

NetEPIC 5.2 Army Book
Squats
Version of January 12nd, 2009

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Warrior Brotherhood

Squat

Warlord
9 Warrior stands

Thunderer Detachment

Hearthguard stand
5 Thunderer stands

Berserker Detachment

Hearthguard stand
5 Berserker stands

Cost : 750

Warlord *Infantry (1)*

Move : 10cm Save : 5+/6+f CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	2d 5+ (-2)

Command, Elite, HQ, Inspirational

Warrior *Infantry (1)*

Move : 10cm Save : - CAF : +0		
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Hearthguard *Infantry (1)*

Move : 10cm Save : 6+ CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	1d 5+ (-2)

Elite, HQ

Thunderer *Infantry (1)*

Move : 10cm Save : - CAF : +1		
Weapon	Range	Shoot
Heavy Weapons	75cm	3d 5+ (-1)

Berserker *Infantry (1)*

Move : 10cm Save : - CAF : +2		
Weapon	Range	Shoot
Bolt Pistols	25cm	1d 5+ (0)

Break : 17 Morale : 2

Victory Points : 10

Warlord *Infantry (1)*

Move : 10cm Save : 5+/6+f CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	2d 5+ (-2)

Command, Elite, HQ, Inspirational

Hearthguard *Infantry (1)*

Move : 10cm Save : 6+ CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	1d 5+ (-2)

Elite, HQ

Shortbeard *Infantry (1)*

Move : 10cm Save : - CAF : +0		
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Do not reroll CC dice

Max one per 3000 Pts.

Break : 15 Morale : 3

Victory Points : 6

Ironbreaker Company

Squat

Warlord
9 Warrior stands

Berserker Detachment

Hearthguard stand
5 Berserker stands

Berserker Detachment

Hearthguard stand
5 Berserker stands

Leviathan

Cost : 950

Warlord *Infantry (1)*

Move : 10cm Save : 5+/6+f CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	2d 5+ (-2)

Command, Elite, HQ, Inspirational

Warrior *Infantry (1)*

Move : 10cm Save : - CAF : +0		
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Hearthguard *Infantry (1)*

Move : 10cm Save : 6+ CAF : +6		
Weapon	Range	Shoot
Bolters	50cm	1d 5+ (-2)

Elite, HQ

Berserker *Infantry (1)*

Move : 10cm Save : - CAF : +2		
Weapon	Range	Shoot
Bolt Pistols	25cm	1d 5+ (0)

Leviathan *Practorian (5)*

Move : 10cm Save : Card CAF : +12		
Weapon	Range	Shoot
	See card	

PD(12), 4 Void Shields, Transport 1 company, Special

Break : 17 + Model Morale : 2

Victory Points : 8+4

Robot Command Vehicle *Super-Heavy (4)*

Move : 15cm Save : 1+ CAF : +3		
Weapon	Range	Shoot
Heavy Bolters	25cm	4d 5+ (0)

Command, Transport 10 Robots

Robot *Walker (2)*

Move : 10cm Save : 5+ CAF : +2		
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (0)

Inorganic, Quickdraw, Robotic

Break : CV Morale : -

Victory Points : 3

Ironbreaker Robot Company

(Squat)

Robot Command Vehicle

Robot Detachments

5 Robots

Robot Detachments

5 Robots

Cost : 300

Ironbreaker Hellbore Brotherhood

(Squat)

Hellbore
Command Rhino (spotter)

Warlord
9 Warrior stands

Berserker Detachment

Hearthguard stand
5 Berserker stands

Berserker Detachment

Hearthguard stand
5 Berserker stands

Cost : 950

Break : 17 + Model Morale : 2
Victory Points : 8+4

Warlord *Infantry (1)*

Move : 10cm	Save : 5+/6+f	CAF : +6
Weapon	Range	Shoot
Bolters	50cm	2d 5+ (-2)

Command, Elite, HQ, Inspirational

Warrior *Infantry (1)*

Move : 10cm

Save : - CAF : +0

Weapon Range Shoot

Lasguns 50cm 1d 5+ (0)

Hearthguard *Infantry (1)*

Move : 10cm

Save : 6+ CAF : +6

Weapon Range Shoot

Bolters 50cm 1d 5+ (-2)

Elite, HQ

Berserker

Move : 10cm

Save : - CAF : +2

Weapon Range Shoot

Bolt Pistols 25cm 1d 5+ (0)

Hellbore *Practorian (5)*

Move : 15cm

Save : Card CAF : +12

Weapon Range Shoot

See card

Tunneler, Transport 1 Company, Special

Rhino *Vehicle (3)*

Move : 25cm

Save : 4+ CAF : +0

PD(1), Transport 2

Guild Biker Company

Squat

Trike Squadron

Guildmaster
5 Trike stands

Bike Squadron

Guildmaster

7 Biker stands

Bike Squadron

Guildmaster

7 Biker stands

Unique.

