NetEpic 5.0 Army Book

CHAOS SQUATS

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Chaos Squats Background

History: Chaos Squats are highly regarded by the powers of Chaos for their combat prowess and their engineering abilities. Chaos Squats long ago succumbed to the lure of Chaos, seduced by dreams of power and riches. In some cases, Squat home worlds were simply too close to the epicenter of the creation of the Eye of Terror and succumbed en masse to the Chaos powers. Their entire worlds have been corrupted and instead of barren rocky wildernesses they are Hell worlds populated with unspeakable abominations and terrain that screams out its essential wrongness. The hellish worlds of the Chaos Squats lie close to the Eye of Terror, that malevolent rift in the warp close to the galactic core. It is on these cursed worlds that the Chaos Squats have dwelt for centuries, burning in hatred at their loyalist brethren and plotting and planning the next raid of their Holds.

Other Chaos Squats are mercenaries and cultists from mainstream Squat society. When they were found to have turned to Chaos, they were cast out of their home worlds, and inevitably were drawn to the Eye of Terror. Highly valued as they are, many of the successful mercenary bands were granted their own Hell world in return for continued service and construction of war machines. Generally these are Crone worlds, and it is hard to know whether the Chaos Squats are more satisfied at the remnants of advanced technology left to investigate, or at the simple thought that they now own what was once part of the ancient Eldar empire.

Much of the equipment used by the Chaos Squats would appear familiar to those accustomed to dealing with mainstream Squats, though generally it has been subtly changed both by the effects of Chaos, and simple pattern drift caused by the long separation of the two races. One notable exception is the lack of airships and gyrocopters. For reasons not entirely clear, but perhaps something to do with the hellish planets on which they live, the Chaos Squats seem to have eschewed all forms of aerial transportation. The Chaos Squats also design and build many of the daemon engines and war machines used by the forces of Chaos and have adopted a number of them for their own use.

The Chaos Squats are few in number, and make extensive use of both slaves and automatons to augment their numbers. Slaves are used both as labor and as part of their armed forces. Traditionally, the main source of slaves was the Hobgoblins, distant relatives of the Ork race that have been warped and twisted by the effects of Chaos. For the last couple of centuries the Chaos Squats have been ranging much further afield for their slaves, and Humans, Eldar, Orks and others will all be found in their slave companies.

The Chaos Squats also use automatons of various types. Imperial pattern robots are in widespread use in Chaos Squat armies. So much so that they are often lead by field programmers who can rapidly adjust their programs according to the ebb and flow of the battle. The Chaos Squats also developed the android chassis to be used to house a minor demon. However, they find the resultant Chaos Android more trouble than it is worth. They do however utilize a manually controlled version of the Death Dealer as their primary battlefield transport with the android fully functioning.

Chaos Squats do not hate Orks, and are known to accompany Ork raids into loyal Squat territory. However, they are not averse to taking Orks as slaves either. The Chaos Squats bear hatred for loyalist Squat society and the feelings are entirely mutual.

Hobgoblins: One of the green skinned fungoid races; Hobgoblins are quite close in genetic makeup to Gretchen, though larger and more intelligent. They are both loathed and reviled by all other green skins who instantly recognise their essential wrongness, and they will go out of their way to kill any Hobgoblins they encounter.

After forming the backbone of the Chaos Squat slave labor force for millennia, the Hobgoblins perform so much of the work in the Chaos Squat society that they have become essential. Today while technically still slaves, Hobgoblins are virtually a client race of the Chaos Squats. They have a degree of autonomy and are trusted by the Chaos Squats as much as any are. They form autonomous military units under the Chaos Squat command structure.

Hobgoblins do not have the clannish nature of the Orks, and do not go to war in huge mobs, but are able to fight in individual detachments.

ARMY COMPOSITION

The Chaos Squats form a codex force under the NetEpic 5.0 rules. You must put a minimum of 75% of your points into the Chaos Squat list and up to 25% of your points into the standard Chaos or other standard army lists. They will never ally with Squats or Eldar.

Codex Army	At least 75% of your points into…	Up to 25% into…
Chaos Squats	Standard Chaos Squat List	Standard Chaos list, or any one Standard List except Eldar, Squat or Space Marines

There are also some Chaos Squat clans with specific restrictions on which units and which allies may be taken.

SPECIAL RULES

Special Rule: Stubborn

Chaos Squats are just as stubborn as their Imperial brethren and only break after sustaining 75% casualties. Their units are worth 33% more victory points to counteract this. The Stubborn special rule does not apply to Hobgoblin units.

Special Rule: Slaver

This unit may be used to hold Prisoners captured by Chaos Squat units. If a unit with the Slaver ability is within 25cms of a Chaos Squat unit that has successfully taken Prisoners, they are automatically transferred to the Slaver unit. The Chaos Squat player is awarded 1VP for each stand transferred in this manner.

Special Rule: Prisoner

Chaos Squats are always trying to capture more slaves to work their mines and fight in their armies. When a unit in close combat with the Chaos Squats is broken and fails its' morale check, roll a D6 for each stand remaining in base-to-base contact. On a roll of 4+ the stand is taken prisoner (removed).

Special Rule: Smush da Gitz

Orks and Gretchin have an intense hatred of the Hobgoblins. Whenever an Ork unit is making a ranged combat attack, if Hobgoblins are the closest unit they MUST be targeted. If an Ork unit is given charge orders and is able to engage a Hobgoblin unit, it must engage them. This rule applies to both enemy and any allied Hobgoblin units.

