

Addendum for Codex Squat 6th Edition

Table of Contents

Addendum for Death from the Skies	2
Addendum of Special Characters	3
Jarl Morgharg - Thane of Solgrim	3
Ailin Forgekeeper	4
Mogrom Ironforged	5
Azgoth of the steel	6
Silvia - The Ratcatcher	7
Addendum for Apocalypse	8
Divine Intervention	8
Formations	8
Super-heavy vehicles	10
Strategic Assets	15
Version history	16

Addendum for Death from the Skies

Special Manoeuvres

Squat

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Engines Screaming

When: At the start of the Movement phase

Test: Toughness

Manoeuvre: Before moving, you may turn the model up to 180°

Hammer and Anvil

When: At the start of the Assault phase

Test: Leadership

Manoeuvre: In the Assault phase the Flyer causes a single Strength 8 hit on a single Flyer model within 6". The hit is resolved against the enemy Flyer's closest facing.

Fighter Ace

50 pts

For the Squats, dedication to the airborne corp is important, and while some of the Guild move back to the ground, others stay in the air, studying ways to better fight their foes from this unique vantage-point.

1-2 **Moving with the machine**

The flyer has the It Will Not Die special rule. If the flyer already has this Special Rule then all failed It Will Not Die-rolls can be re-rolled.

3-4 **Porous endothermic plating**

The Fighter Ace gains 1 Armour Value to its front arc.

5-6 **Dust-cloud cover**

All friendly units the Fighter Ace moves over gains the Stealth special rule until the start of the next Squat turn.

Addendum of Special Characters

Jarl Morgharg - Thane of Solgrim

In the court of High King Solgrim, his Thane is the best favoured. He is the nephew of the King, and leads the Hearthguards into battle.

Jarl Morgharg is a fierce fighter, carrying his King's hammer and a brace of unique pistols that he can fire in a storm of bullets. From the King's Living Ancestor he received an ancient seal, stolen from a fallen foe centuries ago. This protects his as long as he is faithful to the King he serves.

The Jarl has fought the Ork invasion of Silban VII and the Tyranids of the Banaab Fleet and honed his skills. He leads his Hearthguards into combat and inspires them to greatness when the enemies grow near.

WS	BS	S	T	W	I	A	Ld	Sv
6	4	5	4	4	3	4	10	2+

Unit Type: Infantry (Character)

Wargear:

Frag grenades, Melta bombs, Ornate Breastplate, Surprisingly Swift feet, *Brace of Thunderbringers*, *Hammer of Solgrim*

Brace of Thunderbringers

The *Thunderbringers* are a pair of pistols with six barrels. It standing still to take aim it can fire a volley of fire comparable to a pair of cannons many times their size. When moving, accuracy is decreased, whereas firing on foes bearing down normally has devastating results.

Range	S	AP	Type
24"	5	4	Assault 3/Heavy 6

If fired in Overwatch 5 and 6 are hits, not just 6.

Hammer of Solgrim

The old King's hammer is no longer wielded by the King himself, but he has handed it to his Thane to be used in his name. It is large, heavy and crackles with power. While slow, it smashes enemies apart and crushes enemy armour with ease.

Range	S	AP	Type
-	x2	1	Melee, Master-crafted, Two-handed, Unwieldy

Warlord Trait: Close-fire Drill

Special Rules:

Ancestral Hatred, Beserker, Brothers in Arms, Independent Character

Jarl's Force - Hearthguards (not in Exo-armour) count as Troops when Morgharg is the Stronghold Warlord.

Jarl Morgharg - Thane of Solgrim										HQ - 190 Points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Jarl Morgharg	6	4	5	4	4	3	4	10	2+	Infantry (Character)	1 (Unique)
Wargear:										Warlord Trait:	Special Rules:
<ul style="list-style-type: none"> Frag grenades Melta bombs Ornate Breastplate Brace of Thunderbringers Hammer of Solgrim 										<ul style="list-style-type: none"> Close-fire Drill 	<ul style="list-style-type: none"> Ancestral Hatred Beserker Brothers in Arms Independent Character Jarl's Force

Ailin Forgekeeper

A living ancestor of the Hargram Stronghold, Ailin was always a Guildmaster, and while he is still a master tinkerer and builder, he has slowly grown into his role as an advisor to his King. He is often considered the Grand Guildmaster of the kingdom. He maintains his equipment and uses the armouries of the Stronghold to the best of his abilities. He has forsaken much of what others would consider psychic powers in lieu of enhanced mechanical and technical skills.