Cost : 600

Break : 17 Morale : 2
Victory Points : 8

Guildmaster

Move : 30cm

Save : 5+/6+f

CAF : +5

Weapon Range Shoot

Lasannon 50cm 1d 5+ (-1)

Command, Elite, HQ, Inspirational

Guild Biker

Move : 30cm

Save : - CAF : +4

PD(1)

Cavalry (2)

Guild Trike

Move : 30cm

Save : - CAF : +4

Weapon Range Shoot

Multi-Melta 25cm 1d 3+ (-2)

Cavalry (2)

Termite Company

Squat

Warlord
Command Termite

Termite Detachment

Hearthguard stand
5 Berserker stands
3 Termites

Termite Detachment

Hearthguard stand
5 Berserker stands
3 Termites

Termite Detachment

Hearthguard stand
5 Berserker stands
3 Termites

Cost : 700

Warlord *Infantry (1)*

Move : 10cm	Save : 5+/6+f	CAF : +6
Weapon	Range	Shoot
Bolters	50cm	2d 5+ (-2)

Command, Elite, HQ, Inspirational

Hearthguard

Move : 10cm

Save : 6+ CAF : +6

Weapon Range Shoot

Bolters 50cm 1d 5+ (-2)

Elite, HQ

Berserker

Move : 10cm

Save : - CAF : +2

Weapon Range Shoot

Bolt Pistols 25cm 1d 5+ (0)

Termite *Vehicle (3)*

Move : 15cm

Save : 4+ CAF : +1

Weapon Range Shoot

Lasannon 75cm 1d 5+ (-1)

Tunneler, Transport 2

Break : 22 Morale : 2
Victory Points : 10

Iron Eagle Gyrocopter Wing

(Squat)

Gyrocopter Squadrons

3 Gyrocopters

Gyrocopter Squadrons

3 Gyrocopters

Gyrocopter Squadrons

3 Gyrocopters

Cost : 550

Iron Eagle Gyrocopter *Vehicle (3)*

Move : 40cm

Save : 4+ CAF : +3

Weapon Range Shoot

Battlecannon 50cm 1d 5+ (-2)

Autocannon 50cm 2d 5+ (0)

Skimmer, 360° fire

Steel Hawk Gyrocopter *Vehicle (3)*

Move : 40cm

Save : 4+ CAF : +3

Weapon Range Shoot

Multi-Melta 25cm 2d 4+ (-2)

Rockets 25cm 4SB 5+ (0)

Skimmer, 360° fire

War Hawk Gyrocopter *Vehicle (3)*

Move : 40cm

Save : 4+ CAF : +3

Weapon Range Shoot

Missiles 50cm 1d 3+ (-2)

PD(1), Skimmer, 360° fire

Break : 7 Morale : 2
Victory Points : 7

<p>Grand Battery</p> <p><i>Squat</i></p> <p>Thudd Gun Battery</p> <p>5 Thudd Guns</p> <p>Mole Mortar Batterie</p> <p>5 Mole Mortars</p> <p>Mole Mortar Batterie</p> <p>5 Mole Mortars</p> <p>Cost : 400</p>	<p>Thudd Gun <i>Light Art. (1)</i></p> <table border="1"> <tr><td>Move : 5cm</td><td>Save : -</td><td>CAF : -3</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Thudd Gun</td><td>75cm</td><td>2SB@ (0)</td></tr> </table> <p>Mole Mortar <i>Light Art. (1)</i></p> <table border="1"> <tr><td>Move : 5cm</td><td>Save : -</td><td>CAF : -3</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Mole Mortar</td><td>150cm</td><td>1SB@ (0)</td></tr> </table> <p><i>Ignores Cover, Ignores Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it cant move unless it is on Charge Orders and cancels all ranged attacks)</i></p> <p>Break : 11 <i>Morale : 2</i></p> <p>Victory Points : 5</p>	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Thudd Gun	75cm	2SB@ (0)	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Mole Mortar	150cm	1SB@ (0)
Move : 5cm	Save : -	CAF : -3																	
Weapon	Range	Shoot																	
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Move : 5cm	Save : -	CAF : -3																	
Weapon	Range	Shoot																	
Mole Mortar	150cm	1SB@ (0)																	
<p>Goliath Superheavy Artillery Battery</p> <p><i>Squat</i></p> <p>Goliath Mega-Cannon</p> <p>Goliath Mega-Cannon</p> <p>Goliath Mega-Cannon</p> <p>Cost : 475</p>	<p>Goliath Mega-Cannon <i>SuperHeavy (4)</i></p> <table border="1"> <tr><td>Move : 5cm</td><td>Save : 5+</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Howitzer</td><td>50-250cm</td><td>D6+4SB (0) (-3)</td></tr> </table> <p><i>Destroys Buildings, Ignores Cover, Heavy Artillery</i></p> <p>Optional Rule : Increased Firepower Scatter (2D6cm, or 4D6cm on indirect fire) 2 barrage templates from the center of the first one.</p> <p>Break : 2 <i>Morale : 2</i></p> <p>Victory Points : 6</p>	Move : 5cm	Save : 5+	CAF : +0	Weapon	Range	Shoot	Howitzer	50-250cm	D6+4SB (0) (-3)									
Move : 5cm	Save : 5+	CAF : +0																	
Weapon	Range	Shoot																	
Howitzer	50-250cm	D6+4SB (0) (-3)																	

