NetEpic 5.0 Army Book

Squats

By the NetEpic Discussion Group

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Background

In the earliest days of space colonization, the worlds toward the galactic core were settled. At that time the mineral resources of the galactic core worlds were a rich prize and thousands of huge specially adapted mining spacecraft and colony ships set off to harvest the vast wealth of these inner planets. The manufacturing corporations, making heavy machinery, vehicles, and weapons, also established thousands of plants on these worlds to be near the source of raw materials.

The original settlers were miners, engineers, and technicians, and they built their homes deep underground or carved out of the rocky cliffs and hillsides of the world, creating self-contained communities out of exhausted mines. To feed themselves, they constructed huge hydroponics tanks to grow nutritious algae which could then be processed and eaten by the settlers and the communities quickly became self-sufficient.

The high gravity and harsh environment gradually changed the humans that lived there. They grew tougher, more resilient, and they became shorter and squatter. This process took thousands of years, and during that time the new race began to develop its own cultural identity, based upon feudal and guild ideals. When the galactic core was temporarily cut off from the rest of human society by warp storms, the inhabitants banded together into an independent confederation which they called the Homeworlds.

During this period of isolation, the Homeworlds withstood many trials from Ork invasions to rampages of Chaos, environmental disasters, and even internal war between the Squats themselves. The early settlements have been enlarged many times and fortified to turn them into impregnable, self-sufficient strongholds. The Homeworlds have remained independent, and have their own wars against Orks and Chaos, and on occasions, Squats have also fought the Imperium and the Eldar, but by the large, the Squats have allied with humans. Sometimes Squat strongholds will fight each other over points of honor, or valuable mining rights, but such wars are usually short-lived, being brought to a halt by ancient laws or the intercession of the Council of Strongholds.

It was during this time that the race became generally known as Squats, though they are also called Dwarfs, and many of them prefer this term. The Squats are a hard working and tenacious race, with a strong stubborn streak. They are honorable, and take great pride in paying their debts and in keeping their word. This means they are reliable allies but extremely dangerous foes. If a Squat gives its word to do something, he will do it, even if it takes his life in the attempt.

Squats have hated Orks with a passion ever since the ravages of Ork Warlord Grunhag the Flayer, whose surprise invasion cost many Squat lives and wiped out several ancient strongholds. Even today, thousands of years after the invasion, the Squats send out expeditions to try and uncover lost remnants of strongholds believed destroyed by Grunhag's horde. An epic ballad called The Fall of Imbach reminds younger generations of Squat warriors of the heroism of the Squats in those dark times and of the foul treachery of the Ork invaders. The deeds of treachery by the Orks have been recorded in the Book of Grudges for all generations of Squats to read.

The Engineer's Guild is a powerful part of Squat society. Its knowledge and expertise is legendary and its leaders hold many engineering secrets. Their war engines include airships, gyrocopters, and gigantic armored crawlers. The largest of these vast machines is the Colossus, which is also made for the Imperium in a version called the Leviathan. These are huge war machines with extremely thick amour, carrying a large number of powerful weapons and hundreds of troops, and protected by layers of void shields.

The Squats also use many armored vehicles, fast Guild Bikes, and flying machines on the battlefield. They use fast, heavily armed Gyrocopters for scouting and making flanking and hit and run attacks. The sight of a Guild Bike squadron roaring down on the enemy has been known to break the enemy's resolve and create panic among the enemy troops, such is their reputation.

The Squat Army

Squats are a Codex Army and you must put 75% of your points into them. Squats will never ally with Orks, but may put up to 25% of your points into any other Standard Imperial List. There are several Squat Clans you can run, each of with restrictions on the units you can take and allies you can have.

Codex Army	At least 75% of your points into…	Up to 25% into…
Squats	Squat List	Any one Standard List except Orks
Squat Clan	Squat List with Clan restrictions	Allies vary

Optional Rule: Eldar Antipathy

There is an ages-old antipathy between the two races, and the following options have been suggested:

1) If you field a Squat-Eldar force, you suffer a –1 to all Initiative rolls.

2) You may field a Squat-Eldar force only if your opponent is fielding Chaos or Tyranids.

3) All Squats within 10 cm of an Eldar unit have -1 Morale (because you just can't trust them...).

Special Rules

Close Combat Mastery

Due their resilience and skill in Close Combat, Squat infantry may reroll any "1" on one or both Close Combat dice. Due to the intense hatred of Orks, any Squat infantry stand fighting Orks can re-roll any die that comes up a 1 or 2. This bonus applies only to Squat infantry and not walkers, bikes or other units.

Optional Rule: Squats On The Defensive

Squats tend to be specially fierce when defending their home worlds, so Squat infantry defending their homeworld may reroll Close Combat dice as if they were facing Orks. This rule does not apply to Clans since they have their own special rules. This rule would only be used in a specific scenario or campaign, with the Squats as the defending army.

Optional Rule: Defensive Aerial Fire

Since the Squats lack an effective air force their Fliers have developed extended defensive capabilities against enemy fliers. If a Flier is on Advance Orders, it may be activated to Snap Fire at incoming enemy Fliers, and if it is already on First Fire Orders it does not suffer the usual –1 To-Hit penalty for Snap Fire.

Stubborn

Squats are significantly more determined than most other races, and this is reflected in their ability to keep fighting effectively even after taking horrendous casualties. All Squat units have a Break Point of 75% instead of 50% of the initial stands. This is balanced by a 33% increase in Victory Points, as shown in the following table.

Unit Size	Break Point
2	1
3	2
4	3
5	4
6	5
7	5
8	6
9	7
10	8
11	8
12	9
15	11
Etc.	Etc.

Unit Cost	Victory Points
50	1
100	2
150	3
200	3
250	4
300	4
350	5
400	5
450	6
500	7
550	7
600	8
Etc.	Etc.

Sample Army: OrkBreakers

Army Card	Cost	Notes
1) Warrior Brotherhood	750	
Support: Ironshield Squadron	200	
Support: Rhino Squadron	50	
Hearthlord	300	
2) Guild Biker Company	600	
Support: Ironhammer Squadron	250	
Support: Iron Eagle Squadron	200	
Overloard Armored Airship	250	
3) Grand Battery	400	
Total	3000	

Squat Clans

Makurtu Gabe

This high gravity world is extremely rocky and the only sources of water are deep underground rivers and lakes. There are few no native life-forms on the surfaces due to the terrain and extreme atmospheric conditions though the underground holds an extremely diverse ecosystem. Severe storms and hurricane-force winds make most kinds of flight nearly impossible.

Makurtu Gabe may be considered one of the typical isolationist Squat worlds; a closed society dwelling almost entirely underground. Both the weather and a well-developed defensive network have combined to drive off countless Ork, Tyranid and Chaos invasions. The Eldar are unknown to the most recent generations, though the Book of Grudges from the ancients speaks of treachery when the Eldar help was expected and did not come...

The Imperium of Man has no direct communication with this world, since the Squats do not allow anyone else to land. Some trading is done in orbit around the planet, but even this is rare as the Squats prefer to keep strangers at the very edge of the solar system. There are routine expeditions to other systems to get resources they need. These expeditions face a hostile universe, so their army is both well-trained and experienced.

Special Rules

1) Allies: Makurtu Gabe may put up to 25% of their points into any one Imperial Standard List (note that in some cases this will cause the Enhanced Close Combat Mastery bonus to not apply).

2) Enhanced Close Combat Mastery: All Squat infantry can re-roll any die that comes up a 1 or 2 when facing Orks, Tyranids or Chaos. This bonus only applies under one of the following conditions: 1) if the Squats are losing the battle (have fewer VP in the previous turn), 2) if the Squats have no allies (either because were not purchased or they have been wiped out), or 3) if the Squats are defending their homeworld (determined by campaign or scenario).

3) Accurate Tunnling: All Makurtu Gabe tunnellers scatter half distance when surfacing.

4)Targeting Priorities: When defending their planet, the Squat player is awarded normal Victory Points for breaking enemy Flier units, and then earns the normal VP again if the unit is completely wiped out (like Tyranids do with all enemies). This bonus applies to only cards composed primarily of flyers, but not cards that contain fliers as a secondary unit (such as the Colossus with attached Gyrocopter).