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	4	3	3	10	2+

Unit Type: Infantry (Character)

Wargear:

Frag grenades, Ancient breastplate, Forge-harness, Galen's Hammer

Ancient Breastplate

Pulled from the depths of the armouries of the Stronghold, the ancient breastplate has since been modified by Ailin to be the best protection he can obtain.

The arcane piece of armour confers a 2+ Save and 4+ Invulnerable Save

Forge-harness

The harness was built by Ailin over the course of decades or centuries, and is under constant improvement. It aids him in his work and war, able to lift things several times his own weight.

The Forgeharness is an ancient Servo-harness with massive gripping claws that can attack twice per Assault phase. It also allows re-rolling Tinkering Skills-rolls.

Range	S	AP	Type
-	x2	1	Melee, Armourbane, Unwieldy

Galen's Hammer

Another item pulled from the armouries and used by the master crafter is the former King's legendary hammer, which he uses with ease to break enemies bodies, as well as their minds.

Range	S	AP	Type
-	User	2	Melee, Master-crafted, Two-handed

Warlord Trait: Determined to Survive

Special Rules:

Ancestral Hatred, Beserker, Brothers in Arms, Fat of foot, Independent Character.

Time-honed Tinkering-skills - Uses Tinkering Skills (as per Guildmaster) on 3+.

Master of Fortifications - Uses the Bolster Defences (as per Techmarine in Codex: Space Marines)

Ailin Forgekeeper										HQ - 145 Points	
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	
6	5	4	4	4	3	4	10	2+	Infantry (Character)	1 (Unique)	
Wargear:			Warlord Trait:			Special Rules:					
<ul style="list-style-type: none"> Frag grenades Ancient Breastplate Forge-harness Galen's Hammer 			<ul style="list-style-type: none"> Determined to Survive 			<ul style="list-style-type: none"> Ancestral Hatred Beserker Brothers in Arms Fat of foot Independent Character Time-honed tinkering-skills Master of Fortifications 					

Azgoth of the steel

Few stories are better known and still less retold by the skalds of the Squats than that of Azgoth. The living ancestor of the Kharag-grimm Stronhold he was savaged in the wars against the Orks and torn limb from limb and left from dead on the battlefield. However, such was the will of the old man that he refused to die and crawling with his limbs shattered he returned to the Stronghold where his body was largely replaced by metal mechanical parts. The living tissue left behind he is now known as Azgoth of the steel.

WS	BS	S	T	W	I	A	Ld	Sv
6	5	5	6	4	2	4	10	2+

Unit Type: Infantry (Character)

Wargear:

Body of Steel, Hammer of Azgoth

Body of Steel

Almost entirely replacing his old flesh with metal, Azgoth is the picture of indominability. He preserves where all others would falter. While he may be in pain and complain, loudly, about it, he is still here, decade after decade.

The Body of Steel offers a 2+ Armour save, a 5+ Invulnerable Save and confers the **Feel No Pain** (5+) special rule.

Hammer of Azgoth

Forged into his arm Azgoth swings his hammer with ease, smashing apart his enemies or channelling his mighty psychic powers through it.

Range	S	AP	Type
-	User	2	Melee, Smash, Force, Master-crafted

Special Rules:

Ancestral Hatred, Beserker, Brothers in Arms, Fat of foot, Independent Character, Psyker (Mastery Level 3).

Warlord Trait: Long-aged Acumen

Psyker: Azgoth generates two powers from the **Deepdwelling Powers** list, but always knows Azgoth's Cursing Word.

Azgoth's Cursing Word

Warp Charge 2

Fuelled by his agony and unfaltering will to live, Azgoth can spew out his hatred onto his foes and cripple, burn or even melt them.

Azgoth's Cursing Word is a **witchfire** power with two profiles, chosen before the power is used.