<p>Air Attack Corps</p> <p><i>Squat</i></p> <p>Overlord Armoured Airship</p> <p>Overlord Armoured Airship</p> <p>Overlord Armoured Airship</p> <p>Cost : 700</p>	<p>Overlord Armoured Airship <i>Flyer (3)</i></p> <table border="1"> <tr><td>Move : 15cm</td><td>Save : 1+</td><td>CAF : +5</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Battlecannon</td><td>75cm</td><td>6d 5+ (-2)</td></tr> <tr><td>Autocannon</td><td>50cm</td><td>4d 5+ (0)</td></tr> <tr><td>Melta Bombs</td><td>0</td><td>D6+2SB (0) (-2)</td></tr> </table> <p><i>PD(6), Floater, 360° Fire, fires in FF segment, when hit roll 1-3 : no effect / 4-5 : armour save or crash / 6 : crash (scatter 3D6cm and hit at 0 TSM)</i></p> <p>Break : 2 <i>Morale : 2</i></p> <p>Victory Points : 7</p>	Move : 15cm	Save : 1+	CAF : +5	Weapon	Range	Shoot	Battlecannon	75cm	6d 5+ (-2)	Autocannon	50cm	4d 5+ (0)	Melta Bombs	0	D6+2SB (0) (-2)															
Move : 15cm	Save : 1+	CAF : +5																													
Weapon	Range	Shoot																													
Battlecannon	75cm	6d 5+ (-2)																													
Autocannon	50cm	4d 5+ (0)																													
Melta Bombs	0	D6+2SB (0) (-2)																													
<p>Doomanvil Squadron</p> <p><i>(Squat)</i></p> <p>Colossus Forward Observer in Gyrocopter</p> <p>Cyclop</p> <p>Cyclop</p> <p>Cost : 1400</p>	<p>Colossus <i>Praetorian (5)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : Card</td><td>CAF : +12</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td></td><td>See card</td><td></td></tr> </table> <p><i>PD(16), 6 Void Shields, Always on First Fire, Recon Gyrocopter</i></p> <p>Iron Eagle Gyrocopter <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move : 40cm</td><td>Save : 4+</td><td>CAF : +3</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Battlecannon</td><td>50cm</td><td>1d 5+ (-2)</td></tr> <tr><td>Autocannon</td><td>50cm</td><td>2d 5+ (0)</td></tr> </table> <p><i>Skimmer, 360° fire</i></p> <p>Cyclops <i>Praetorian (5)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : Card</td><td>CAF : +12</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td></td><td>See card</td><td></td></tr> </table> <p><i>PD(10), 5 Void Shields, Always on First Fire</i></p> <p>Break : 2 <i>Morale : 1</i></p> <p>Victory Points : 14</p>	Move : 10cm	Save : Card	CAF : +12	Weapon	Range	Shoot		See card		Move : 40cm	Save : 4+	CAF : +3	Weapon	Range	Shoot	Battlecannon	50cm	1d 5+ (-2)	Autocannon	50cm	2d 5+ (0)	Move : 10cm	Save : Card	CAF : +12	Weapon	Range	Shoot		See card	
Move : 10cm	Save : Card	CAF : +12																													
Weapon	Range	Shoot																													
	See card																														
Move : 40cm	Save : 4+	CAF : +3																													
Weapon	Range	Shoot																													
Battlecannon	50cm	1d 5+ (-2)																													
Autocannon	50cm	2d 5+ (0)																													
Move : 10cm	Save : Card	CAF : +12																													
Weapon	Range	Shoot																													
	See card																														

Ancestor Lord

(Squat)

Ancestor Lord stand

Ancestor Lord

Infantry (1)

Move	10cm	Save	6+	CAF	+0
Weapon	Laspistol	Range	25cm	Shoot	1d 5+ (0)

Elite, HQ, Psyker

- 1) Heal:** Medic ability with 25cm range, against any damage including psychic powers.
- 2) Precognition:** All detachments within 6cm may be given two orders. Choose which to use when the unit is activated.
- 3) Force Dome:** On 5+, place a 12cm template within 50cm. Inside and outside are totally separated. Barrage template touching the dome are removed. Remains in play one full turn. Vortex Missile knocks it down
Wave Serpents knock it down on 4+
Warp Hunter, Warp Missiles and Doom Weaver webs are stopped

Cost : 150

Break : Stand
Morale : -
Victory Points : 2

Forward Observer

(Squat)

Forward Observer stand
Command Rhino

Forward Observer

Infantry (1)

Move	10cm	Save	6+	CAF	+0
Weapon	Bolt Pistols	Range	25cm	Shoot	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino

Vehicle (9)

Move	25cm	Save	4+	CAF	+0
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PD(1), Transport 2

Cost : 100

Break : Stand
Morale : -
Victory Points : 1

Fundamentalist

(Squat)

Fundamentalist stand

No allies allowed

Fundamentalist

Infantry (1)

Move	10cm	Save	6+	CAF	+3
Weapon	Bolter Weapons	Range	50cm	Shoot	1d 5+ (-2)

HQ, Command, Infantry and cavalry that has LoS to Fundamentalist become Fearless and immune to Morale checks and effects

Cost : 150

Break : Stand
Morale : -
Victory Points : 2

Grand Warlord

Squat

Grand Warlord stand

Grand Warlord

Infantry (1)

Move	10cm	Save	5+/6+f	CAF	+6
Weapon	Plasma Gun	Range	50cm	Shoot	2d 5+ (-2)

Command, Elite, HQ, Inspirational, +1 to one initiative roll per game (no need to declare it before roll)

Cost : 100

Break : Stand
Morale : -
Victory Points : 1

Hellworm

(Squat)

Hellworm Engine

Fuel Battlecar

Hellworm Engine *SuperHeavy (4)*

Move :	10cm	Save :	1+	CAF :	+8
Weapon	Range	Shoot			
Meltacannon *	0cm	LT 4+ (-1)			
Lascannons	75cm	4d 5+ (-2)			