Restrictions

1) Off-Table Artillery: Maximum of 2 VP total.

2) Maximum One Each: Leviathan or Iron Breaker Squadron (but not both) Behemoth, Colossus, Cyclops, Goliath Battery, Grudgekeeper, Iron Eagle Squadron, Overlord Armored Airship, Steel Hawk Squadron, Thunderfire Battery, War Hawk Squadron

3) Prohibited: Iron Eagle Wing, Air Attack Corps, Observation Balloon Squadron, Land Raider Squadron, Rhino Squadron

Zutik

The world of Zutik used to be a refueling depot for the Imperium many millennia ago, lost in some forgotten war. Then came the Squats. The world was re-colonized and a treaty with the Imperium of Man signed. The geography of Zutik is very soft and dispersed. The only remarkable terrain features are hills. Lots of them. There are also some wooden zones and some marshes but few mountains. The only native inhabitants of the planet are Ratlings. Mostly no one cares about them nor do they care about others, but some special individuals join the Squat forces to see world further than their home hill.

Here the Squat society developed into nomad clans, always traveling the surface of the planet on board of Leviathan and other transport vehicles. Artillery war was possible but was left apart in favor of fast hit and run tactics. Zutik Squat clans prefer fast attack units in order to immobilize any assaulting army without taking much counter-strike. Once immobilized Zutik's strong air force will bomb any remains of the assaulting force. Note that Zutik army uses light artillery since can be easily towed and deployed.

It is known that sometimes the Imperium has sent forces to join the Squat army to drive off many Chaos, Ork and Tyranid invasions; and though the relation with the Imperium is quite good, there are no Imperial outposts on the planet. There is also some record on Eldar help against Chaos armies.

Special Rules

1) Allies: Zutik forces may put up to 25% of their points into any one Imperial Standard List, but only if facing Chaos, Orks or Tyranids.

2) Fast Cavalry: All cavalry units have the Hit & Run special ability (either just note this rule or make new Company and support cards to reflect it).

3) Untouchable Cavalry: All cavalry units gain the Hard To Hit ability when on Charge Orders. This bonus only applies if the Squats are defending their homeworld.

4) Hard To Hit: All flyers and skimmers have an additional -1 modifier to be hit when shot at if they're on Advance or Charge Orders. Yes, this is cumulative with other Hard To Hit abilities (e.g. Observation Balloon).

5) Mechanized: Zutik armies are highly mobile. You may add Rhinos or Ironshields to any infantry or special unit, up to the amount needed to transport all the stands. This rule adds to the cost, Break and Victory Points of a Company, Special or Support Card, as indicated.

Transport Upgrade	Break Point	Victory Points	Cost
Add 1-2 Rhinos to a card	+1	+0	0
Add 3 Rhinos to a card	+2	+1	50 Points
Add 1 Ironshield to a card	+1	+1	50 Points

The following units may be mechanized: Warrior Brotherhood, Berserkers, Burners, Engineers, Expeditioners, Stormers, Thunderers, Warriors, Warlord Bodyguards (with or without Exo-armor). All special characters (Grand Warlord, Fundamentalists, Ancestor lord, etc) get a Rhino for free. This may be upgraded to an Ironshield for 50 points, which does not change it's BP or VP.

Restrictions

1) One per 4000 Points: Behemoth, Colossus, Cyclops

2) Maximum One Each: Hearthlord, Hellfury, Ironbreaker Armored Robot Squadron, Squat Land Train

3) Prohibited: Slayer Cult, Thunderfire Battery, Goliath Mega-cannon, Grudgekeeper, Robot, Shortbeard

4) Extra VP: All superheavies and praetorians give double VP to the opponent.

5) Poor Endurance: Since the Zutik army is not accustomed to long battles, on the third and following turn the enemy player receives 5 extra VP points per turn.

New Units

Zutik Bombers (Support Card)
Zutik Ratling Snipers (Special Card)

Commercial World Clan

This is representative of the many worlds where the Squats and Imperium are allies. Squats from these worlds have lost some of their traditions due to the extended commercial contact. The Imperium usually prefers to leave the defense of these planets to the Squat warlords and keep just small military outposts. Experience from millennia has demonstrated imperial generals that Squats fight far better when under Squat command, so the Imperium provides logistic support and specialized military units, but the battle strategy is usually left to Squat Grand Warlords.

Special Rules

1) Allies: Commercial Worlds may put up to 25% of their points into any one Standard List other than Orks. In addition they may purchase one Imperial Guard company (Adeptus Militaris book) with appropriate Support & Special cards, without it counting as allies.

2) You Owe Us! When defending their home planet, Commercial World Squats may call allies from any Standard Lists except Orks or Chaos, and can put up to 50% of the total points into them. These allies will forget any animosity/incompatibility with other allies present, such is the power of Squat commercial treaties. Each allied force must be a valid army (one Company/5 Support, etc.), and are counted as Squat forces for the purpose of purchasing praetorians (below).

Restrictions

1) One per 4000 Points: Behemoth, Colossus, Cyclops. Do not count allies for this purpose.

2) Maximum One Each: Grudgekeeper Battery, Hearthlord, Hellfury, Robot Squadron, Land Train, Bodyguards (with or without Exo–armor).

3) Prohibited: Ironshield Squadron, Land Train Specialist Battlecars, Ancestor Lord, Fundamentalist, Slayer Cult, Hellworm, Ram, Observation Balloon.

3) Command Radius: Imperial Guard troops have their Chain of Command radius reduced to 20 cm.

4) Poor Close Combat Warriors: Infantry may only reroll 1's in CC against Orks, and have no special abilities against anyone else.

Unit Descriptions

Special Units

Ancestor Lord: This represents an extremely ancient and powerful group of psykers. No allies are allowed if an Ancestor Lord is present. They are Elite and HQ units, Psykers and may use one of the following powers each turn:

> **1) Heal:** Provides the Medic ability with a 25 cm range, against any damage including psychic powers.

> **2) Precognition:** During the orders phase, all detachments within 6 cm of the Ancestor Lord may be given two orders counters instead of one. Choose which order counter to use the first time the unit is activated.

> **3) Force Dome:** Place the 12 cm template anywhere within 50 cm and on a 5+ the force dome appears. Roll for models on the edge: 1-3 and it's inside, 4-6 it's pushed outside (titans don't move). The dome completely stops all movement, firing and psychic powers from passing through the dome, whether from inside or outside the dome. No part of a barrage template may touch the force dome. If a barrage scatters into the force dome then it is removed without effect. The force dome remains in play for one full turn from the time it was cast. For example, if cast during the First Fire segment, the dome will be removed at the beginning of the following turn's First Fire segment. The following have special rules for the force dome:

> > **Vortex Missile** knocks down the force dome when it enters contact with it.
> > **Warp Hunter** does not affect the force dome
> > **Wave Serpents** knock down the dome on a roll of 4+.
> > **Warp Missiles** are stopped. The dome exists in warp space.
> > **Doom Weaver** webs that land on the force dome are removed.

Forward Observer: Both speed and accuracy are vital when calling for artillery support, and Squats have expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

Fundamentalist: Sometimes the meek fall in desperation and hopelessness, and there's a need for individuals who restore faith and hope. This duty is fulfilled by Fundamentalists, monk-like Squats who strengthen the troops by reciting old grudges and telling heroic stories against their enemies. No allies are allowed if a Fundamentalist is present. They are Command and HQ units, and any Squat infantry or cavalry unit that has a line of sight to a Fundamentalist stand becomes Fearless and immune to Morale checks and effects.

Grand Warlord: This unit represents a revered commander from the Squat home worlds. They are Command, Elite and HQ units with the Inspirational ability. In addition, once per game the Grand Warlord may add +1 to the initiative roll. This does not need to be declared prior to rolling initiative dice.

Hearthguard: These are the leaders of the Squat infantry detachments. They are Elite and HQ units.

Living Ancestor: This unit represents an ancient and powerful Psyker. They are Elite and HQ units, and may use both powers once per turn.

> **1) Psychic Shield:** The protective power of the Living Ancestor gives all squat stands within 25 cm a 5+ Psychic Save. This lasts for the current phase (Movement, Combat, etc).