CHAOS SQUAT CLANS

Road Warriors

The Road Warriors live on a Hell world that is seemingly one continuous plain. No mountain, hill, crevasse or canyon mars the perfectly smooth surface. On this bizarre world the nomadic, speed loving culture of the Road Warriors evolved. Huge gangs of Chaos Squats mounted on high powered motorbikes and speeding buggies roam the planet. Each gang has their turf which they patrol vigorously, and raids and full scale wars are common.

The practice of counting coup is well established as a way of establishing and building your status within a gang. However, the Gang Lord is to all intents and purposes a hereditary title passed down through the generations along with the ancient and venerated suits of Exo-armor they wear.

The Road Warriors serve Chaos Undivided and are often called upon by their overlords to chastise or scourge a wayward aspiring champion or another hell planet. The Road Warriors don't allow their Hobgoblin slaves to fight; they are relegated to running the various tent cities that spring up during the lightning and hurricane seasons.

Special Rules

1) Allies: A Road Warrior Clan does not suffer allies often. They are a Codex army and may put up to 25% of their points into the standard Chaos list or the Chaos Marine list.

2) Momentum: The Road Warriors are reliant on their Tankers to keep them on the move. If a Road Warrior Clan Tanker is holding an objective in the enemy half of the table, the Chaos Squat player receives double victory points for this objective.

3) Join the Gang: Any special character purchased for the Road Warriors is automatically mounted on a bike, gaining a 30cm move and the cavalry class, for free.

Restrictions

1) Must take: 1 Road Warrior company card for each other company card taken.

2) Maximum 1 Each: Colossus, Behemoth

3) Prohibited: Wyrm, Leviathan, Road Terror company, Hobgoblin units.

Worshippers of Namshub

The Worshippers of Namshub are followers of Slaanesh, and like all such have long since abandoned all to the hedonist ways of the Lord of Pleasure. Their attempt to experience all that is available to the mind and body have lead them to strange and arcane experiments on themselves, resulting in a number of mutant strains appearing. Most of these are terminated, but a notable exception is the Bull Centaurs. Mind numbingly stupid, they are none the less a formidable creature and their military applications were quickly realized.

The Grand Warlord of the Worshippers of Namshub clan is a Daemon Prince of Slaanesh. Similarly, the psykers of the Worshippers of Namshub have all embraced Slaanesh.

The Worshippers of Namshub are highly dependant on their Hobgoblin slaves as they are too busy seeking new forms of stimulation and gratification to actually accomplish much.

Special Rules

1) Allies: The Worshippers of Namshub are a Codex army and may put up to 25% of their points into any standard list. Because of their status, a Worshippers of Namshub army may instead put up to 50% of its points into the Slaanesh list.

2) Chaos Rewards: For each full company card of Chaos Squats (not Hobgoblins) taken, gain one Chaos Reward card. Each Worshippers of Namshub company card grants 2 Chaos Reward cards. Chaos Rewards may be played on any Chaos Squat unit, following the normal restrictions otherwise.

Restrictions

1) Must Take: At least 1 Worshippers of Namshub Company card, and one Daemon Prince of Slaanesh special card, generating its own Chaos Reward card for a total of 3.

Must take one Hobgoblin Company card for each Chaos Squat company card.

May take as many Slaver companies as desired, but may not take a Leviathan special card.

2) Maximum 1 Each: Behemoth

3) Prohibited: Leviathan, Colossus, Road Terrors

Engineers of Khorne

The Engineers have long toiled over their forges to design and build the war machines used by the forces of Khorne. They have received many boons from their god, and they have also been subtly affected by their long contact with the God of War.

The Engineers of Khorne make extensive use of the war engines they create for their god. While in most respects the Engineers are representative of Chaos Squat society, the observant would notice the much higher proportion of Berserkers in an Engineer army, and the total absence of psykers.

Special Rules

1) Allies: The Engineers of Khorne are a Codex army and may put up to 25% of their points into any standard list. Because of their status, an Engineers of Khorne army may instead put up to 50% of its points into the Khorne list.

2) Mechanics: Each Elite unit in an Engineers of Khorne army also gains the Mechanic special ability.

3) Weapon smith: Anytime a Cannon of Khorne rolls a Misfire, roll a D6. On a 3+ the Cannon of Khorne is not destroyed, but its shot still has no effect.

Restrictions

1) Must Take: At least 1 Engineers of Khorne Company card.

2) Maximum 1 Each:

3) Prohibited: Sorcerer

Khazari Clan

The Khazari home world was not one of those originally engulfed by Chaos during the creation of the Eye of Terror. Khazari Prime was in fact one of the busiest Squat commercial worlds in the sector. The Squat inhabitants had long been treated as mutants and 2nd class citizens by the Imperial contacts. Much ill feeling developed over time between the Squats and their human "allies". A powerful cabal of Chaos cultists had grown in the resulting turmoil and they beseeched the Chaos powers for a way to silence the humans. Tzeentch answered their call and overnight the cultists were all gifted with long legs. With the aid of their new patron the cult overthrew the ruling Elders, destroyed the Imperials, and pledged their world to the service of the Lord of Change.

The Khazari form many of the mercenary bands encountered in Chaos forces. Their greater size and robustness make them formidable fighters.

The grand warlord of the Khazari Clan has been elevated to the status of a Daemon Prince of Tzeentch. Similarly, the psykers of the Khazari have all embraced Tzeentch magic.

Special Rules

1) Allies: The Khazari is a Codex army and may put up to 25% of their points into any standard list. Because of their status, a Khazari Clan may instead put up to 50% of its points into the Tzeentch list.