* Ignores Cover, All Around Armour, PD(6), 2 Void Shields, Transport 6

Fuel Battlecar *Vehicle (3)*

Move :	+5cm	Save :	1+	CAF :	+3
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PD(4), Special

Cost : 300

Break : Engine Morale : 1

Victory Points : 3

Land Train

Squat

Land Train Engine

one Standard Battlecar

Land Train Engine *SuperHeavy (4)*

Move :	10cm	Save :	1+	CAF :	+6
Weapon	Range	Shoot			
Battlecannon *	75cm	4d 4+ (-2)			
Doomsday Can.	200cm	D6+3SB ⊗ (-3)			

* Turret, All Around Armour, PD(8), 2 Void Shields

All Battlecar *Vehicle (3)*

Move : - Save : 2+ CAF : +3

All Around Armour, PD(2), 1 Shield

Berserker Battlecar *Transport 5*

Autocannon	50cm	2d 5+ (-1)			
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Bomb Battlecar *One-shot, Ignores Cover*

Rad Bomb	LoS	LB 3+ (-1)			
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Dragon Battlecar *Ignores Cover*

Fire Thrower	0cm	LT 4+ (0)			
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Mortar Battlecar

Siege Mortar	50-150cm	6SB 4+ (-3)			
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Cost : 350

Break : Engine Morale : 1

Victory Points : 4

Living Ancestor

Squat

Living Ancestor stand

Living Ancestor *Infantry (1)*

Move :	10cm	Save :	6+	CAF :	+0
Weapon	Range	Shoot			
Laspistol	25cm	1d 5+ (0)			

Elite, HQ, Psyker

1) **Psychic Shield:** Gives all squats within 25cm a 5+ Psychic Save for the current phase.

2) **Experienced:** If within 6cm of a Warlord, place D6 extra order counters on detachments in the Warlords Brotherhood. Choose when the unit is activated.

Cost : 100

Break : Stand Morale : -

Victory Points : 1

Mech-Priest

(Squat)

Mech-Priest stand

Mech-Priest *Infantry (1)*

Move :	10cm	Save :	-	CAF :	+2
Weapon	Range	Shoot			
Laspistol	25cm	1d 5+ (0)			

Elite, HQ, Mechanic

Cost : 100

Break : Stand Morale : -

Victory Points : 1

Slayer Cult

(Squat)

Slayer Champion stand
5 Slayer stands

Slayer Champion

Infantry (1)

Move : 15cm	Save : 5+f	CAF : +6
Weapon	Range	Shoot
CC Weapons	-	-

Elite, HQ

Slayer

Infantry (1)

Move : 15cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
CC Weapons	-	-

Elite

always on Charge, must charge greatest CAF in range if CC possible, reroll 1 and 2, maximum damage on double 6

Optional Rule : Deathseekers Give 4 VP to opponent until they are broken.

Break : 5 Morale : -

Victory Points : 4

Cost : 250

Zutik Ratling Snipers

(Zutik Clan)

4 Ratling stands

Zutik Ratling Sniper

Infantry (1)

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Sniper Rifle	75cm	1d 5+ (0)

Infiltrate, Sniper, Stealth, Independent (no coherency), may not move and shoot in the same turn

Break : 4 Morale : 4

Victory Points : 1

Cost : 100

Behemoth

(Squat)

Behemoth

Behemoth

Practorian (5)

Move : 15cm	Save : Card	CAF : +10
Weapon	Range	Shoot
See card		

4 Void Shields, Special

Break : Model Morale : 1

Victory Points : 5

Cost : 450

Colossus

Squat

Colossus

Forward Observer in Gyrocopter

Colossus

Practorian (5)

Move : 10cm	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

PD(16), 6 Void Shields, Always on First Fire, Recon Gyrocopter

Iron Eagle Gyrocopter

Vehicle (3)

Move : 40cm	Save : 4+	CAF : +3
Weapon	Range	Shoot
Battlecannon	50cm	1d 5+ (-2)
Autocannon	50cm	2d 5+ (0)

Skimmer, 360° fire

Break : Model Morale : 1

Victory Points : 5

Cost : 500

Cyclops

Squat

Cyclops

Cyclops Praetorian (5)

Move : 10cm	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

PD(10), 5 Void Shields, Always on First Fire

Cost : 450

Break : Model
Morale : 1
Victory Points : 5

Leviathan

Squat

Leviathan

Leviathan Praetorian (5)

Move : 10cm	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

PD(12), 4 Void Shields, Transport 1 company, Special

Cost : 350

Break : Model
Morale : 1
Victory Points : 4

Barrage Battlecar

Move : -	Save : 3+	CAF : +3
Doomsday Can.	150cm	D6+3SB ⊗ (-3)

PD(4), Damage Buildings.

Buoy Battlecar

Move : - Save : 3+ CAF : +3
PD(4), Forward Observer, Tunnelers within 25cm don't scatter.

Cannon Battlecar

Move : -	Save : 3+	CAF : +4
Battlecannons	50cm	4d 4+ (-2)
Lascannons	75cm	4d 5+ (-2)
Heavy Bolters	25cm	2d 5+ (0)

PD(4), Additional PD(2) when open.

Carrier Battlecar

Move : -	Save : 2+	CAF : +4
Heavy Bolters	25cm	4d/8d 5+ (0)

PD(4), Transport 10 (Hellworm don't loose 5cm while unloading).