> **2) Experienced:** If the Living Ancestor is within 6 cm of a Warlord, during the Orders Phase the player may place D6 extra order counters on detachments in the Warlord's Brotherhood. Choose which order counter to use the first time a unit is activated.

Mech-Priest: Mech-Priests are the adepts of the Squats in machines and their workings. They preserve the information on every Squat war machine, and are responsible of their continued functioning. They are Elite and HQ units with the Mechanic ability. Due to Squat mechanical expertise the Mechanic roll is 4+ instead of the normal 5+.

Slayer Cult: With the growing hostilities around the Squat settlements, this ancient cult has once again resurfaced. Only great shame or anguish can make a Squats take the oath of the Slayer Cult. Lead by a Slayer Champion, these strange and mostly insane Squats vow to seek death in battle against as deadly foe as possible and never, ever again flee from combat! Only one Cult can be purchased, and no allies are allowed if a Slayer Cult present. They are Elite.

> Slayers will always be on Charge Orders and must move to engage the enemy in Close Combat as soon as possible. They will always charge the opponent with the greatest CAF within range, provided they can engage it this turn (i.e. they will charge a titan if it has already moved). They may reroll both 1's and 2's against any foe (not just Orks). Further, they have specialized in finding the enemies weak spots. If a double 6 is rolled, it means that the

Slayer has hit a weak spot on the enemy, and the enemy is instantly killed (suffers maximum wounds for multiple wound creatures, or roll for damage on a hit location template unit).

Optional Rule: Deathseekers
As the Squats in a Slayer Cult actively seek death, they give no Victory Points if destroyed. Instead, they give 4 VP to your opponent if they are not Broken at the end of the battle.

Warlord: Squat Warlords are powerful and inspirational leaders. They are Command, Elite and HQ units with the Inspirational ability.

Zutik Ratling Sniper: These are small humanoids that live a quiet and peaceful life in the same planet as Zutik clan, but some individuals sometimes join the Zutik Clan forces looking for adventure. They possess uncanny skill with rifles as well as being able to act independently. They operate independently and do not remain in formation, so the normal 6 cm coherency rule does not apply to them. If you purchase multiple units of Ratlings, your enemy will score Victory Points for every 4 stands killed, regardless of which platoon they are from. Ratlings may not move and shoot in the same turn. They may Infiltrate and have the Sniper and Stealth abilities.

Infantry

Berserker: Berserkers are ferocious assault troops equipped with short-range weapons for close combat.

Bodyguard: Squats sometimes assign a bodyguard unit with only one purpose: protect the life of their assigned Warlord, Grand Warlord, Living Ancestor or Ancestor Lord. You may purchase one bodyguard unit for each Grand Warlord or Ancestor Lord in your army, and one for every 4 Warlords and/or Living Ancestors (or fraction thereof) in your army. All bodyguard stands are tied to their protected leader and must maintain unit coherency with him. They are Elite.
Any hit scored on the protected leader is instead taken by the closest bodyguard. Even shots from snipers are bound to these rules. The leader cannot be engaged in Close Combat unless all bodyguards are pinned, as any bodyguard not pinned will move (up to 6 cm) in front of the leader and fight off the attacker. Should the protected leader be killed, remaining bodyguards enter a state of outrageous fury and MUST charge the nearest pinnable enemy unit on all following turns. Bodyguards may re-roll Close Combat die rolls of 1 or 2 when in this berserk state. Bodyguards are only broken when their leader is killed.

Burner: Squats with Heavy Flamers.

Engineer: In the war-torn battlefields it is a valuable ability to create obstacles to slow down the enemy advance while facilitating the advance of friendly units. Combat Engineers have been specially trained to perform these tasks, and scenarios may have other things for them to do.

Expeditioners: These units are devoted to investigating star systems for new settlements and exploring terrain before a battle. They may Infiltrate.

Shortbeard: Young Squats go through several years of military service before deciding on a career. During this time they are usually given the role of explorers and scouts. Shortbeards may not reroll any Close Combat dice, against anyone. Due to the slow growth rate of the squat society, you can only field one Shortbeard Brotherhood per 3000 points in your army.

Stormers: Squat heavy weapon teams cannot always be armed with long range heavy weapons and often they are equipped with medium range heavy equipment. Though less powerful than their Thunderer fellows, they are usually called to battle for their versatility and availability of bolter weapons.

Thunderer: Thunderers are armed with many long-range heavy weapons with great firepower.

Warrior: Warriors form the core front line troops in Squat armies.

Cavalry

Guild Bikers: Units of squats riding oversized motorcycles.

Guild Trikes: Units using reinforced Trikes with a driver and gunner.

Guildmasters: Squat engineer Guildmasters riding specially equipped, reinforced Trikes and wearing heavy armor. These are Command, Elite and HQ units with the Inspirational ability.

Walkers

Robot: These are cheap, mass-produced mechanical battle machines that must be programmed before the battle. Robots have the abilities of Quickdraw, Inorganic and, of course, they are Robotic. Before the battle, fill in the following table. Each turn when the detachment is activated, ask each of the questions in order. If the answer is "yes" for the majority of the models, the robots will perform the programmed action.

Ask the following questions:	If the answer is "Yes" then…
1) Are enemies within charge range?	
2) Are enemies within weapon range?	
3) Are enemies within sight?	
4) In any other situation.	

A) Charge: Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy you enter Close Combat. No ranged weapons are fired

B) Advance: Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1 cm from them. Fire ranged weapons at them in the Advance Fire Phase.

C) First Fire: No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.

D) Capture: Move between half and normal speed towards the nearest objective counter.

E) Ignore: Ignore the question and move on to the next one.

Vehicles

Ironhammer Main Battle Tank: The need for a competitive medium sized armored vehicle resulted in the Ironhammer design. It has All Around Armor and a turreted Mega-thunderer cannon.

Ironshield Armored Personnel Carrier: This vehicle is designed to provide troop transports as well as to give close supporting firepower. It has All Around Armor and Transport 2.

Land Raider: Squats have good relations with the Imperium and sometimes trade Land Raiders in return for their Praetorians. Land Raiders are solid tanks with efficient firepower and Transport 2.

Mole: These are intermediate-sized tunnelers capable of transporting 10 infantry stands. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

Ram: Nicknamed the ground torpedo, this design is based on the classic Mole tunneler and forgoes cargo capacity for an improved digger and more armor. It is designed as a siege-breaker and titan-killer, and can also clean minefields. Rams may only be bought as support for tunneling companies.

If a Ram attacks a building, the building must make a save at –8 TSM or be destroyed due to the huge structural damage caused by the Ram. The Ram also rolls a die and on a 4+ it gets hit by debris, must make a save at –1 TSM and stops movement for the turn. This roll is made whether the building is destroyed or not.

Rams can move along the surface and attempt to crush infantry, cavalry and walker-class units in their way. Move the Ram and roll a die as each unit is encountered and on a 4+ it's killed, otherwise it moves aside and the Ram continues. Models moved do not lose their actions (such as with the Eldar Wave Serpent).

Rams that attack larger units with an underground charge, surfacing directly underneath the target. Airborne units such as Skimmers & Fliers may not be attacked at all, and only one Ram may attack an opponent in a turn. Once an underground charge is declared, the opponent may immediately Snap Fire at the Ram while is going underground but no further firing at the Ram is possible. Note also that charged units are not pinned until the Combat Phase, and can fire and be fired upon during the Movement and First Fire phases as usual.

The underground attack is resolved like any other Close Combat but the target's CAF is halved due to the difficulty of scoring a hit on the Ram coming from below and the weaker bottom armor of the target. Superheavies and units with a hit location template are hit D6 times to random bottom locations, but only once if the unit is Agile. If the Ram survives it is placed next to the target on the opposite side from where the Ram was coming, facing in the direction of travel.

Retributor Assault Tank: The Retributor is a heavily armed assault tank originally fielded as part of a siege army in the dreaded Inter-Brotherhood wars. It has All Around Armor, and detachments may combine their barrage weapon fire as artillery. They may fire indirectly, but do not damage buildings.

Rhino: These APCs are often traded from the Imperium in exchange for Praetorian-class command centers. It has Point Defense (1) and may transport two infantry stands.