2) Chaos Rewards: For each full company card of Khazari taken, gain two Chaos Reward cards. Chaos Rewards may be played on any Chaos Squat unit, following the normal restrictions otherwise.

Restrictions

1) Must Take: At least 1 Khazari Clan company card, and one Daemon Prince of Tzeentch special card, generating its own Chaos Reward card for a total of 3.

2) Maximum 1 Each:

3) Prohibited: Chaos Squat Cultists, Warrior War Band, Support War Band.

SPECIAL UNITS

Grand Warlord - The biggest, most ruthless Chaos Squat in his clan, the Grand Warlord will often don his Exo-Armor and lead his forces in battle. The Grand Warlord has Command, HQ, Elite and Combat Leader special abilities.

Sorcerer – Sorcerers are fairly common among the Chaos Squat clans. They are able to harness the psychic power of the warp. A Sorcerer is a Psyker, HQ and has a 3+ Psychic save.

May use the following psychic powers, one power once per turn.

1. *Frenzy*- One detachment within 25cms may be frenzied. The unit gain 10cms normal move, and if it enters close combat gains an additional D6. Unit may not be on first fire orders.
2. *Warp Storm* - Select an enemy model within 25 cm of the Sorcerer that has an armor save. This model is hit automatically and must make a save at -1 TSM to avoid destruction (units without a save can not be targeted by Warp Storm). If the first model is destroyed by the warp storm another eligible model within 20 cm may be selected. This process continues with the range reducing by 5cms each time (to a minimum of 5cms) until a model makes its save or all models are slain and there are no more eligible targets within the appropriate range of the last victim. This is a physical psychic attack.
3. *Eyes of Namshub* – The Sorcerer guides the fire of a friendly unit. Pick one unit within 25cm that is about to fire indirectly at a point where the sorcerer has LoS. The shot does not scatter.

Tech Priest – Squats were perhaps the greatest tech priests in the ancient days of the Imperium. Despite their apostasy, many Chaos Squat clans still maintain the Tech Priesthood. A Tech Priest is Elite and gains the Mechanic special ability.
(Model – Chaos Squat with a power axe?)

Gang Supremo – The leaders of the Road Terror gangs are simply known as Gang Lords, and their leader is the Gang Supremo. His is the most ornate of the venerable Exo-Suits passed down through the ages, and his the most heavily armed bike of all the bikes available. The Gang Supremo is unique.
(Model - Guild Master + mods?)

Medic – Squat medics were a common sight in the old Imperium.

Hobgoblin Warlord – The leaders of the Hobgoblin military units, a Warlord is both larger and more intelligent than his brethren. Very cunning, they will often try and decapitate an enemy unit by killing its' leaders.
If part of a Hobgoblin Cavalry company, the Warlord is also mounted and gains the 20cm move.
(Model - Later, larger Ork model)

INFANTRY

The following are the infantry units present in the Chaos Squat army.

Chaos Squats – The archetypical troop type. Often found as mercenary bands in Chaos forces, these heavy weapons troops provide combat muscle.
(Model – Chaos Squats)

Chaos Squat Cultists – All Chaos Squats will don their flak jacket and pick up their lasgun for a good fight. These are the most numerous of the Chaos Squat troops.
(Model – Squat Infantry or EW Khazari)

Chaos Squat Exo-Armor – These heavily armed and armored juggernaughts form the elite shock troops of the Chaos Squat forces. Their armor is the equal of a Tactical Dreadnaught suit, granting a save never worse than 6+. The giant powered hell-glaive and bolt weapons provide close combat might and firepower.
(Model – Squat Exo-Armor)

Chaos Squat Berserker – These devotees of Khorne love nothing better than close combat. They are Fearless. In addition, once they have entered Close Combat for the first time, detachments of Berserkers may no longer be given orders normally. In their rage, for the remainder of the game they must automatically charge the nearest enemy unit in the compulsory movement phase. For the remainder of the game, the Berserkers roll 3D6 in Close Combat.
(Model – Squat Berserker)

Chaos Squat Slave Master – Perhaps the cruelest, most despicable of their cruel, despicable race, the Slave Masters run the huge labor camps and command the penal battalions in the Chaos Squat societies. Chaos Squat Slave Masters provide +2 to any morale check an associated Slave unit needs to make.
(Model – Squat Hearthguard)

Slaves – Those poor souls unfortunate enough to be captured by the Chaos Squats are often used to form penal battalions for their military. These are regular military units and slaves who perform well are rewarded with positions of authority in the slave camps and consequent better conditions. Still, there is no love for their masters.

Special Rules
Slave companies may not attach support cards, and do not generate a special card slot. Chaos Squat Slave Masters provide +2 to any morale check an associated Slave unit needs to make.
Instinct: If at any time there are no Slave Master stands remaining within coherency of a Slave Battalion, roll on the table below.

Roll	Effect
1-3	The unit routes immediately.
4	The unit heads directly for the nearest table edge at charge rate. It will engage any unit encountered, rolling 3D6 for close combat.

5-6	The unit charges toward the nearest Chaos Squat or Hobgoblin unit. It will attempt to engage in close combat.