All Battlecar

Move : - Save : Varies CAF : Varies
All Around Armour, 1 Shield, Save on 1+ while closed, Always on First Fire, Open on 2+ in the order phase.

Shield Battlecar

Move : -	Save : 3+	CAF : +3
Autocannon	50cm	2d 5+ (-1)

PD(4), +3 Shields, Repair on 4+

Fuel Battlecar

Move : +5cm	Save : 1+	CAF : +3
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PD(4), Special

Secondary Engine

Move : 10cm	Save : 1+	CAF : +2
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PD(4), +2 Shields, Special

Bodyguards

(Squat)

4 Bodyguards

Max one per Grand Warlord or Ancestor Lord, and one per 4 Warlord/Living Ancestor.

Cost : 200

Bodyguards

Move : 10cm Save : 6+ CAF : +5

Weapon	Range	Shoot
Bolt Weapons	50cm	1d 5+ (-1)

Elite, Hits scored (even from sniper) on leader are taken by closest bodyguard. Leader cannot be engaged in cc until all bodyguards are pinned, as any bodyguard not pinned will move (up to 6 cm) and fight off the attacker. If leader get killed, bodyguards become berserk : they MUST charge nearest pinnable enemy and re-roll 1 and 2 in CC

Break : Leader
Morale : 1

Victory Points : 3

Bodyguards (Exo-armour)

Move : 10cm Save : 4+/6+ CAF : +6

Weapon	Range	Shoot
Bolt Weapons	50cm	2d 5+ (-2)

Elite, Hits scored (even from sniper) on leader are taken by closest bodyguard. Leader cannot be engaged in cc until all bodyguards are pinned, as any bodyguard not pinned will move (up to 6 cm) and fight off the attacker. If leader get killed, bodyguards become berserk : they MUST charge nearest pinnable enemy and re-roll 1 and 2 in CC

Break : Leader
Morale : 1

Victory Points : 4

Burner Detachment

(Squat)

Hearthguard stand
9 Burner stands

Cost : 300

Break : 8 Morale : 2
Victory Points : 4

Hearthguard *Infantry (1)*

Move	10cm	Save	6+	CAF	+6
Weapon	Bolters	Range	50cm	Shoot	1d 5+ (-2)

Elite, HQ

Burner *Infantry (1)*

Move	10cm	Save	-	CAF	+1
Weapon	Heavy Flamers	Range	25cm	Shoot	2d 5+ (-1)

Ignores Cover

Engineer Detachment

(Squat)

5 Engineer stands

Cost : 150

Break : 4 Morale : 2
Victory Points : 3

Engineer *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Bolt Pistols	Range	25cm	Shoot	1d 5+ (0)

Combat Engineer

Expeditioner Detachment

(Squat)

6 Expeditioner stands

Cost : 150

Break : 5 Morale : 2
Victory Points : 3

Expeditioners *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Bolt Pistols	Range	25cm	Shoot	1d 5+ (0)

Infiltration

Shortbeard Detachment

(Squat)

Hearthguard stand
5 Shortbeards

Cost : 150

Break : 4 Morale : 3
Victory Points : 3

Hearthguard *Infantry (1)*

Move	10cm	Save	6+	CAF	+6
Weapon	Bolters	Range	50cm	Shoot	1d 5+ (-2)

Elite, HQ

Shortbeard *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Do not reroll CC dice

Stormer Detachment

(Squat)

5 Stormer stands

Cost : 200

Break : 4 Morale : 2
Victory Points : 3

Stormer *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Heavy Bolters	Range	50cm	Shoot	2d 5+ (-1)

Termite Detachment

Squat

Hearthguard stand
5 Berserker stands
3 Termites

Cost : 200

Break : 7 Morale : 2
Victory Points : 3

Hearthguard *Infantry (1)*

Move	10cm	Save	6+	CAF	+6
Weapon	Bolters	Range	50cm	Shoot	1d 5+ (-2)

Elite, HQ

Berserker *Infantry (1)*

Move	10cm	Save	-	CAF	+2
Weapon	Bolt Pistols	Range	25cm	Shoot	1d 5+ (0)

Termite *(Transport 2) Vehicle (3)*

Move	15cm	Save	4+	CAF	+1
Weapon	Lascannon	Range	75cm	Shoot	1d 5+ (-1)

Thunderer Detachment

Squat

5 Thunderer stands

Cost : 300

Break : 4 Morale : 2
Victory Points : 4

Thunderer *Infantry (1)*

Move	10cm	Save	-	CAF	+1
Weapon	Heavy Weapons	Range	75cm	Shoot	3d 5+ (-1)

Mole Detachment

Squat

Hearthguard stand
9 Warrior stands
Mole

Cost : 300

Break : 8 Morale : 2
Victory Points : 4

Hearthguard *Infantry (1)*

Move	10cm	Save	6+	CAF	+6
Weapon	Bolters	Range	50cm	Shoot	1d 5+ (-2)

Elite, HQ

Warrior *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Mole *(Transport 10) Vehicle (3)*

Move	15cm	Save	3+	CAF	+3
Weapon	Multi-Launcher	Range	50cm	Shoot	6SB 4+ (0)
Weapon	Heavy Bolters	Range	25cm	Shoot	4d 6+ (0)