Termite: These are the smallest of the tunnellers and may transport two infantry stands. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

Thunder-Fire Cannon: This is an anti-aircraft weapon which fires huge, superfast shells. The recoil and foundation required for this weapon is such that they are immobile and must be the first units you place during setup.

Iron Eagle Attack Gyrocopter: This is a heavily armored and highly maneuverable vehicle with devastating weaponry. Gyrocopters are Skimmers and have a 360° arc of fire.

Steel Hawk Gyrocopter: Steel Hawks are suitable for close assault roles and carry short-ranged Multi-meltas and rockets. Gyrocopters are Skimmers and have a 360° arc of fire.

War Hawk Gyrocopter: Another Steel Hawk variant is the War Hawk, armed with long-range missiles. Gyrocopters are Skimmers and have a 360° arc of fire.

Zutik Bombers: A specialized and heavier Gyrocopter, Zutick forces wait until the enemy has been engaged then take advantage of their maneuverability to pick off enemy tanks and fortifications from their weaker sides. Gyrocopters are Skimmers and have a 360° arc of fire.

Light Artillery

Mole Mortar: This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.

If a Mole Mortar hits a titan or praetorian, roll a D6. On a 6 the target is trapped within the crater formed by the explosion. Trapped units may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and forgo any ranged attacks as they leave.

Rapier Laser Destroyer: This is a multi-barreled weapon that provides anti-armor support to infantry advances.

Tarantula: This is a robotic point defense weapon that rapidly identifies and suppresses suitable targets. Tarantulas may not be given Advance Orders, and if on First Fire Orders they may fire in both the First Fire and Advance Fire Phases (firing twice in the same turn, but in different phases). The shot in the First Fire Phase may Snap Fire normally, and benefits from the Quickdraw advantage. Tarantulas are Inorganic and Robotic.

Thudd Gun: This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive 'thud-thud-thud' noise, hence the name of the gun.

Heavy Artillery

Goliath Mega-Cannon: These are huge siege cannons that deliver a devastating barrage. The barrage attack for a Goliath is worth D6+4 Barrage Points and both Ignores Cover and Destroys Buildings. The Mega-Cannon may not move and fire. Due to the high arc of fire the Goliath may not target units closer than 50 cm. The Goliath is both heavy artillery and a superheavy vehicle.

> **Optional Rule: Increased Firepower**
> After the position of the initial template is determined, take two more 6 cm templates and scatter them from the center of the first one. These extra barrages scatter 2D6 cm (4D6 on indirect fire).

Grudgekeeper Self-Propelled Artillery: The Grudgekeeper is an armored self-propelled artillery vehicle designed for an anti-titan role. It is armed with two batteries of hunter-killer missiles and a one-shot pair of Hellion rockets. While the Grudgekeeper is an artillery piece, it does not use the barrage template and may not fire indirectly.

Off-Board Artillery Barrage: This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

Fliers

Observation Balloon: While most Squat homeworlds have their fortresses hidden deep in the mountains, there are those that must defend themselves in open land. In support of these more exposed positions, atmospheric balloons are sometimes converted for military use. They have replaced their environmental sensors with telemetry and spotting machinery in order to act as observers for the feared Squat artillery.

Observation Balloons are Forward Observers and Floaters, and always considered to be at high altitude. They are also Hard to Hit, Independent and not bound by the coherency rules. If you purchase multiple units of Balloons, your enemy will score Victory Points for every 4 killed, regardless of which detachment they are from.

Overlord Armored Airship: These are huge, heavily armed and armored dirigibles. Overlords are Floaters, always fire in the First Fire segment (unless on Charge Orders) and have a 360° arc of fire. Whenever a shot hits the Overlord Airship roll on the following table to determine the effect:

Roll	Effect
1-3	No Effect as the shot passes harmlessly through.
4-5	Gondola Hit and make a 1+ (modifiable) saving throw or crash as below.
6	Hull Ruptured and the airship crashes 3D6 cm in a random direction. Any model under the crash site suffers an automatic hit and must make an unmodified save to survive

Superheavies

Hearthlord: The Hearthlord possess an experimental direct plasma weapon that focuses a stream of plasma just like a laser. This gives it good range and retaining the plasma's penetration power.

Hellfury APC: The Hellfury provides squat infantry with a massive well-protected APC to assault well-defended positions. It may carry up to 5 troop stands.

Hellworm Engine: These are underground Land Trains that may only be bought for tunneling companies. They are protected by 2 Void Shield generators, and these shields will expand to cover any attached Battlecars. A Hellworm's melta-weapons use the large teardrop template and Ignore Cover. It may transport 6 infantry stands.

The Special Card is composed of the Engine and any one standard Battlecar. You can attach as many Battlecars as you want, though there's a limit of only 1 Barrage, 1 Shield and 1 Buoy Battlecar. Victory Points are scored for every 3 Battlecars destroyed, even if they are from different Support Cards. The Fuel Battlecar that comes with the Engine does not count for this, though extras do.

Hellworms are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules. When surfacing the surrounding ground is turned to slag. To represent this, use the 6 cm barrage template. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. A Hellworm may not surface and move again on the same turn, but transported units may leave on the turn it surfaces. When surfacing, 15 cm worth of units may emerge each turn. On the first turn, that's the Engine and three Battlecars, and five Battlecars every turn afterwards.

Hellworms are given one order counter and move as a single model, but the Engine and Battlecars count as separate units for the purposes of shooting, armor saves and Close Combat. This means that when all of the Void Shields have been knocked down the attacker must specify what he is aiming at.

If one of the center Battlecars is destroyed the Squat player may only give orders to the Engine 'half' of the Train, as unattached Battlecars are automatically on First Fire Orders. The separated cars cannot move but may hook up with the Engine if it moves into contact with them. The Void Shield generators on the Engine will only protect that portion of the Train, and shields provided by unattached cars are lost.

Hellworm Battlecars: These armored vehicles provide additional protection and firepower. They may open or close their armored shields, providing 1+ All Around Armor when closed and the listed save (also All Around) when open. Battlecars must roll a 2+ to open on the turn they surface, otherwise a player may declare any or all of them open (or shut) in any Orders Phase.

Unless listed otherwise, all Battlecars have Point Defense (4) and add one Void Shield to the Engine. Other effects are listed below and may only be used when open. Individual cars are considered to be on First Fire Orders regardless of the orders given to the Engine.

Barrage Battlecar: The Doomsday Cannon counts as artillery, Damages Buildings and uses the 6 cm template with D6+3 Barrage Points.

Buoy Battlecar: If open, other tunnelers may surface anywhere within 25 cm of a Buoy Battlecar without scattering. It will also act as Forward Observer.

Cannon Battlecar: Many arrays of heavy weapons make this a lethal fire platform. It gains 2 more Point Defense dice (6 total) when open.

Carrier Battlecar: Transport 10. The Battlecar must be open to disembark troops, but the Engine does not lose any movement when they get off. May fire 4 of its Heavy Bolters when closed, and all 8 if open.

Fuel Battlecar: These must be located immediately behind an Engine and add +5 cm to their base movement. These segments do not open and are immediately behind the Engine. If destroyed it explodes on 4+, hitting adjacent battlecars and everything within D6 cm at -3 TSM hit to near battlecars. If the Fuel Battlecar is destroyed Tractor head cannot go underground anymore, though may move on surface.

Shield Battlecar: Adds +3 Void Shields. Downed shields may be repaired on 4+ instead of 5+.

Secondary Engine: These function as backup Engines in case the primary one is destroyed. They have 2 Void Shield generators (+2 Void Shields to an existing Engine) and have a 10 cm base movement rate. Secondary Engines do not open and may not go underground.

Land Train Engine: Land Trains represent massive tracked mining vehicles that have been adapted for warfare. They are protected by 2 Void Shield generators, and these shields will expand to cover any attached Battlecars. The Special Card is composed of the Engine and any one standard Battlecar. The Land Train may contain up to seven Battlecars, but may not contain any duplicates until one of each type of cars has been chosen. Victory Points are scored for every 3 Battlecars destroyed, even if they are from different Support Cards.

The Land Train is given one order counter and moves as a single model, but the Engine and Battlecars count as separate units for the purposes of shooting, armor saves and Close Combat. This means that when all of the Void Shields have been knocked down the attacker must specify what he is aiming at.

