Mole Tunneller</b>	Tunneller	+125 each
<b>Hellbore Tunneller</b>	Tunneller	+200 each

## WAR ENGINES

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

FORMATION	UNITS	COST
<b>Overlord</b>	One or two Overlord Airships	225 each
<b>Goliath</b>	Two Goliath Mega-Cannons, may buy an additional Mega-Cannon for +150 points	300
<b>Leviathan</b>	One Leviathan	375
<b>Colossus</b>	One Colossus	450
<b>Cyclops</b>	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 one to five Cars. A minimum of two Cars must be purchased.*

Section	Description	Cost
<b>Land Train Engine</b>	One Engine section per Land Train	200
<b>Berserker Battle Car</b>	Add one Berserker Battle Car	+50
<b>Bomb Battle Car</b>	Add one Bomb Battle Car	+100
<b>Dragon Battle Car</b>	Add one Dragon Battle Car	+50
<b>Mortar Battle Car</b>	Add one Mortar Battle Car	+75