(Model – any 6mm infantry. Mixed up is better)

Field Programmer Team – These troops specialize in programming and operating the various robots types found in the Chaos Squat army. While in coherency with a Robot detachment, the Robots may be given orders like a normal unit.
(Model – Squat Hearthguard or similar)

Chaos Squat Watchers – Thought to be devotees of Slaanesh who have gone into sensory overload, these Chaos Squats fearlessly wander the battlefield completely unarmed seeking out carnage and ever larger explosions. It is seemingly this desire that allows them to telepathically convince artillery crewmen to shoot at a particular spot.
(Model – Squat Crewman)

Chaos Squat Engineers – The engineers and their demolition robots often form up into combat teams to help the Chaos Squats on the battlefield. Along with their Bangalore torpedoes and satchel charges, the Engineers' favored weapon is the flamethrower. This uses the small teardrop template, with the small end pointing toward the model, but may be placed up to 5cms away.
(Model – Squats or Khazari mixed with Khazari War Droids)

Chaos Squat Slavers – Teams of battle hardened regulars who have been enlisted to capture new recruits for the penal battalions.
(Model – Hearthguard or similar)

Khazari Clan – Long ago, the Lord of Change granted the Khazari the gift of long legs so they could look their human tormenters in the eye, and the Khazari have been followers of Tzeentch ever since.
(Model –EW Khazari)

Hobgoblins – Standard rank and file Greenskin foot troops used to swell the Chaos Squat ranks.
(Model – E40K Gretchen, Mk1 Orks, or maybe Baccus Goblins)

Hobgoblin Sneaky Gitz – The Sneaky Gitz form the regular military units for the Hobgoblins. They are capable of infiltrating the battlefield, and are both quick and stealthy, if not particularly fearsome.
(Model – E40K Gretchen or Mk1 Orks painted black)

WALKERS

The Chaos Squats make extensive use of the Imperial pattern Robots to augment their combat forces. Robot detachments may be of either type, but the two may not be mixed in the one detachment.

Robot detachments are usually led by a Field Programmer team and may be given orders normally while they are in coherency. If this changes they will revert to their program.

(Models – IG and SM robots)

CAVALRY

Hobgoblin Riders - The Hobgoblins form cavalry units like their Ork cousins. The normal mount is a giant wolf, though boars are quite common, and lizards and even horses have been used at times.

(Model – Ork Boarboys or Baccus Goblin Wolf Riders).

Road Terror – Chaos Squats often ride high powered motor bikes in huge gangs. These gangs are often co-opted into the military during times of war. Armed with power axes they are renowned for their hit and run tactics.

(Model – Squat Bikers or Khazari Road Warriors)

Gang Lord – The leaders of the Road Terror gangs are simply known as Gang Lords. They suit up in ancient Exo-Suits passed down through the ages, and ride the most heavily armed bikes available. They rule by strength and fear.

(Model - Guild Master)

Bull Centaur – A strange mutation encountered among the followers of Namshub, this half-man, half-bull creature is a dangerous, if stupid opponent.

(Model – Conversion opportunity here. Irregular Centaurs maybe)

Great Taurus – Another of the unusual units used by the Followers of Namshub clan, the Great Taurus appears to be a flying bull. They are ridden into battle by the cream of the Namshub military and rain plasma grenades down on their enemy. The Great Taurus do not combine their barrage points, each makes a separate attack with its own template.

(Model – old Mo'W Great Taurus)

VEHICLES

Rhino – These ubiquitous transports are often used by Chaos Squat commanders.

Thunder Flail – Lacking an organic air force, the Chaos Squats have ensured they are never without adequate protection from aerial attack. The traditional Thunderfire

AA gun was totally unsuitable to the nomadic existence of many Chaos Squat tribes, so they mounted it on a heavy tank chassis and the Thunder Flail was born. The guns do suffer slightly reduced penetration but the mobility and increased protection offset this. (Model – DRM Thunderstrike)

Death Dealer – Chaos Squat engineers designed the Death Dealer as a heavy troop transport to be inhabited and controlled by a Khorne deamon. After trials it was found to be superior in many respects to the old Hellfury. So a new driver's compartment was added and improvements made to the tower gun, and the Death Dealer has become the standard assault transport in Chaos Squat armies. As this version is not deamon controlled it may be given first fire orders.

Hammerer – Basically a self-propelled siege mortar, the Hammerer fully satisfies the Chaos Squat need for large explosions. It is about a close as the Chaos Squats get to a MBT. (Model – DRM Intruder)

Thunder Roller – As the best resource available to the forces of Chaos, the Squats are often called upon to act as combat engineers in major planetary invasions and sieges. The Thunder Roller is a dedicated CEV based on the ubiquitous Rhino chassis. With additional frontal armor, a large mine roller, and a turret mounted petard mortar; the Thunder Roller is able to accomplish a number of tasks. It is immune to the effects of minefields and will clear a path through them equal to its own width (i.e. units of the same width or less may follow it through safely), and multiple Thunder Rollers can clear a wider path. The mine roller also counts as a Death Roller and may be used accordingly. (Death Roller: infantry and cavalry encountered during movement will be destroyed on a 4+. Failure to destroy a unit causes the Thunder Roller to halt its move.)
(Model – Rhino with Bonebreaker roller and Battlewagon turret added)

Termites – These are standard Imperial pattern Termites. Termite detachments often support Wyrm companies in assaults deep into enemy territory.

Raider – A series of wheeled high speed all-terrain vehicles, the Raiders are a favorite of the Road Warrior clan. They come in a number of variants with different weaponry.
Raider - AT: standard anti-armor unit of the Road Warriors.
Raider - Missile: The Road Warriors do understand the benefit of long range firepower.
Raider - CEV: A purpose built combat engineering vehicle, this version of the Raider buggy mounts a Sonic Cannon ideal for destroying annoying walls and fortifications. When targeting a building or structure the Sonic Cannon will hit on a 3+. It has hard time hitting anything other than buildings as it is difficult to find quickly the resonant frequency.
(Model – Exodus Wars, DRM or other suitable 4 wheeled Buggy)

LIGHT ARTILLERY

Infantry Mortar - Chaos Squats appreciate the benefits of artillery…..lots of artillery. It is rare for any Chaos Squat formation not to have its own organic artillery in the form of mortar teams.