If one of the center Battlecars is destroyed the Squat player may only give orders to the Engine 'half' of the Train, as unattached Battlecars are automatically on First Fire Orders. The separated cars cannot move but may hook up with the Engine if it moves into contact with them. The Void Shield generators on the Engine will only protect that portion of the Train, and shields provided by unattached cars are lost.

Land Train Battlecars (Standard): These armored vehicles provide additional protection and firepower. They have a 2+ All Around Armor Save, Point Defense (2) and add one Void Shield to the Engine. Other effects are listed below. Individual cars are considered to be on First Fire Orders regardless of the orders given to the Engine.

Berserker Battlecar: This carries numerous weapons as well as a detachment of Squat Berserkers. They are a separate unit and must be given their own orders. They may leave the Battlecar and lose 5 cm of movement as per leaving a transport, but the Engine does not lose any movement for their getting off.

Bomb Battlecar: This car carries a single, one shot, high yield rad-bomb missile. The missile has unlimited range, and can target by line of sight of the Engine or indirectly as artillery. The missile may only be fired if the Engine is on First Fire Orders. The missile pulse is represented by the 12 cm template. Anything even partially under the template will be hit on a 3+ that Ignores Cover, at -1 TSM.

Dragon Battlecar: This car has a large flamethrower that can fire to either side. The attack uses the large teardrop template, Ignores Cover and hits on a 4+ at 0 TSM.

Mortar Battlecar: This car mounts a siege mortar similar the Imperial Bombard, but without the slow rate of fire. Due to the high fire arc of the mortar it cannot place its barrage template closer than 50 cm.

Land Train Battlecar (Specialist): These rare Battlecars follow the rules for standard ones. You get one of each.

Fireshield Battlecar: Adds +3 Void Shields. Downed shields may be repaired on 4+ instead of 5+.

Iron Eagle Battlecar: Carries an Iron Eagle gyrocopter that can spot for the Land Train.

Skyhammer Battlecar: Carries anti-air missiles. It is an Anti-Aircraft unit, and has the Quickdraw ability if the Engine is on First Fire or Advance Orders. If the Engine is on First Fire the Skyhammer may reroll misses.

Robot Command Vehicle: The role of the CV is to both transport robot detachments into battle and control them once there. As long as the CV is operational the Squat player can give orders to the robots as normal. If the CV is destroyed or is further than 25 cm from the robots, they will revert to their programmed orders.

Praetorians

Behemoth: The Behemoth is the latest in the long line of Squat praetorians. It is common for the Squats to invent a weapon then create a vehicle to carry it and this is one such vehicle. Although railgun technology is ancient, the

Behemoth was the first to develop one small enough to have an effect on the battlefield. The real breakthrough was the mounting of the weapon on a turret - a first among weapons its size. Due to the acceleration to which the projectile fired is subjected to it can Destroy Buildings, will down D3 shields and is Penetrating +3.

Colossus: This is a huge, heavily armed and armored fighting vehicle with an accompanying Iron Eagle Gyrocopter. Only the firepower of the largest of Imperial titans exceeds that of the Colossus. 6 Void Shields protect the Colossus. The Gyrocopter is a recon unit for the Colossus, and when the Colossus fires barrage weapons it can use the gyrocopter's line of sight. Barrages fired in this manner do not scatter as they are considered direct fire.

The plasma missiles are one-shot weapons worth 6 barrage points. When firing more than one missile in the same turn, each barrage template must be placed so that it is touching at least one other template.

Cyclops: This is a heavily modified version of the Colossus, used as a special purpose titan-killer. The Cyclops mounts a variety of weapons, including the Hellfury Cannon, a huge Melta Cannon and a Battlecannon, as well as heavy bolters and Doomstorm Missiles. The Battle Cannon and bolters may fire all around, but the Meltas and missiles may only be fired to the forward arc of the vehicle. The Hellfury Cannon has a very narrow firing arc and can fire only + or – 15 degrees from the direction it is facing. 5 Void Shields protect the Cyclops.

The main armament of the Cyclops is the Hellfury Cannon. It Destroys Buildings, is Penetrating +5 and may down more than one shield. The first is overloaded as normal, a second on a roll of 3+, a third on a 4+ and so on. If the last shield is taken down, apply the effects of the hit to the target. The Hellfury cannon destroys buildings that fail their saving throw.

The six Doomstorm Missiles are one-shot weapons, and any number may be fired in a turn. When firing more than one missile, each barrage template must be placed so that it is touching at least one other missile barrage template.

Hellbore: This is a gigantic tunneller capable of transporting a full Brotherhood into battle. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules. Victory Points are scored for the infantry and the Hellbore itself. The spotting Rhino is worth no Victory Points.

When the Hellbore surfaces the surrounding ground is turned to slag. To represent this, use the 12 cm airburst template. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. The Multi-launchers possess a 360° arc of fire and may fire twice, at the same or different targets.

Leviathan: This is a mobile regimental HQ and may transport a full Brotherhood within its armored walls. All weapons on the Leviathan have 360° arc of fire, except the Doomsday Cannon that has a 90° arc to the front. 4 Void Shields protect the Leviathan.

Behemoth Template

Move	CAF	Shields	Repair	Notes
15 cm	+12	4 Void Shields	4+	Praetorian

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
"Last Word" Railgun	125 cm	2	3+	-5	360° arc of fire, Damages Buildings, Penetrating +3, downs D3 Shields
Heavy Bolters	25 cm	10	5+	0	

FRONT

	Weapon 2+	
Hull 1+	Bridge 1+	Hull 1+
Hull 1+	Hull 1+	Hull 1+
Track 2+		Track 2+

SIDE

Weapon 2+	Weapon 2+			
Bridge 1+	Hull 1+	Hull 1+	Reactor 1+	Reactor 1+
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+
Track 2+	Track 2+		Wheel 3+	Wheel 3+

REAR

	Weapon 2+	
Hull 1+	Reactor 1+	Hull 1+
Hull 1+	Reactor 1+	Hull 1+
Wheel 3+		Wheel 3+

	Bridge			**Reactor**
1-2	Damaged. CAF halved and Command ability lost.		1-3	Damaged.
3-4	Crippled. CAF halved and Command ability lost.		3-4	Crippled.
5-6	Bridge destroyed. Crew abandon vehicle.		5-6	Reactor explodes!

	Track			**Hull** (every unsaved hit destroys a Point Defense)
1-2	Damaged. Half speed and cannot enter difficult terrain.		1-5	Add +1 to future damage rolls on the hull.
3-4	Crippled. As above and track collapses after movement on a 5+. If this happens roll for damage to the hull.		6	Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.
5	Crippled. Vehicle may rotate in place.			
6	Destroyed. No movement. Roll for damage to the hull.			

	Weapon
1-2	Damaged.
3-5	Destroyed.
6	Weapon destroyed and roll for damage on the hull.

Colossus Template

Move	CAF	Shields	Repair	Notes
10 cm max	+12	6 Void Shields	4+	Praetorian Carries a Recon Gyrocopter Point Defense (16)

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Doomsday Cannon	200 cm	D6+3 BP	Varies	-3	Front 90° arc of fire
Thunderer	50 cm	1	3+	-3	Front 90° arc of fire
Plasma Missiles	100 cm	6 BP	4+	-1	Front 90° arc of fire, 4 one-shot missiles
Battlecannon	75 cm	8	4+	-2	360° arc of fire

FRONT

	Weapon 2+	
Hull 1+	Bridge 1+	Hull 1+
Weapon 2+	Weapon 2+	Weapon 2+
Track 2+	Hull 1+	Track 2+

SIDE

Hull 1+	Weapon 2+	Weapon 2+	
Pad 2+	Hull 1+	Weapon 1+	Hull 1+
Missile 3+	Missile 3+	Weapon 2+	Weapon 2+	Weapon 2+
Track 2+	Track 2+	Track 2+	Track 2+

REAR

	Hull 1+	
Missile 3+	Pad 2+	Missile 3+
Missile 3+	Reactor 1+	Missile 3+
Track 2+	Hull 1+	Track 2+

Note: Missile locations are treated as Hull with saves 1+ if Missiles have already been fired.