Warrior Detachment

Squat

Hearthguard stand
9 Warrior stands

Cost : 250

Break : 8 Morale : 2
Victory Points : 4

Hearthguard *Infantry (1)*

Move	10cm	Save	6+	CAF	+6
Weapon	Bolters	Range	50cm	Shoot	1d 5+ (-2)

Elite, HQ

Warrior *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Bike Squadron

Squat

Guildmaster
7 Biker stands

Cost : 200

Break : 6 Morale : 2
Victory Points : 3

Guildmaster *Cavalry (2)*

Move	30cm	Save	5+/6+f	CAF	+5
Weapon	Lascannon	Range	50cm	Shoot	1d 5+ (-1)

Command, Elite, HQ, Inspirational

Guild Biker *Cavalry (2)*

Move	30cm	Save	-	CAF	+4
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PD(1)

Trike Squadron

Squat

Guildmaster
5 Trike stands

Cost : 200

Break : 5 Morale : 2
Victory Points : 3

Guildmaster *Cavalry (2)*

Move	30cm	Save	5+/6+f	CAF	+5
Weapon	Lascannon	Range	50cm	Shoot	1d 5+ (-1)

Command, Elite, HQ, Inspirational

Guild Trike *Cavalry (2)*

Move	30cm	Save	-	CAF	+4
Weapon	Multi-Melta	Range	25cm	Shoot	1d 3+ (-2)

Robot Squad

(Squat)

5 Robots

Cost : 100

Break : 5 Morale : -
Victory Points : 1

Robot *Walker (2)*

Move	10cm	Save	5+	CAF	+2
Weapon	Autocannon	Range	75cm	Shoot	1d 5+ (0)

Inorganic, Quickdraw, Robotic

Hellworm Train Battlears

Squat

Any 3 Hellworm Battlears
Maximum 1 Barrage, 1 Shield and 1 Buoy Battlear.

Cost : 200

Break : +2 Morale : 2
Victory Points : +3

Ironhammer *Vehicle (3)*

Move	20cm	Save	2+	CAF	+2
Weapon	Mega-thunderer	Range	75cm	Shoot	2d 5+ (-3)
	Heavy Bolters	Range	25cm	Shoot	2d 5+ (0)

All Around Armour, Turret

Ironhammer Squadron

Squat

3 Ironhammer Main Battle Tanks

Cost : 250

Break : 2 Morale : 2
Victory Points : 4

Ironshield *Vehicle (3)*

Move	20cm	Save	2+	CAF	+1
Weapon	Autocannon	Range	50cm	Shoot	1d 5+ (-1)
	Heavy Bolters	Range	25cm	Shoot	4d 5+ (0)

All Around Armour, Transport 2

Ironshield Squadron

Squat

3 Ironshield APCs

Cost : 200

Break : 2 Morale : 2
Victory Points : 3

Land Raider *Vehicle (3)*

Move	20cm	Save	2+	CAF	+3
Weapon	Lascannon	Range	75cm	Shoot	2d 5+ (-2)

PD(1), Transport 2

Land Raider Squadron

(Squat)

3 Land Raiders

Cost : 300

Break : 2 Morale : 2
Victory Points : 3

Land Train Battlecars (Standard)
Squat

Any 3 Standard Land Train Battlecars

Cost : 200

Break : +2 Morale : 2
Victory Points : +3

Berserker Battlecar *Transport 5*
Autocannon 50cm 2d 5+ (-1)

Bomb Battlecar *One-shot, Ignores Cover*
Rad Bomb LoS LB 3+ (-1)

Dragon Battlecar *Ignores Cover*
Fire Thrower 0cm LT 4+ (0)

Mortar Battlecar
Siege Mortar 50-150cm 6SB 4+ (-3)

Land Train Battlecars (Specialist)
(Squat)

One of each Specialist Land Train Battlecars

Cost : 200

Break : +2 Morale : 2
Victory Points : +3

Firesield Battlecar *+3 Shields, 4+ Repair*
Autocannon 50cm 2d 5+ (-1)

Iron Eagle Battlecar *Carries Iron Eagle*
Iron Eagle Gyrocopter (Skimmer) Veh (3)
Move : 40cm Save : 4+ CAF : +3
Battlecannon (360°) 50cm 1d 5+ (-2)
Autocannon (360°) 50cm 2d 5+ (0)

Skyhammer Battlecar *Anti-Aircraft, Special*
Ack-ack Missiles 75cm 2d 4+ (0)

Ram Squadron
(Squat)

3 Rams

Cost : 300

Break : 2 Morale : 2
Victory Points : 4

Ram *Vehicle (3)*
Move : 15cm Save : 1+ CAF : +8
Tunneler, Special

Retributor Squadron
Squat

3 Retributor Assault Tanks

Cost : 300

Break : 2 Morale : 2
Victory Points : 3

Retributor *Vehicle (3)*
Move : 20cm Save : 2+ CAF : +2
Weapon Range Shoot
Battlecannon 75cm 1d 5+ (-2)
Lascannon 50cm 1d 5+ (-2)
Missiles 50cm 1SB @ (0)
Heavy Bolters 25cm 4d 5+ (0)
All Around Armour