	Range	S	AP	Type
Template	5	4	4	Assault 1, Ignores Cover, Mangled in flames
Template	8	1	1	Heavy 1, Ignores Cover, Armourbane

Mangled in Flames: If Azgoth wishes to engage in close combat the same turn as using this power, and it hits an enemy unit, he need never roll to determine if he reaches the enemy unit or not. If the template hit the enemy he will simply be moved into base-to-base contact with the closest enemy model of that unit in the Assault phase.

Azgoth will use Initiative 8 for the first turn of combat when engaging in this way, and enemy models may not use defensive grenades, nor is Azgoth's Initiative affected by Difficult Terrain when moving like this.

Azgoth of the steel										HQ - 215 Points		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	
Azgoth	6	5	5	6	4	2	4	10	2+	Infantry (Character)	1 (Unique)	
Wargear:										Warlord Trait:	Special Rules:	
<ul style="list-style-type: none"> • Body of steel • Hammer of Azgoth 										<ul style="list-style-type: none"> • Long-aged acumen 	<ul style="list-style-type: none"> • Ancestral Hatred • Beserker • Brothers in Arms • Fat of foot • Independent Character • Psyker (Mastery Level 3) 	

Mogrom Ironforged

Deep within the forges of the worlds of Joroshan the work on a Deadfast Ironforge warsuit has been underway for centuries. Unaided by STCs the work has been slow, and so far only the Master Crafter's own suit has been completed and placed on the field of battle. The master forger Mogrom, instead of staying in the darkness of the underground forges and working away at creating more suits, he dons his creation and wades into battle to take on the enemies of his King and Stronghold.

The suit is a mighty piece of armour, armed with a powered hammer and sports a massive autocannon array which normally is only fitted on aircraft.

Armour

WS	BS	S	F	S	R	I	A	HP
6	4	6	13	12	11	4	3	3

Unit Type: Vehicle (Walker)

Wargear:

Searchlight, Smoke launcher, Twin-linked Cloudsplitter Autocannon

Mogrom's Hammer

The hammer hums with power, its energy pulled from the suit, and heavier than most anything any mortal could swing.

Range	S	AP	Type
-	x2	1	Melee, Armourbane, Master-crafted

Special Rules:

Ancestral Hatred

Eternal Iron - Mogrom uses the It Will Not Die special rule.

Father of the guns - If Mogrom is included in the army Brotherhood Weaponteam are now 1-4 teams rather than 1-3.

Mogrom Ironforged										Elites - 135 Points	
										Armour	
	WS	BS	S	F	S	R	I	A	Hp	Unit Type	Unit Composition
Mogrom Ironforge	6	4	6	13	12	11	4	3	3	Vehicle (Walker)	1 (Unique)
Wargear:											
<ul style="list-style-type: none"> • Searchlight • Smoke launcher • Twin-linked Cloudsplitter Autocannon • Mogrom's Hammer 											
Special Rules:											
<ul style="list-style-type: none"> • Ancestral Hatred • Eternal Iron • Father of the guns 											

Silvia - The Ratcatcher

"Us short'ems gotta stick together" is the slogan by which ratling snipers take leave of their Imperial Guard Regiments and goes off to join the Squat Strongholds on battle. As a permanent liaison to these groups is assigned, and forms a bond with the ratlings, inspiring and leading them into battle.

Silvia is a superb sniper, excellent commander but also an outstanding cook, a skill that goes a long way when inspiring ratlings.

WS	BS	S	T	W	I	A	Ld	Sv
3	5	3	4	1	2	2	8	5+

Unit Type: Infantry

Wargear: Frag grenades, Krak grenades, Amgrim-pattern Sniper Rifle.

Amgrim-pattern Sniper Rifle

Among the lesser known STC-patterns, this long-lost relic-pattern of a Sniper rifle is used only by the Longhammer Advanced Scouts, and Silvia.

The rifle uses the following profile.

Range	S	AP	Type
36"	X	3	Heavy 1, Sniper

Special Rules: Acute Senses, Ancestral Hatred, Brothers in arms, Infiltrate, Move Through Cover, Scout, Stealth

Sharpshot - Shots fired by models with this special rule (excluding Snap Shots) are always precision shots.

Pie-baker - Able to motivate her squad like few others can, any Ratling squad with Silvia may re-roll Difficult and Dangerous terrain-rolls as well as failed coversaves.