	Bridge			Reactor
1-2	Damaged. CAF halved and Command ability lost.		1-3	Damaged.
3-4	Crippled. CAF halved and Command ability lost.		3-4	Crippled.
5-6	Bridge destroyed. Crew abandon vehicle.		5-6	Reactor explodes!

	Track			Hull (every unsaved hit destroys a Point Defense)
1-2	Damaged. Half speed and cannot enter difficult terrain.		1-5	Add +1 to future damage rolls on the hull.
3-4	Crippled. As above and track collapses after movement on a 5+. If this happens roll for damage to the hull.		6	Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.
5	Crippled. Vehicle may rotate in place.			
6	Destroyed. No movement. Roll for damage to the hull.			

	Weapon			Landing Pad
1-2	Damaged.		1-4	Damaged. Colossus cannot receive data from the 'copter.
3-5	Destroyed.		5-6	Destroyed, as above.
6	Weapon destroyed and roll for damage on the hull.			

Missiles
All missiles on that side will detonate. Roll for damage to reactor and the hull, adding +1 for each missile that explodes.

Cyclops Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	5 Void Shields	4+	Praetorian Point Defense (10)

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Hellfury Cannon	100 cm	1	2+	-6	Front 30° arc of fire, Special
Melta-cannons	35 cm	4	3+	-3	Front 90° arc of fire
Battlecannon	75 cm	2	5+	-2	360° arc of fire
Doomstorm Missiles	100 cm	4 BP	5+	0	Front 90° arc of fire, may fire indirectly, 6 one-shot missiles

FRONT

Weapon 2+		
Hull 1+	Bridge 1+	Weapon 2+
Weapon 2+	Hull 1+	Weapon 2+
Track 2+	Hull 1+	Track 2+

SIDE

			Weapon 2+			
Missile 3+	Missile 3+	W/Hull 2/1+	W/Hull 2/1+	Weapon 2+	Weapon 2+	Weapon 2+
Missile 3+	Missile 3+	Hull 1+	Weapon 2+			
Track 2+	Track 2+	Track 2+	Track 2+			

REAR

		Weapon 2+
Missile 3+	Weapon 2+	Missile 3+
Missile 3+	Reactor 1+	Missile 3+
Track 2+	Hull 1+	Track 2+

Note: Hull sections marked with **W/Hull** are Weapon (2+) hits from the Hellfury side.
Note: Missile locations are treated as Hull with saves 1+ if Missiles have already been fired.

	Bridge			Reactor
1-2	Damaged. CAF halved and Command ability lost.		1-3	Damaged.
3-4	Crippled. CAF halved and Command ability lost.		3-4	Crippled.
5-6	Bridge destroyed. Crew abandon vehicle.		5-6	Reactor explodes!

	Track			Hull (every unsaved hit destroys a Point Defense)
1-2	Damaged. Half speed and cannot enter difficult terrain.		1-5	Add +1 to future damage rolls on the hull.
3-4	Crippled. As above and track collapses after movement on a 5+. If this happens roll for damage to the hull.		6	Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.
5	Crippled. Vehicle may rotate in place.			
6	Destroyed. No movement. Roll for damage to the hull.			

	Weapon			Missiles
1-2	Damaged.			All missiles on that side will detonate. Roll for damage to reactor and the hull, adding +1 for each missile that explodes.
3-5	Destroyed.			
6	Weapon destroyed and roll for damage on the hull.			

Hellbore Template

Move	CAF	Repair	Notes
15 cm	+12	4+	Praetorian, Tunneler Transport one infantry Company-level Army Card When it surfaces the surrounding area is turned to slag. To represent this, center the 12 cm template on the surface point. All units under the template are hit on a 3+ at –1 TSM. Those that survive are placed at the edge of the template. Transported units may leave the turn the Hellbore surfaces.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Multi-Launchers	50 cm	6 BP	4+	-1	360° arc of fire, fires twice
Heavy Bolters	25 cm	8	6+	0	360° arc of fire

	Weapon 3+	Hull 1+	Bridge 1+	Weapon 3+	Digger 2+		
Engine 4+	Engine 3+	Reactor 1+	Hull 1+	Hull 1+	Hull 1+	Digger 2+	Digger 1+
	Hull 2+	Hull 2+	Hull 2+	Hull 2+	Digger 2+		

Note: Shots fired from directly behind will hit the Engine (4+), while shots from directly in front will hit the Digger (1+). Roll scatter normally, and any scatter indicates a miss.

	Bridge		**Reactor**
1-2	Damaged. CAF halved and Command ability lost.	**1-3** Damaged.
3	Damaged. CAF halved.	**3-4** Crippled.
4	Crippled. CAF halved and Command ability lost.	**5-6** Reactor explodes!
5-6	Bridge destroyed. Crew abandon vehicle.	

Bridge
1-2 Damaged. CAF halved and Command ability lost.
3 Damaged. CAF halved.
4 Crippled. CAF halved and Command ability lost.
5-6 Bridge destroyed. Crew abandon vehicle.

Reactor
1-3 Damaged.
3-4 Crippled.
5-6 Reactor explodes!

Engine
1-2 Damaged. Half speed.
3-4 Damaged and Crippled. No movement until repaired and only half speed even then.
5-6 Destroyed. No movement. Roll for damage to the reactor.

Hull
1-5 Add +1 to future damage rolls on the hull.
6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.

Weapon
1-2 Damaged.
3-5 Destroyed.
6 Weapon destroyed and roll for damage on the hull.

Digger
1-2 Damaged. Speed halved and cannot enter difficult terrain.
3-4 Damaged as above and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below).
5 Destroyed. No movement.
6 Destroyed as above and roll damage to the hull.

Leviathan Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	4 Void Shields	4+	Transports one Company-level Army Card Point Defense (12)

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Doomsday Cannon	200 cm	D6+3 BP	Varies	-3	
Battlecannon	75 cm	1	4+	-2	360° arc of fire
Lascannons	75 cm	6	5+	-1	360° arc of fire

FRONT

	Weapon 2+	
Hull 1+	Bridge 1+	Hull 1+
Weapon 2+	Weapon 2+	Weapon 2+
Track 2+	Hull 1+	Track 2+

SIDE

Hull 1+	Hull 1+		Weapon 2+	
Hull 1+	Hull 1+	Hull 1+	Hull 1+	
Weapon 2+	Weapon 2+	Weapon 2+	Hull 1+	Weapon 2+
Track 2+	Track 2+	Track 2+	Track 2+	

REAR

	Hull 1+	
Hull 1+	Hull 1+	Hull 1+
Weapon 2+	Reactor 1+	Weapon 2+
Track 2+	Hull 1+	Track 2+

Bridge

1-2	Damaged. CAF halved and Command ability lost.
3	Partially destroyed. CAF halved.
4	Partially destroyed. CAF halved and Command ability lost.
5-6	Bridge destroyed. Crew abandon vehicle.

Reactor

1-3	Reactor damaged. May not move or fire until repaired.
3-4	Major damage. Reactor off-line and if not repaired at the end of this turn, explodes as 5-6 (below).
5-6	Boom! Any units within 2 D6 cm are automatically hit by debris, unmodified save to avoid destruction.

Track

1-2	Damaged. Speed halved and cannot enter difficult terrain.
3-4	Damaged as 1-2 (above) and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below).
5	Destroyed. No movement but unit may rotate.
6	Destroyed as 5 (above) and roll damage to the hull.

Hull (every unsaved hit destroys a bolter)

1-5	Add +1 to future damage rolls on the hull.
6	Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.

Weapon

1-2	Weapon damaged and cannot be used until repaired.
3-5	Weapon destroyed.
6	Weapon destroyed and roll for damage on the hull.