Rhino Squadron
Squat

3 Rhinos

Cost : 50

Break : 2 Morale : 2
Victory Points : 1

Rhino *Vehicle (3)*
Move : 25cm Save : 4+ CAF : +0
PD(1), Transport 2

Thunderfire AA Battery
Squat

2 Thunder-Fire Cannons

Cost : 150

Break : 1 Morale : 2
Victory Points : 2

Thunderfire Cannon *Vehicle (3)*
Move : - Save : 4+ CAF : +0
Weapon Range Shoot
Thunderfire 125cm 1d 5+ (-3)
Battlecannon 75cm 2d 5+ (-2)
Anti-Aircraft

Iron Eagle Gyrocopter Squadron
Squat

3 Iron Eagle Attack Gyrocopters

Cost : 200

Break : 2 Morale : 2
Victory Points : 3

Iron Eagle Gyrocopter *Vehicle (3)*
Move : 40cm Save : 4+ CAF : +3
Weapon Range Shoot
Battlecannon 50cm 1d 5+ (-2)
Autocannon 50cm 2d 5+ (0)
Skimmer, 360° fire

Steel Hawk Gyrocopter Squadron
Squat

3 Steel Hawk Gyrocopters

Cost : 200

Break : 2 Morale : 2
Victory Points : 3

Steel Hawk Gyrocopter *Vehicle (3)*
Move : 40cm Save : 4+ CAF : +3
Weapon Range Shoot
Multi-Melta 25cm 2d 4+ (-2)
Rockets 25cm 4SB 5+ (0)
Skimmer, 360° fire

<p>War Hawk Gyrocopter Squadron</p> <p><i>Squat</i></p> <p>3 War Hawk Gyrocopters</p> <p>Cost : 200</p>	<p>War Hawk Gyrocopter <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 40cm</td> <td>Save : 4+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Missiles</td> <td>50cm</td> <td>1d 3+ (-2)</td> </tr> </table> <p><i>PD(1), Skimmer, 360° fire</i></p> <p>Break : 2 Morale : 2</p> <p>Victory Points : 3</p>	Move : 40cm	Save : 4+	CAF : +3	Weapon	Range	Shoot	Missiles	50cm	1d 3+ (-2)						
Move : 40cm	Save : 4+	CAF : +3														
Weapon	Range	Shoot														
Missiles	50cm	1d 3+ (-2)														
<p>Zutik Bomber Squadron</p> <p><i>(Zutik Clan)</i></p> <p>3 Zutik Gyrocopter Bombers</p> <p>Cost : 500</p>	<p>Zutik Bomber <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : 3+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Melta Rockets</td> <td>25cm</td> <td>8SB 3+ (-3)</td> </tr> <tr> <td>Missiles</td> <td>75cm</td> <td>6SB 4+ (-2)</td> </tr> <tr> <td>Battlecannons</td> <td>75cm</td> <td>2d 5+ (-2)</td> </tr> </table> <p><i>PD(2), Skimmer, 360° fire</i></p> <p>Break : 2 Morale : 2</p> <p>Victory Points : 7</p>	Move : 30cm	Save : 3+	CAF : +3	Weapon	Range	Shoot	Melta Rockets	25cm	8SB 3+ (-3)	Missiles	75cm	6SB 4+ (-2)	Battlecannons	75cm	2d 5+ (-2)
Move : 30cm	Save : 3+	CAF : +3														
Weapon	Range	Shoot														
Melta Rockets	25cm	8SB 3+ (-3)														
Missiles	75cm	6SB 4+ (-2)														
Battlecannons	75cm	2d 5+ (-2)														
<p>Mole Mortar Battery</p> <p><i>Squat</i></p> <p>5 Mole Mortars</p> <p>Cost : 150</p>	<p>Mole Mortar <i>Light Art. (1)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : -</td> <td>CAF : -3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Mole Mortar</td> <td>150cm</td> <td>1SB@ ⊗ (0)</td> </tr> </table> <p><i>Ignores Cover, Ignores Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it cant move unless it is on Charge Orders and cancels all ranged attacks)</i></p> <p>Break : 4 Morale : 2</p> <p>Victory Points : 3</p>	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Mole Mortar	150cm	1SB@ ⊗ (0)						
Move : 5cm	Save : -	CAF : -3														
Weapon	Range	Shoot														
Mole Mortar	150cm	1SB@ ⊗ (0)														
<p>Rapier Battery</p> <p><i>Squat</i></p> <p>3 Rapier Laser Destroyers</p> <p>Cost : 75</p>	<p>Rapier <i>Light Art. (1)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : -</td> <td>CAF : -3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Laser Destroyer</td> <td>50cm</td> <td>1d 4+ (-3)</td> </tr> </table> <p>Break : 2 Morale : 2</p> <p>Victory Points : 1</p>	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Laser Destroyer	50cm	1d 4+ (-3)						
Move : 5cm	Save : -	CAF : -3														
Weapon	Range	Shoot														
Laser Destroyer	50cm	1d 4+ (-3)														