Silvia - The Ratcatcher								Elites - 50 Points		
One Ratling Squad may replace one member with Silvia. She does not count as a separate Elite-choice.										
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Silvia	3	5	3	4	1	1	2	8	5+	Infantry (Character)
Wargear:					Special Rules:					
<ul style="list-style-type: none"> • Frag grenades • Krak grenades • Amgrim-pattern Sniper Rifle 					<ul style="list-style-type: none"> • Acute Senses • Ancestral Hatred • Brothers in Arms • Infiltrate • Move Through Cover • Pie-baker • Scout • Sharpshot • Stealth 					

Addendum for Apocalypse

Divine Intervention

Entity: The collective soul of the Squat race channelled through the Living Ancestors.

Criteria: Half of the Squat units are removed as casualties.

Miraculous Effect: In the most desperate hour! *The stubborn nature of the Squats is made manifest through the sheer determination!*

All Squat units have the **Fearless** and **Feel No Pain** (4+) special rules.

Formations

Battle formation

Brotherhood Battle Company

The Brotherhood at war is lead by a Stronghold Warlord representing the Thane or King, advised by the Brotherhood veterans and supported by artillery. When formed up they are impressively difficult to shift off position and tends to dig in.

1 Stronghold Warlord
0-1 Veteran Advisor-squad
1 Hearthguard squad
6 Brotherhood squads
2+ Brotherhood Weaponteam
0+ Brotherhood Strategic Artillery

Formation Restrictions:

The six Brotherhood Squads may be either Combat, Assault or Support. You have to include at least as many Brotherhood Combat Squads as Weaponteam or Strategic Artillery.

The Hearthguard squad may be of any variant (normal, exo-armour or exo-armour on trike).

Special Rules:

Lockdown: All units in the formation within 12" of a Strategic Objective have the **Stubborn** special rule.

Call of the brothers: Any Squat unit deploying using Deep Strike within 12" of a unit in the formation do not scatter.

Bring the thunder: The player with this formation has an additional Supporting Barrage Strategic Asset.

Battle formation

Hearthguard Detachment

In order to safeguard against frivolous saber-rattling the Stronghold Warlord's personal bodyguard is picked from his or her closest family. This not only ensures loyalty among the troops but instils a sense of responsibility that is often lacking in other armies.

1 Stronghold Warlord
4+ units of Hearthguard

Formation Restrictions:

All variants of Heathguards are allowed in the formation, but they must all deploy at the same time, meaning that none may be mounted in a Termite Drill-torpedo.

Special Rules: Counter-attack, Fear

Lead by example: If the Stronghold Warlord is engaged in an assault all Hearthguard units in the formation gain the **Hatred** special rule.

Battle formation

Guild Expeditionary Force

The Guild is nomadic, repairing and building wherever they go. They use custom-made bikes and trikes to move around, building, rebuilding, repairing or driving out the forces that would threaten their projects.

1 Guildmaster
5+ units of Guildmembers
0+ Flyers

Formation restrictions:

The Guildmaster must be mounted on a bike. The Guildmembers must be mounted on bikes or heavy weapon trikes. The flyers must be either Gyrocopters or Pyrespotters.

Special Rules: Skilled Riders, Counter-attack

Eye in the sky: If any flyer in the formation hits a target, all formation shots fired that turn at that target are twin-linked.

Repair on the go: The Guildmaster receives a +1 to his Tinkering-skills tests and in addition any unit in the formation within 12" of the Guildmaster use the **Feel No Pain** (5+) and **It Will Not Die** special rules.

High Command
Stronghold Command

When fighting for the survival of the stronghold there are no price too high to pay, and the entire command of the living community will appear to work in concert to ensure that both Brotherhood and Guild survives.

- 1 Stronghold Warlord
- 1 Guildmaster
- 1 Living Ancestor
- 1-2 Command Squads

Formation Restrictions:

No model may be mounted on a bike, nor arrive separated from the others through the use of Deep Strike for instance. A Command Squad may be either a Hearthguard unit or a Brotherhood Veteran Advisor-squad. If any unit is mounted in a transport then all have to be mounted in transports.

Special Rules:

Considerations of the King: The Stronghold Command may select two additional Strategic Assets in their first scheduled break rather than only one.

Their Finest Hour: If the Stronghold Warlord uses the Finest Hour rule, all other characters in the formation receive a 3+ invulnerable save until the start of their next turn.