(Model – EW Khazari Mortar teams)

Siege Mortar – Large siege mortars are used to support the more mobile Heavy Artillery as a relatively cheap and effective way to dramatically increase the amount of firepower available in sieges and static defenses.

(Model – back-to-front Mole Mortar)

HEAVY ARTILLERY

Cannon of Khorne - Chaos Squats build much of the arsenals of the Chaos Powers; the infamous Cannon of Khorne is one of their favored creations.
Each Cannon may fire independently, and places a 6cm template anywhere within LoS. The shot will scatter 2D6 and the artillery dice are used to determine the number of barrage points used. If a misfire is rolled the Cannon is destroyed.

Great Leveler – The affectionate term applied to the Goliath Mega-Cannon in Chaos Squat service, Great Levelers are widely deployed. The fire from these enormous siege cannons both ignores cover and destroys buildings. The Great Leveler is both Heavy Artillery and Superheavy.

Earthquake missile – An enormous single shot ballistic missile system used enthusiastically by the Chaos Squats. It provides a degree of flexibility, being able to be programmed for either an airburst or concussion attack. A detachment of Earthquake Missile launchers can fire one missile per turn. Each launcher carries a single missile and may only fire once per game. Missiles always scatter once, regardless of line of sight. The two modes of fire are:

Air burst: Use the large 12cm diameter template. May damage buildings.

Concussion: Use the normal 6cm diameter template. May destroy buildings.

(Model – original Ork Pulsa Rocket)

SUPERHEAVY VEHICLES

Wyrm - As a race who normally lives underground, it is no surprise that the Chaos Squats posses giant tunnelers. It is no more a surprise that these machines have been

put to a warlike purpose. Unlike Imperial tunnelers, these are not used as transports, but rather for flanking and deep striking assaults.

Special Rules

The Wyrm follows the normal rules for a Tunneler. The model may be placed as per the Tunneler rules, though there is no impassable terrain for a Wyrm. If it emerges under a building the building collapses, the Wyrm is undamaged by this. Once it has been placed on the table it may no longer move.

When the Wyrm surfaces the surrounding area is superheated. This has 2 effects. The resulting heat shimmer makes the Wyrm Hard to Hit. Further, at the beginning of the Close Combat phase, place a barrage template centered on the Wyrm. Any model even partially covered by this template must make an armor save or be destroyed.

A Wyrm company may only take tunnelers as support cards.

(Model – Imperial Mole)

Enforcer – Some have postulated that the Enforcer SHT might be the result of pattern drift over the millennia from the original Hearthlord design. The main weapon is plasma based and has a very similar energy output, though it is mounted in a full turret not present on the original Hearthlord. In any case, the Enforcer is able to more than hold its own in a duel with its Imperial or loyalist equivalents.

(Model – EW Enforcer or similar SHT)

Robot Command Vehicle - Basically the same as the standard Squat RCV in appearance. As most of the C3 is now conducted by the field programmers, the Chaos Squat version sacrifices the communications and control gear for more storage space.

(Model – Stormhammer without the turrets?)

Tanker – These giant petrochemical container vehicles are vital to the Road Warriors to keep them on the move. They have no direct military application and no weapons of their own. The giant tanks are heavily reinforced to prevent leakage of their precious contents, granting a fixed save.

When a tanker loses in CC or fails its saving throw roll a die and look up the table (this replaces the normal Superheavy damage table):

1 - Traction damaged: the engine, the wheels or a mechanical part is broken. The tanker cannot move any longer. If a second result of 1 is rolled, re-roll on the table again.

2 - Cabin damaged: The tanker controls are destroyed and the tanker is effectively destroyed without further effects.

3-4 - "The tank is leaking!" Roll a die at the end of each movement phase. On a roll of 6+ the tanker explodes. Each time you get this result add a cumulative +1 to that roll. When exploding, all targets within 2d6cm must pass their saving throws or be destroyed. Shielded units loose a Shield.

5 - "It's going to explode!!!" The tanker explodes at the end of the next movement phase. Treat the explosion as above.

6 - "It's going to...KABOOM!!" Explodes. Treat explosion as above

On results 3-5, the tanker can move during the next movement phase as usual (unless without traction or pinned, of course).

(Model – Coolant Truck from Mechwarrior CMG)

PRAETORIANS

Leviathan – In all respects exactly the same as the standard imperial Leviathan, though their appearance has often been altered in Chaos Squat service. These are in widespread use by some of the nomadic Chaos Squat tribes. Leviathans are also commonly used to collect and process captured slaves.

Special Rules
The Leviathan uses the standard template and rules. If included as part of a Slaver company, the Leviathan gains the Slaver special ability.

Colossus – The Colossus is such an effective design it has stood the test of time and is used by the Chaos Squats in an almost unmodified form. However, they no longer carry a Gyrocopter to target for them. The space has instead been given over to provide a small transport capacity.

Special Rules
The Colossus uses the standard template and rules. However, in Chaos Squat hands it gains the ability Transport (5) and comes with a free detachment of Chaos Squats.