Squat Army Cards

Company Cards

	Contents	Break Point	Morale	Victory Points	Cost
Warrior Brotherhood	Warlord & 9 Combat stands Hearthguard stand & Thunderer Detachment Hearthguard stand & Berserker Detachment	17	2	10	750
Shortbeards Brotherhood *	Warlord 3 Shortbeard Detachments	15	3	6	450
Ironbreaker Robot Company *	Robot Command Vehicle 2 Robot Detachments	CV	-	3	300
Ironbreaker Hellbore Brotherhood *	Warlord & 9 Combat stands 2x Hearthguard stand & Berserker Detachment Hellbore & Command Rhino (spotter)	17 + Model	2	8+4	950
Termite Company *	Warlord & Command Termite 3 Termite Detachments	22	2	10	700
Guild Biker Company	Trike Squadron 2 Bike Squadrons	17	2	8	600
Iron Eagle Gyrocopter Wing *	Any three Gyrocopter Squadrons	7	2	7	550
Grand Battery	Thudd Gun Battery 2 Mole Mortar Batteries	11	2	5	400
Goliath Superheavy Artillery Battery	3 Goliath Mega-Cannons	2	2	6	475
Air Attack Corps	3 Overlord Armored Airships	2	2	7	700
Doomanvil Squadron *	Colossus 2 Cyclops	2	1	14	1400

Special Cards

	Contents	Break Point	Morale	Victory Points	Cost
Ancestor Lord *	Ancestor Lord stand	Stand	-	2	150
Forward Observer *	Forward Observer stand & Command Rhino	Stand	-	1	100
Fundamentalist *	Fundamentalist stand	Stand	-	2	150
Grand Warlord	Grand Warlord stand	Stand	-	1	100
Hellworm *	Hellworm Engine & Fuel Battlecar	Engine	1	3	300
Land Train	Land Train Engine & one Standard Battlecar	Engine	1	4	350
Living Ancestor	Living Ancestor stand	Stand	-	1	100
Mech-Priest *	Mech-Priest stand	Stand	-	1	100
Slayer Cult *	Slayer Champion stand & 5 Slayer stands	5	-	4	250
Zutik Ratling Snipers *	4 Ratling stands	4	4	1	100
Praetorians					
Behemoth *	Behemoth	Model	1	5	450
Colossus	Colossus & Forward Observer in Gyrocopter	Model	1	5	500
Cyclops *	Cyclops	Model	1	5	450
Leviathan	Leviathan	Model	1	4	350

Support Cards

Infantry	Contents	Break Point	Morale	Victory Points	Cost
Berserker Detachment	5 Attack stands	4	2	3	150
Bodyguards *	4 Bodyguards	Special	1	3	200
Bodyguards (Exo-Armor) *	4 Bodyguards in Exo-Armor	Special	1	4	300
Burner Detachment *	Hearthguard stand & 9 Burner stands	8	2	4	300
Engineer Detachment *	5 Engineer stands	4	2	3	150
Expeditioner Detachment *	6 Expeditioner stands	5	2	3	150
Shortbeard Detachment *	Hearthguard stand & 5 Shortbeards	4	3	3	150
Stormer Detachment *	5 Stormer stands	4	2	3	200
Termite Detachment	Hearthguard stand, 5 Attack stands & 3 Termites	7	2	3	200
Thunderer Detachment	5 Thunderer stands	4	2	4	300
Mole Detachment	Hearthguard stand, 9 Combat stands & Mole	8	2	4	300
Warrior Detachment	Hearthguard stand & 9 Combat stands	8	2	4	250
Cavalry					
Bike Squadron	Guildmaster & 7 Biker stands	6	2	3	200
Trike Squadron	Guildmaster & 5 Trike stands	5	2	3	200
Walkers					
Robot Squad *	5 Robots	5	-	1	100
Vehicles					
Hellworm Train Battlecars	Any 3 Hellworm Battlecars	+2	2	+3	200
Ironhammer Squadron	3 Ironhammer Main Battle Tanks	2	2	4	250
Ironshield Squadron	3 Ironshield APCs	2	2	3	200
Land Raider Squadron *	3 Land Raiders	2	2	3	300
Land Train Battlecars (Standard)	Any 3 Standard Land Train Battlecars	+2	2	+3	200
Land Train Battlecars (Specialist) *	One of each Specialist Land Train Battlecar	+2	2	+3	200
Ram Squadron *	3 Rams	2	2	4	300
Retributor Squadron	3 Retributor Assault Tanks	2	2	3	300
Rhino Squadron	3 Rhinos	2	2	1	50
Thunderfire AA Battery *	2 Thunder-Fire Cannons	1	2	2	150
Iron Eagle Gyrocopter Squadron	3 Iron Eagle Attack Gyrocopters	2	2	3	200
Steel Hawk Gyrocopter Squadron	3 Steel Hawk Gyrocopters	2	2	3	200
War Hawk Gyrocopter Squadron	3 War Hawk Gyrocopters	2	2	3	200
Zutik Bomber Squadron *	3 Zutik Gyrocopter Bombers	2	2	7	500
Light Artillery					
Mole Mortar Battery	5 Mole Mortars	4	2	3	150
Rapier Battery	3 Rapier Laser Destroyers	2	2	1	75
Tarantula Battery	5 Tarantulas	4	2	2	150
Thudd Gun Battery	5 Thudd Guns	4	2	3	150
Heavy Artillery					
Goliath Mega-Cannon	Goliath Mega-Cannon	Model	2	2	175
Grudgekeeper	3 Grudgekeeper vehicles	2	2	5	350
Light Off-Table Barrage *	One Light Orbital Barrage Round	-	-	-	1 VP
Heavy Off-Table Barrage *	One Heavy Orbital Barrage Round	-	-	-	2 VP
Flyers					
Observation Balloon Squadron *	4 Observation Balloons	4	2	2	100
Overlord Armored Airship	Overlord Armored Airship	Model	2	3	250
Superheavies					
Hearthlord	Hearthlord	Model	1	3	300
Hellfury APC	Hellfury	Model	1	2	150