Psychic Choir
The Living Memory

On rare occasions the Living Ancestors of several strongholds will band together to form a cohesive unit in battle, drawing upon often millennia of accumulated knowledge to outwit the enemies of the Squats, and focus their psychic might to safeguard their homes.

- 3+ Living Ancestors
- 1 Brotherhood Veteran Advisor-squad

Formation Restrictions:

No model may be mounted on a bike.

Azgoth of the steel can be included and counts as a Living Ancestor in the formation.

Psychic Choir Power

Safeguard

The Living Ancestors pool their resources to extend a protective shell to all around them, keeping them safe from harm.

This **blessing** extends to all Squat units within 48". These use the **Feel No Pain** (5+) special rule. If within 24" the unit use the **Feel No Pain** (4+) special rule and receive a 4+ Invulnerable save. This save also affects vehicles.

Armoured Spearhead
Predator Assassin Squadron

See the Space Marine Formation of the same name.

Flyer Wing
Copter Wing

When the Guild takes to the skies they do it in formations, picking apart targets on the ground and in the air and throwing up dustclouds to obscure allies on the ground as they pass.

- 3-5 Flyers (Gyrocopters or Pyrespotters)

Formation Restrictions:

None

Special Rules:

Time on target: Nominate a target for the wing. When the wing fires on the target, unless already twin-linked the shots are twin-linked and all to-wound or armour penetration rolls can be re-rolled.

Nap-of-the-earth: When in any formation, whatever friendly units the wing passes over gains **Stealth** until the start of their next turn.

Super-heavy Vehicle

Colossus

The Colossus is a re-purposed mobile mining platform, a heavy lumbering construct that flattens things before it, the very image of stability. Added to this are countless weapon hardpoints, sporting the dreaded Doomsday cannon, the Thunderer cannon, missiles and a handful of other weapons. It also allows for the inclusion of a scoutflyer to spot fitting targets and relay information back to it, so that those targets can be hammered into the ground.

Armour				
BS	F	S	R	HP
4	14	13	13	9

785 Points
Unit Type: Superheavy Vehicle
Unit Composition: 1 Colossus

Wargear:

- Doomsday Cannon
- Thunderer Cannon
- 4 Plasma Missiles
- 4 Battle Cannons
- 4 Heavy Bolters
- Searchlight
- Smoke launchers
- Landing Pad

Landing Pad: The Colossus is equipped with a Landing Pad on which Pyrespotters and Gyrocopters can land at the end of their movement phase. Once landed the flyer cannot shoot and only one flyer may occupy the Landing Pad at any one time. At the start of the next movement phase the flyer may take off again. Unless damaged while landed the flyer takes off fully repaired, with all damages and lost Hull Points restored, and with all One Use-only weapons restocked.

	Range	S	AP	Type
Doomsday Cannon	120"	7	3	Ordnance 1, Apocalyptic Barrage
Thunderer Cannon	48"	9	3	Ordnance 1, Massive Blast, Ignores Cover
Plasma Missiles	120"	9	3	Heavy 1, Apocalyptic Barrage, One use only
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Heavy Bolter	36"	5	4	Heavy 3

Super-heavy Vehicle

Goliath Mega-cannon

Among the Squat artillery the Goliath is the biggest and by far most intimidating. The barrel reaching into the sky, and with shells weighing one and a half tonne each, the eruption of the shells hitting home shakes the ground and makes enemies cover, or flee.

Armour				
BS	F	S	R	HP
4	13	13	13	9

415 Points
Unit Type: Superheavy Vehicle
Unit Composition: 1 Goliath

Wargear:

- Goliath Cannon

	Range	S	AP	Type
Goliath Cannon	24"-120"	D/10/8	1/2/3	Primary Weapon 1, Barrage, Apocalyptic Mega-blast, Ignores Cover, Tremors

Super-heavy Vehicle

Leviathan

Based on the same chassis as the Colossus the Leviathan is a heavily armoured troop transport, sporting destructive weapons along with the capacity to keep the transported troops very safe inside the meter-thick walls. It is not just a lumbering box of troops though, but has enough weapons to be considered a battle tank in its own right as well, including the Doomsday Cannon which can hammer enemy position into rubble.