Behemoth – While the Cyclops appears to be lost to the Chaos Squats, the Behemoth features prominently in some Clans.

The Behemoth uses the same template and rules as that found the in the Squat army book.

Namshubs Ziggurat – This enormous vehicle is basically a city on wheel (or tracks in this case). Easily as massive as a Capitol Imperialis, the Ziggurats are used by the nomadic Worshippers of Namshub as enormous transports for their entire society.

NAMSHUBs ZIGGURAT

MOVE	CAF	SHIELDS	REPAIR	NOTES
10cm	+15	9 Void Shields	4+	Transport 2 Companies, PD(20)

WEAPONS	Range	Attack Dice	Roll to Hit	TSM	Notes
Great Leveler	50-250cm	D6+4BP	Varies	-3	
Battlecannon	75cm	8	4+	-2	
Earthquake Missiles	150cms	Varies	Varies	Varies	As per main list. 4 shots, no more than 1 per turn.

SIDE

			Hull 1+	Hull 1+		
			Hull 1+	Hull 1+		
		Missiles 3+	Hull 1+	Hull 1+	Hull 1+	
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	
Hull 1+	Battlecannon 2+	Hull 1+	Hull 1+	Battlecannon 2+	Hull 1+	
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+
Hull 1+	Track 2+	Track 2+	Track 2+	Track 2+	Track 2+	Hull 1+

FRONT

	Hull 1+	Hull 1+	
	Hull 1+	Hull 1+	
	Hull 1+	Hull 1+	
Hull 1+	Hull 1+	Hull 1+	Hull 1+
Battlecannon 2+	Hull 1+	Hull 1+	Battlecannon 2+
Hull 1+	Leveler 3+	Leveler 3+	Hull 1+
Track 2+	Hull 1+	Hull 1+	Track 2+

REAR

	Hull 1+	Hull 1+	
	Hull 1+	Hull 1+	
	Missiles 3+	Missiles 3+	
Hull 1+	Hull 1+	Hull 1+	Hull 1+
Hull 1+	Hull 1+	Hull 1+	Hull 1+
Hull 1+	Reactor 1+	Reactor 1+	Hull 1+
Track 2+	Hull 1+	Hull 1+	Track 2+

BRIDGE
1-2 Crew is stunned. Unable to fire any weapons this turn.
4-5 CAF and movement are permanently halved.
6 The crew is all killed and the Ziggurat grinds to a halt. Passengers may still disembark, and Battlecannon and PD remain operative. Downed shields may not be repaired.

BATTLE CANNON
1-2 Battle Cannon is damaged. May not fire until repaired (-1 attack dice).
3-4 Battlecannon is destroyed. -1 attack dice permanently.
5-6 Battle cannon is destroyed as above. Further, the fire controls of all Battle Cannon take damage and gain -1 to hit (i.e. 5+ for first 6 result).

TRACK	HULL
1-3 Add +1 to future rolls on any track location. **4-5** Track destroyed. If first such result, Ziggurat may no longer move but is otherwise unharmed. If second, see 6 below. **6-7** The track is destroyed and the Ziggurat crunches. Roll on the Bridge table **8+** Flashback to the engine room. Roll on the Reactor table.	**1-3** Add +1 to subsequent Hull rolls. **4-5** Ziggurat loses 2 attack dice of PD **6-7** Flashback. Roll on the Bridge table. **8+** Roll on the Reactor Table
MISSILES	**REACTOR**
1-2 The missile loader is damaged. No missile may be fired this turn. **3-4** The missile rack is heavily damaged and may no longer fire. **5-6** The remaining missiles cook off. The missile rack is destroyed, and there are flashbacks to both the hull and Reactor. Roll on both tables.	**1-2** Reactor goes offline. All shields fail and the Ziggurat may not move or raise shields until repaired. **3-5** Reactor approaches critical overload. Unless repaired in the end phase, the reactor will explode as per 6 below **6** Ka-Boom. The reactor explodes destroying the Ziggurat and any passengers. All units within a 2D6 radius are hit on a 3+ at -1 TSM by the roiling plasma.
LEVELER	
1-3 The Great Leveler is knocked off target. All shots now scatter an additional time. **4-5** The Great Leveler is destroyed. **6** The Great Leveler is destroyed and there is a flashback to the Bridge. Roll on the Bridge table.	

CHAOS SQUATS – Standard List

Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Warrior War Band	1 Cultist detachment 1 Chaos Squat detachment 1 Berserker detachment	16	2	7	500
Support War Band	1 Chaos Squat Exo-Armor stand 1 Cultist detachment 2 Infantry Mortar detachments	15	2	5	400
Slaver company	1 Leviathan 2 Slaver detachments	Model + 8	2	4+4	600
Slave Company	1 Slave Master detachment 3 Slave detachments	18	4	7	700
Artillery Company	2 Cannon of Khorne detachments 1 Great Leveler	4	2	6	600
Road Terror Company	1 Gang Lord stand 3 Road Terror Detachments	11	2	5	400
Robot Company	Robot Command Vehicle Field Programmer detachment 2 Robot detachments	RCV	-	3	300
Wyrm Company	3 Wyrm tunnelers	2	2	7	700
Enforcer Company	3 Enforcer SHT	2	2	7	650
Hobgoblin Company	1 Hobgoblin Warlord 1 Hobgoblin detachment 2 Sneaky Gitz detachments	16	4	7	650
Hobgoblin Cavalry Company	1 Hobgoblin Warlord (mounted) 3 Hobgoblin Cavalry detachments	16	4	6	600