<p>Tarantula Battery</p> <p><i>Squat</i></p> <p>5 Tarantulas</p> <p>Cost : 150</p>	<p>Tarantula <i>Light Art. (1)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : -</td> <td>CAF : -3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Lascannon</td> <td>75cm</td> <td>1d 5+ (-2)</td> </tr> </table> <p><i>Inorganic, Robotic, Quickdraw, RoF2</i></p> <p>Break : 4 Morale : 2</p> <p>Victory Points : 2</p>	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-2)			
Move : 5cm	Save : -	CAF : -3											
Weapon	Range	Shoot											
Lascannon	75cm	1d 5+ (-2)											
<p>Thudd Gun Battery</p> <p><i>Squat</i></p> <p>5 Thudd Guns</p> <p>Cost : 150</p>	<p>Thudd Gun <i>Light Art. (1)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : -</td> <td>CAF : -3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Thudd Gun</td> <td>75cm</td> <td>2SB@ ⊗ (0)</td> </tr> </table> <p>Break : 4 Morale : 2</p> <p>Victory Points : 3</p>	Move : 5cm	Save : -	CAF : -3	Weapon	Range	Shoot	Thudd Gun	75cm	2SB@ ⊗ (0)			
Move : 5cm	Save : -	CAF : -3											
Weapon	Range	Shoot											
Thudd Gun	75cm	2SB@ ⊗ (0)											
<p>Goliath Mega-Cannon</p> <p><i>Squat</i></p> <p>Goliath Mega-Cannon</p> <p>Cost : 175</p>	<p>Goliath Mega-Cannon <i>SuperHeavy (4)</i></p> <table border="1"> <tr> <td>Move : 5cm</td> <td>Save : 5+</td> <td>CAF : +0</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Howitzer</td> <td>50-250cm</td> <td>D6+4SB ⊗ (-3)</td> </tr> </table> <p><i>Destroys Buildings, Ignores Cover, Heavy Artillery</i></p> <p>Optional Rule : Increased Firepower Scatter <i>(2D6cm, or 4D6cm on indirect fire) 2 barrage templates from the center of the first one.</i></p> <p>Break : Model Morale : 2</p> <p>Victory Points : 2</p>	Move : 5cm	Save : 5+	CAF : +0	Weapon	Range	Shoot	Howitzer	50-250cm	D6+4SB ⊗ (-3)			
Move : 5cm	Save : 5+	CAF : +0											
Weapon	Range	Shoot											
Howitzer	50-250cm	D6+4SB ⊗ (-3)											
<p>Grudgekeeper</p> <p><i>Squat</i></p> <p>3 Grudgekeeper vehicles</p> <p>Cost : 500</p>	<p>Grudgekeeper <i>Heavy Art. (3)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 3+</td> <td>CAF : +1</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>H-K Missiles</td> <td>75cm</td> <td>6d 3+ (-1)</td> </tr> <tr> <td>Hellion Missiles *</td> <td>75cm</td> <td>2d 3+ (-4)</td> </tr> </table> <p><i>* Penetrating +2. All missiles are one-shot</i></p> <p>Break : 2 Morale : 2</p> <p>Victory Points : 7</p>	Move : 15cm	Save : 3+	CAF : +1	Weapon	Range	Shoot	H-K Missiles	75cm	6d 3+ (-1)	Hellion Missiles *	75cm	2d 3+ (-4)
Move : 15cm	Save : 3+	CAF : +1											
Weapon	Range	Shoot											
H-K Missiles	75cm	6d 3+ (-1)											
Hellion Missiles *	75cm	2d 3+ (-4)											

Light Off-Table Barrage
(Squat)

One Light Orbital Barrage Round

Cost : 1 VP

Light Off-Board Barrage Heavy Art. (3)

Move	Save	Range	CAF	Shoot
-	-	Special	-	-
Orbital Barrage	Special	6SB	4+	(-1)

Costs 1 VP

Break : - Morale : -

Victory Points : -

Heavy Off-Table Barrage
(Squat)

One Heavy Orbital Barrage Round

Cost : 2 VP

Heavy Off-Board Barrage Heavy Art. (3)

Move	Save	Range	CAF	Shoot
-	-	Special	-	-
Orbital Barrage	Special	10SB	2+	(-2)

Costs 2 VP

Break : - Morale : -

Victory Points : -

Observation Balloon Squadron
(Squat)

4 Observation Balloons

Cost : 100

Observation Balloon Flyer (3)

Move : 25cm Save : - CAF : -3

Floater, Forward Observer, Independent, no coherency needed

Break : 4 Morale : 2

Victory Points : 2

Overlord Armoured Airship
(Squat)

Overlord Armoured Airship

Cost : 250

Overlord Armoured Airship Flyer (3)

Move	Save	Range	CAF	Shoot
15cm	1+	75cm	1+	+5
Battlecannon	75cm	6d	5+	(-2)
Autocannon	50cm	4d	5+	(0)
Melta Bombs	0	D6+2SB	⊗	(-2)

PD(6), Floater, 360° Fire, fires in FF segment, when hit roll 1-3 : no effect / 4-5 : armour save or crash / 6 : crash (scatter 3D6cm and hit at 0 TSM)

Break : Model Morale : 2

Victory Points : 3

Hearthlord
(Squat)

Hearthlord

Cost : 300

Hearthlord Super-Heavy (4)

Move	Save	Range	CAF	Shoot
15cm	1+	100cm	1+	+6
Plasma Laser*	100cm	2d	4+	(-3)
Heavy Bolters	25cm	6d	5+	(0)

* Penetrating +1, All Around Armour

Break : Model Morale : 1

Victory Points : 3

Hellfury
(Squat)

Hellfury APC

Cost : 150

Hellfury Super-Heavy (4)

Move	Save	Range	CAF	Shoot
15cm	1+	50cm	1+	+3
Autocannon	50cm	2d	5+	(-1)
Heavy Bolters	25cm	4d	5+	(0)

All Around Armour, Transport 5

Break : Model Morale : 1

Victory Points : 2