Armour				
BS	F	S	R	HP
4	14	14	14	9

565 Points
Unit Type: Superheavy Vehicle
Unit Composition: 1 Leviathan

Wargear:

- Doomsday Cannon
- Battlecannon
- 2 Lascannons
- 2 Heavy bolters
- Searchlight
- Smoke launchers

Transport: 40 models

Fire Points: 10 models can fire from the troop bay

Access Points: Four accesspoints on either side and two on the rear.

	Range	S	AP	Type
Doomsday Cannon	120"	7	3	Ordnance 1, Apocalyptic Barrage
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Lascannon	49"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3

Super-heavy Flyer

Overlord Armoured Airship

Second only in altitude to the Golgathan Orbital Defence Platforms, the Overlord slowly moves across the battlefield dropping death onto enemies beneath it. The heavily armoured gondola and compartmentalized balloon makes the Overlord hard to bring down, and from its vantage point it can reduce enemies to dust with its passing.

Armour				
BS	F	S	R	HP
4	12	12	12	9

545 Points
Unit Type: Superheavy Flyer (Hover)
Unit Composition: 1 Overlord Airship

Wargear:

- 6 Battle Cannons
- Heavy Plasma Bombs
- 6 Heavy Bolters

	Range	S	AP	Type
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Heavy Plasma Bombs	-	8	4	Heavy 1, Apocalyptic Barrage, Ignores Cover, Bomb
Heavy Bolter	36"	5	4	Heavy 3

Super-heavy Vehicle
Landtrain

Almost revered, the Landtrains are moving relics, ancient and powerful, lovingly maintained by the Guild for the Stronghold lucky enough to have one in its possession. The Landtrain features an engine with massive weapons of destruction followed by a series of battlecars, each with a specialized function, bringing even more devastation to the field of battle.

Armour				
BS	F	S	R	HP
4	14	13	13	9

515 Points
Unit Type: Superheavy Vehicle
Unit Composition: 1 Landtrain engine + at least one Battlecar

Wargear:

- Doomsday Cannon
- 2 Battle Cannons
- 4 Heavy Bolters

Options: Must include at least one battlecar. Several battlecars can be included, but not more than one of each type. The battlecars have their own HP, and if destroyed the battlecars behind simply move up and link up with the engine. If the engine is destroyed the battlecars become immobile but can still act.

	Range	S	AP	Type
Doomsday Cannon	120"	7	3	Ordnance 1, Apocalyptic Barrage
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Heavy Bolter	36"	5	4	Heavy 3

Mortar Battlecar

The Mortar Battlecar packs an enhanced version of the Colossus Siege Mortar, able to pulverize fortifications with a single blast. When towed behind the Landtrain engine is is well protected, but also sports some heavy bolters to keep people off the hull.

Armour				
BS	F	S	R	HP
4	13	13	13	6

215 Points
Unit Type: Superheavy Vehicle
Unit Composition: 1 Mortar Battlecar

Wargear:

- Battlecar Mortar
- 2 Heavy Bolters

	Range	S	AP	Type
Battlecar Mortar	24"-120"	D	1	Ordnance 1, Apocalyptic blast, Ignores Cover
Heavy Bolter	36"	5	4	Heavy 3

Dragon Battlecar

Mounted on a this battlecar is the Firecaster, a monstrous flamer that gushes deadly incinerating material to vaporize flesh and melt all metal within range.

Armour				
BS	F	S	R	HP
4	13	13	13	6

200 Points

Unit Type: Superheavy Vehicle

Unit Composition: 1 Dragon Battlecar

Wargear:

- Firecaster
- 2 Heavy Bolters

	Range	S	AP	Type
Firecaster	Hellstorm	8	3	Primary weapon 1, Ignores Cover
Heavy Bolter	36"	5	4	Heavy 3

Beserker Battlecar

While the Leviathan is the preferred troop transport the Landtrain hosts its own transport capacity, and with minor weapons to hold people off the access paths for the disembarking troops.

Armour				
BS	F	S	R	HP
4	13	13	13	6

195 Points

Unit Type: Superheavy Vehicle

Unit Composition: 1 Beserker Battlecar

Wargear:

- 2 Cloudsplitter Autocannons
- 2 Heavy Bolters

Transport:

Transport Capacity: 25 models

Fire Points: 10 models can fire from the Battlecar.