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Colossus	1 Colossus, 5 Berserker stands	Model	2	5	500
Leviathan	1 Leviathan	Model	2	4	350
Behemoth	1 Behemoth	Model	2	5	450
Grand Warlord	1 Grand Warlord stand 4 Chaos Squat stands	4	1	4	200
Tech Priest	1 Tech Priest stand + Rhino	Model	2	1	100
Medic	1 Medic stand + Rhino	Model	2	1	50
Sorcerer	1 Sorcerer stand	Model	2	1	100

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Cultist Detachment	10 Chaos Squat Cultists	8	2	3	200
Chaos Squat Detachment	5 Chaos Squats	4	2	2	150
Berserker Detachment	5 Chaos Squat Berserkers	4	2	2	150

Slaver Detachment	5 Chaos Squat Slavers	4	2	4	250
Slave Master detachment	5 Chaos Squat Slave Masters	4	2	4	250
Slaves	10 Slave stands	5	4	2	200
Exo-Armor detachment	4 Chaos Squat Exo-Armor stands	3	2	3	200
Field Programmer detachment	2 Field Programmer Teams	1	2	2	150
Watcher detachment	4 Chaos Squat Watchers	3	2	2	100
Engineers detachment	5 Chaos Squat Engineers	4	2	4	250
Hobgoblin detachment	10 Hobgoblin stands	5	4	2	150
Sneaky Gitz detachment	10 Sneaky Gitz stands	5	4	3	250
Cavalry					
Hobgoblin Cavalry detachment	10 Hobgoblin Rider stands	5	4	2	200
Road Terrors detachment	5 Road Terror stands	4	2	3	150
Walkers					
Robot Maniple	5 Robots (either type)	5	-	1	100
Vehicles					
Rhino detachment	3 Rhinos	2	2	1	50
Death Dealer	4 Death Dealers	2	2	4	400
Hammerer detachment	3 Hammerers	2	2	3	250
Thunder Roller detachment	3 Thunder Rollers	2	2	2	200
Termite Detachment	6 Chaos Squat Slavers + 3 Termites	7	2	5	350
Thunder Flail detachment	1 Thunder Flail	1	2	1	100
Light Artillery					
Infantry Mortar detachment	4 Infantry Mortar teams	3	2	2	100
Siege Mortars	4 Siege Mortar stands	3	2	3	200
Heavy Artillery					
Cannon of Khorne	3 Cannon of Khorne	2	2	2	200
Great Leveler	1 Great Leveler	1	2	2	200
Earthquake missile battery	3 Earthquake missile launchers	2	2	3	250
Superheavy Vehicles					
Wyrm detachment	1 Wyrm	1	2	3	250
Enforcer SHT detachment	1 Enforcer SHT	1	2	3	300

CHAOS SQUATS – Clan Lists

Road Warriors
Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Road Warriors Company	1 Gang Lord stand 4 Road Terror Detachments	16	2	7	550
Raider Company	1 Gang Lord stand 3 Raider detachments (any combination)	5	2	3	400

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Raider - AT detachment	3 Raider - AT	2	2	2	150
Raider - Missile detachment	3 Raider - Missile	2	2	2	150
Raider - CEV detachment	3 Raider - CEV	2	2	2	150

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Gang Supremo	1 Gang Supremo stand 2 Gang Lord stands	2	1	2	150
Tanker detachment	1 Tanker	1	2	1	Free

Worshippers of Namshub
Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Worshippers of Namshub Company	2 Cultist detachments 1 Bull Centaur detachment	22	2	8	650

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Bull Centaur detachment	10 Bull Centaurs	8	2	4	250
Great Taurus Riders	5 Great Taurus stands	4	2	3	200
Chaos Sorcerer	1 Slaanesh Magi (as per the Chaos list)	Model	2	2	150

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Grand Warlord of Namshub	1 Daemon Prince of Slaanesh (as per the Chaos list)	Model	-	2	150
Ziggurat of Namshub	1 Ziggurat praetorian	Model	-	7	700

Engineers of Khorne

Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Engineers of Khorne Company	2 Berserker detachments 2 Engineer detachments	16	2	9	700
Siege Company	1 Tech Priest stand 1 Cannon of Khorne detachment 3 Siege Mortar detachments	12	2	10	800

Khazari Clan

Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Khazari Clan Company	3 Khazari warbands	22	2	9	700

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Khazari warband	10 Khazari stands	8	2	4	250
Chaos Sorcerer	1 Tzeentch Magi (as per the Chaos list)	Model	2	2	150

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Khazari Warlord	1 Daemon Prince of Tzeentch (as per the Chaos list)	Model	-	2	150