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Ancestor Lord	10 cm	6+	0	Laspistol	25 cm	1	5+	0	Elite, HQ, Psyker
Forward Observer	10 cm	6+	0	Bolt Pistols	25 cm	1	5+	0	HQ, Special
Fundamentalist	10 cm	6+	+3	Bolter Weapons	50 cm	1	5+	-2	HQ, Command, Special
Grand Warlord	10 cm	5+/6+f	+6	Plasma Gun	50 cm	2	5+	-2	Command, Elite, HQ, Inspirational, Special
Hearthguard	10 cm	6+	+6	Bolters	50 cm	1	5+	-2	Elite, HQ
Living Ancestor	10 cm	6+	0	Laspistol	25 cm	1	5+	0	Elite, HQ, Psyker
Mech-Priest	10 cm	-	+2	Laspistol	25 cm	1	5+	0	Elite, HQ, Mechanic
Slayer	15 cm	6+	+4	CC Weapons	-	-	-	0	Elite, Special
Slayer Champion	15 cm	5+f	+6	CC Weapons	-	-	-	0	Elite, HQ, Special
Warlord	10 cm	5+/6+f	+6	Bolters	50 cm	2	5+	-2	Command, Elite, HQ, Inspirational
Zutik Ratling Sniper	10 cm	-	-1	Sniper Rifle	75 cm	1	5+	0	Infiltrate, Sniper, Stealth, Special
Infantry									
Berserker (Attack)	10 cm	-	+2	Bolt Pistols	25 cm	1	5+	0	
Bodyguards	10 cm	6+	+5	Bolt Weapons	50 cm	1	5+	-1	Elite, Special
Bodyguards (Exo-armor)	10 cm	4+/6+f	+6	Bolt Weapons	50 cm	2	5+	-2	Elite, Special
Burner	10 cm	-	+1	Heavy Flamers	25 cm	2	5+	-1	Ignores Cover
Expeditioners	10 cm	-	0	Bolt Pistols	25 cm	1	5+	0	Infiltration
Shortbeard	10 cm	-	0	Lasguns	50 cm	1	5+	0	Special
Stormer	10 cm	-	0	Heavy Bolters	50 cm	2	5+	-1	
Thunderer (Heavy)	10 cm	-	+1	Heavy Weapons	75 cm	3	5+	-1	
Warrior (Combat)	10 cm	-	0	Lasguns	50 cm	1	5+	0	
Engineer *	10 cm	-	0	Bolt Pistols	25 cm	1	5+	0	Special
Cavalry									
Guild Biker	30 cm	-	+4	-	-	-	-	-	PD(1)
Guild Trike	30 cm	-	+4	Multi-Melta	25 cm	1	3+	-2	
Guildmaster	30 cm	5+/6+f	+5	Lascannon	50 cm	1	5+	-1	Command, Elite, HQ, Inspirational
Walkers									
Robot	10 cm	5+	+2	Autocannon	75 cm	1	5+	0	Inorganic, Quickdraw, Robotic
Vehicles									
Ironhammer	20 cm	2+ All Around	+2	Mega-thunderer / Heavy Bolters	75 cm / 25 cm	2 / 2	5+ / 5+	-3 / 0	Turret
Ironshield	20 cm	2+	+1	Autocannon / Heavy Bolters	50 cm / 25 cm	1 / 4	5+ / 5+	-1 / 0	All Around Armor, Transport 2
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	PD(1), Transport 2
Retributor	20 cm	2+ All Around	+2	Battlecannon / Lascannon / Missiles * / Heavy Bolters	75 cm / 50 cm / 50 cm / 25 cm	1 / 1 / 1 BP@ / 4	5+ / 5+ / - / 5+	-2 / -2 / 0 / 0	* Add BP as artillery
Rhino	25 cm	4+	0	-	-	-	-	-	PD(1), Transport 2
Thunderfire Cannon	-	4+	0	Thunderfire / Battlecannon	125 cm / 75 cm	1 / 2	5+ / 5+	-3 / -2	AA
Mole	15 cm	3+	+3	Multi-launcher / Heavy Bolters	50 cm / 25 cm	6 BP / 4	4+ / 6+	0 / 0	Tunneler, Transport 10
Ram	15 cm	1+	+8	-	-	-	-	-	Tunneler, Special
Termite	15 cm	4+	+1	Lascannon	75 cm	1	5+	-1	Tunneler, Transport 2
Iron Eagle Gyrocopter	40 cm	4+	+3	Battlecannon / Autocannon	50 cm / 50 cm	1 / 2	5+ / 5+	-2 / 0	Skimmer, 360° fire
Steel Hawk Gyrocopter	40 cm	4+	+3	Multi-melta / Rockets	25 cm / 25 cm	2 / 4 BP	4+	-2 / 0	Skimmer, 360° fire
War Hawk Gyrocopter	40 cm	4+	+3	Missiles	50 cm	1	3+	-2	Skimmer, 360° fire, PD(1)
Zutik Bomber	30 cm	3+	+3	Melta Rockets / Missiles / Battlecannons	25 cm / 75 cm / 75 cm	8 BP / 6 BP / 2	3+ / 4+ / 5+	-3 / -2 / -2	Skimmer, 360° fire, PD(2)
Battlecars (vehicle-class)									
Barrage Battlecar	-	3+	+3	Doomsday Cannon	150 cm	D6+3 BP	Varies	-3	PD(4)
Berserker Battlecar	-	2+ All Around	+3	Autocannon	50 cm	2	5+	-1	PD(2), Transport 5
Bomb Battlecar	-	2+ All Around	+3	Rad Bomb	LoS	1	3+	-1	PD(2), One-shot, Ignores Cover, 12 cm template
Buoy Battlecar	-	3+	+3	-	-	-	-	-	PD(4), Special
Cannon Battlecar	-	3+	+4	Battlecannons / Lascannons / Heavy Bolters	50 cm / 75 cm / 25 cm	4 / 4 / 2	4+ / 5+ / 5+	-2 / -2 / 0	PD(4 / 6)

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Carrier Battlecar	-	2+	+4	Heavy Bolters	25 cm	4 / 8	5+	0	PD(4), Transport 10
Dragon Battlecar	-	2+ All Around	+3	Fire Thrower	-	Template	4+	0	PD(2), Ignores Cover
Fireshield Battlecar	-	2+ All Around	+3	Autocannon	50 cm	2	5+	-1	PD(2), +3 Shields, Repair on 4+
Fuel Battlecar	-	1+	+3	-	-	-	-	-	PD(4), +5 cm movement to Engine
Iron Eagle Battlecar	-	2+ All Around	+3	-	-	-	-	-	PD(2), Carries Iron Eagle Gyrocopter
Mortar Battlecar	-	2+ All Around	+3	Siege Mortar	50-150 cm	6 BP	6+	-3	PD(2)
Secondary Engine	10 cm	1+ All Around	+2	-	-	-	-	-	PD(4), Special
Skyhammer Battlecar	-	2+ All Around	+3	Ack-ack Missiles	75 cm	2	4+	0	PD(2), AA, Special

Light Artillery

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Mole Mortar	5 cm	-	-3	Mole Mortar	150 cm	1 BP@	Varies	0	Ignores Cover, Special
Rapier	5 cm	-	-3	Laser Destroyer	50 cm	1	4+	-3	
Tarantula	5 cm	-	-3	Lascannon	75 cm	1	5+	-2	Inorganic, Robotic, Quickdraw, RoF2
Thudd Gun	5 cm	-	-3	Thudd Gun	75 cm	2 BP@	Varies	0	

Heavy Artillery

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Goliath Mega-Cannon	5 cm	5+	0	Super-Heavy Howitzer	50–250 cm	D6+4 BP	Varies	-3	Destroys Buildings, Ignores Cover, Superheavy
Grudgekeeper	15 cm	3+	+1	H-K Missiles Hellion Missiles *	75 cm 75 cm	6 2	3+ 3+	-1 -4	Special * Penetrating +2, one shot
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP

Fliers

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Observation Balloon	25 cm	-	-3	-	-	-	-	-	Flier, Forward Observer, Independent, Special
Overlord Armored Airship	15 cm	1+	+5	Battlecannon Autocannon Melta Bombs	75 cm 50 cm 0	6 4 D6+2 BP	5+ 5+ Varies	-2 0 -2	Floater, 360° Fire, PD(6), Special

Superheavies

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Hearthlord	15 cm	1+	+6	Plasma Laser * Heavy Bolters	100 cm 25 cm	2 6	4+ 5+	-3 0	* Penetrating +1 All Around Armor
Hellfury	15 cm	1+ All Around	+3	Autocannon Heavy bolters	50 cm 25 cm	2 4	5+ 5+	-1 0	Transport 5
Hellworm Engine	10 cm	1+ All Around	+8	Meltacannon * Lascannons	Template 75 cm	Template 4	4+ 5+	-1 -2	* Ignores Cover 2 Void Shields, PD(6), Transport 6
Land Train Engine	10 cm	1+ All Around	+6	Battlecannon * Doomsday Cannon	75 cm 200 cm	4 D6 +3 BP	4+ Varies	-2 -3	* Turret 2 Void Shields, PD(8)
Robot Command Vehicle	15 cm	1+	+3	Heavy Bolters	25 cm	4	5+	0	Command, Transport 10 Robots

Praetorians

Name	Speed	Save	CAF	Weapon	Range	Attacks	To Hit	Save Mod	Notes
Behemoth	15 cm	Template	+10	Railgun * Heavy Bolters	125 cm 25 cm	2 10	3+ 5+	-5 0	* Penetrating +3, Damages Buildings, Special, 4 Void Shields
Colossus	10 cm	Template	+12	Battlecannon Doomsday Cannon Thunderer Missiles	75 cm 200 cm 50 cm 100 cm	8 D6+3 BP 1 6 BP @	4+ Varies 3+ 4+	-2 -3 -3 -1	6 Void Shields, Always on First Fire, Recon Gyrocopter, PD(16)
Cyclops	10 cm	Template	+12	Battlecannon Hellfury Cannon * Melta-Cannon Doomstorm Missiles	75 cm 100 cm 35 cm 100 cm	2 1 4 4 BP @	5+ 2+ 3+ Varies	-2 -6 -3 0	* Destroys Buildings 5 Void Shields, Always on First Fire, PD(10)
Hellbore	15 cm	Template	+12	Multi- Launchers * Heavy Bolters	50 cm 25 cm	6 BPs 8	4+ 6+	-1 0	* ROF 2 Tunneler, Transport 1 company, Special
Leviathan	10 cm	Template	+12	Lascannons Battlecannon * Doomsday Cannon	75 cm 75 cm 200 cm	6 1 D6+3 BP	5+ 4+ -	-1 -2 -3	* Turret 4 Void Shields, Transport 1 company, PD(12)