Access Points: Two on either side.

	Range	S	AP	Type
Cloudsplitter Autocannon	48"	7	4	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3

Missile Battlecar

Sporting a single weapon with a single shot, but that shot is often more than enough to flatten the opposition. The single missile soars into the air and then slams into the ground, irradiating and burning whatever is unfortunate enough to be under the shadow of the falling missile.

Armour				
BS	F	S	R	HP
4	13	13	13	6

185 Points

Unit Type: Superheavy Vehicle

Unit Composition: 1 Missile Battlecar

Wargear:

- Rad-bomb
- 2 Heavy Bolters

Rad-bomb:

- T-minus five minutes to launch... and counting.

	Range	S	AP	Type
Rad-bomb	Infinite	6	3	Ordnance 1, Apocalyptic Mega-blast, Fleshbane Ignores Cover, Instant Death, One Use Only *
Heavy Bolter	36"	5	4	Heavy 3

Windhammer Battlecar

Fitted with a mobile landingpad for refuelling and repairing flyers on the field of battle as well as communicate with reinforcements.

Armour				
BS	F	S	R	HP
4	13	13	13	6

215 Points

Unit Type: Superheavy Vehicle

Unit Composition: 1 Windhammer Battlecar

Wargear:

- Ironbeard Flakk-gun
- 2 Heavy Bolters
- Comms relay
- Landing pad
- Searchlight

Landing Pad: The Battlecar is equipped with a Landing Pad on which Pyrespotters and Gyrocopters can land at the end of their movement phase. Once landed the flyer cannot shoot and only one flyer may occupy the Landing Pad at any one time. At the start of the next movement phase the flyer may take off again. Unless damaged while landed the flyer takes off fully repaired, with all damages and lost Hull Points restored, and with all One Use-only weapons restocked.

Comms Relay: See Battlefield Debris but does not require a model within 2" to be activated.

	Range	S	AP	Type
Ironbeard Flakk-gun	48"	7	4	Heavy 6, Skyfire, Interceptor, Twin-linked
Heavy Bolter	36"	5	4	Heavy 3

Strategic Assets

Supporting Barrage

Squats

Calling on the rearguard of artillery the Stronghold Warlord renders the enemy into dust with heavy ordnance.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Stronghold Warlord:

Range	S	AP	Type
Infinite	8	3	Ordnance D6, Apocalyptic Barrage

Mole Deployment

Squats

The Squats are adept at digging and tunnelling. Using this skill the Squats can arrive from underneath or behind the enemy.

Use this Strategic Asset at the start of any of your turns. For the remainder of the turn, any friendly Squat units consisting entirely of Infantry models that deploy from Strategic Reserve may use the **Deep Strike** special rule.

Rebuild

Squats

The Squats are mechanically adept, and they employ these skills to repair and scavenge wrecked vehicles to rebuild others.

Use this Strategic Asset during a scheduled break. D3 destroyed friendly Squat vehicles (non super-heavy) may be returned to play after the break without spending any Strategic Victory Points.

Structural Renewal

Squats

Super-heavy vehicles are prized, and the Squats take care of them as best they can. Repairing on the fly allows the machines to keep rolling and firing.

Use this Strategic Asset when a friendly Squat Super-heavy vehicle or Super-heavy Flyer loses its last Hull-point. The vehicle immediately has D6 Hull-points restored.

STRATEGIC RESOURCE

Digging In

Squats

While the Squats can move when they need to, they prefer hunkering down in good positions and pelt the enemy with fire.

Use this Strategic Asset at the start of any of your turn. All friendly Squat units gain **Stealth** until the start of your next turn.

Laser Drilling

Squats

In mining the Squats use laser-weapons constantly, and employing their expertise in battle their lasers gain unerring accuracy.

Use this Strategic Asset at the start of any of your turns. All friendly Squat models armed with lasgun, laspistol, lascannon or rapier laser destroyer count their weapons as Twin-linked until the start of your next turn.

Version History

- 0.1 130802 Death from the skies and Jarl, Ailin, Mogrom and Silvia added
- 0.2 130823 Added Apocalypse Addendum
- 0.3 130824 Added Table of contents
- 0.4 130927 Added Azgoth