Summary of Unit Statistics

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	TSM	Notes
Special Units									
Grand Warlord	10cm	4+/6+f	+9	Twin-linked Heavy Bolters	35cm	2	4+	-2	Command, HQ, Elite, Combat Leader
Sorcerer	10cm	6+	+1	Warp staff	25cm	1	4+	-2	HQ, Psyker, 3+ Psychic save
Tech Priest	10cm	6+	+3	Power Axe	25cm	1	5+	0	HQ, Elite, Mechanic
Gang Supremo (cavalry)	30cm	5+/6+f	+6	Lascannon	50cm	2	5+	-1	Command, HQ, Elite, Fear, Combat Leader
Medic	10cm	-	+1	Bolt Pistol	25cm	1	5+	0	HQ, Medic
Hobgoblin Warlord	10cm	-	+1	Bolt Rifle	50cm	1	5+	0	HQ, Sniper
Infantry									
Chaos Squats	10cm	-	+2	Heavy Bolters	50cm	2	5+	0	
C-Squat Cultists	10cm	-	+0	Lasgun	50cm	1	5+	0	
C-Squat Exo-Armor	10cm	4+/6+f	+7	Bolt weapons	35cm	2	5+	-2	Elite
C-Squat Berserker	10cm	-	+2	Bolt Pistols	25cm	1	5+	0	Fearless, Special
Slaves	10cm		+1	Various	25cm	1	5+	0	Instinct
C-Squat Slave Master	10cm	6+	+2	Hand Flamer	25cm	2	4+	0	HQ, Command, Special
Field Programmer Team	10cm	-	+0	Plasma Torch	25cm	1	4+	-1	HQ, Command, Special
C-Squat Watchers	10cm	-	-3	None					HQ, Fearless, Forward Observer
C-Squat Engineers	10cm	-	0	Flamers	Template	Template	4+	-1	Combat Engineer
C-Squat Slavers	10cm		+2	Stunners/pistols	25cm	2	6	0	Elite
Khazari clan	10cm	6+	+1	Lasguns	50cm	1	5+	0	
Hobgoblins	10cm		-1	Stubbers	50cm	1	5+	0	
Hobgoblin Sneaky Gitz	15cm		-1	Carbines	25cm	1	5+	0	Infiltrate, Stealth
Cavalry									
Hobgoblin Riders	20cm	-	+2	Carbines	25cm	1	5+	0	
Road Terror	30cm	-	+4	Power Axe	-				Hit and Run
Gang Lord	30cm	5+/6+f	+5	Lascannon	50cm	1	5+	-1	Command, HQ, Elite, Fear
Bull Centaur	20cm	6+	+4						Fear, Stupid
Great Taurus	30cm	5+	+3	Plasma Grenades	25cm	6BP	Varies	-3	Elite, Skimmer
Walkers									
Robot - Conqueror	10cm	5+	+2	Autocannon	50cm	1	5+	0	Inorganic, Quickdraw, Robotic
Robot – Colossus	5cm	4+	+2	Lascannon	75cm	1	5+	-1	Inorganic, Quickdraw, Robotic
Vehicle									
Rhinos	25cm	4+	+0						PD(1), Transport 2
Thunder Flail	15cm	3+	+2	Thunderfire Battlecannon	125cm / 75cm	1 / 2	5+ / 4+	-2 / -1	AA
Death Dealer	15cm	2+ all round	+7	Gatling Cannon Tower Gun Bolters	25cm / 50cm / 15cm	6 / 1 / 4	5+ / 4+ / 6+	0 / -2 / 0	Transport 5
Hammerer	15cm	3+	+2	Demolisher Heavy Bolter	75cm / 25cm	1 / 1	5+ / 5+	-3 / 0	Damages Buildings
Thunder Roller	15cm	3+	+0	Petard Mortar	25cm	3BP	Varies	-1	Death Roller, special.
Termites	15cm	4+	+1	Lascannon	75cm	1	5+	-2	Tunneler, Transport 2
Raider – AT	30cm	4+	+2	Demolisher	50cm	1	5+	-2	
Raider – Missile	30cm	4+	+2	MRL	75cm	2BP@	Varies	0	
Raider – CEV	30cm	4+	+2	Sonic Cannon	25cm	1	6+	-4	Damages buildings
Light Artillery									
Infantry Mortar	10cm	-	-1	Light Mortar	25-75cm	2BP@	Varies	0	
Siege Mortar	-	-	-3	Heavy Tube	25-100cm	2BP@	Varies	-1	Damages buildings
Heavy Artillery									
Cannon of Khorne	10cm	3+	+1	Cannon	LoS	Varies	Varies	-4	Special
Great Leveler	5cms	5+	+0	Super Heavy gun	50-250cms	D6+4BP	Varies	-3	Destroys Buildings, Ignores Cover, Superheavy
Earthquake missile	5cms	6+	+0	Airburst Or Concussion	150cm / 150cm	7BP / 10BP	Varies / Varies	-1 / -5	Damages buildings / Destroys buildings
Superheavies									
Wyrm	-	1+	+8	Auto Cannon Multiblasters	75cm / 35cm	3 / 4	5+ / 4+	-1 / 0	Tunneler, Hard to Hit, Special.
Enforcer	15cm	1+	+6	Plasma blaster * Heavy Bolters	100cm / 25cm	2 / 4	4+ / 5+	-3 / 0	* Penetrating +1, Turret

Robot Command Vehicle	15cm	1+	+4	Heavy Bolters	25cm	4	5+	0	Command, HQ, Transport 12 Robots (or smaller)
Praetorians									
Leviathan	10cm	Template	+12	Lascannon Battle Cannon * Doomsday Cannon	75cm 75cm 200cm	6 1 D6+3BP	5+ 4+ Varies	-1 -2 -3	* Turret, 4 void shields, PD(12), Carries 1 company
Colossus	10cm	Template	+12	Battle Cannon Thunderer * Missiles Doomsday Cannon	75cm 50cm 100cm 200cm	8 1 6BP D6+3BP	4+ 3+ 4+ Varies	-2 -3 -1 -3	* Turret, 6 Void Shields, PD(16), Transport (5)
Behemoth	10cm	Template	+10	Rail Gun * Heavy Bolters	125cm 25cm	2 10	3+ 5+	-5 0	* Penetrating +3, Damages buildings, 4 Void Shields,
Namshubs Ziggurat	10cm	Template	+15	Multiple					9 Void Shields, Transport (2 companies)