



Background

Gharmull's Stronghold is made up of only three systems each with only a handful of populated planets, and this would make one think that it is the weakest, and poorest, of all the known Strongholds in the Squat Confederacy, yet this is most definitely not the case. The Squats believe that the systems under Gharmull's control are the first ever settled by the Squat race, and the fact that Gharmull's name does appear as the very first signatory of the 'Act of Confederacy' seems to confirm this.

This makes Gharmull's the single most ancient of all the Squat Strongholds, and therefore the Squat race holds it in the highest of reverence, some would even say awe. So for the Squats it seemed only natural that Gharmull's Stronghold should also be home to both 'The Grand Council of the Confederacy' and 'The Engineers Guild Grand Lodge'. While it is true that the Grand Council itself holds little real power within the Confederacy, it is the repository of, and the interpreter for, 'The Law Book of the Ancestor Lords' making it the final arbitrator of disputes within the Confederacy. It is also the only body within the Confederacy with the power to test, and then appoint, a Grand Warlord to lead a League of Strongholds, or even the entire Squat race if needed. Considering that the Council itself is made up of the oldest 'Living Ancestors' from each Stronghold there isn't a single Squat that would dispute any decision the Council would make.

'The Engineers Guild Grand Lodge' is the exact opposite of the Grand Council and it literally rules over all the Guild Lodges that are spread across the entire width and breadth of the Confederacy. This arrangement may seem odd compared to the loose organization of the Confederacy, but this tight reign prevents the individual Lodges from being able to take sides in internal disputes, while at the same time creating a central repository for all the collected knowledge of the entire race so that all can benefit from it. While there is no formal arrangement that makes the Engineers Guild subservient to the Grand Council, the Guild Masters themselves feel it is their duty to serve the entire Squat race and to accomplish this requires them to remain under the control of the Council.

The small size of Gharmull's means that it fields the smallest Brotherhoods compared to other Strongholds, however these meager forces are heavily reinforced by the forces of the Engineers Guild, which itself has the resources of the entire Confederacy to draw from. So while Gharmull's will often field a small force, that army will contain a much higher percentage of Guild equipment compared to other Strongholds.



Squat Special Rules

Army Strategy Rating: 3

Army Initiative Rating: 2+

Stubborn

Squats are stubborn and are hard to break in assaults, and will rally quicker than other troops to get back into the fight and the following two rules represent this.

(1) Squats roll 3D6 in the final assault roll off, picking the single highest number rolled.

(2) Squats roll 2D6 for rallies picking the highest single number rolled.

Land Train

A Land Train must form a connected chain with the Engine in front. As long as the train is able to maintain this chain the whole train has a speed of 15cm, and all of its cars may combine their void shields. While the entire Land Train is treated as a single formation, and do combine their void shields, treating it as a single shield covering a single formation, they are still treated as individual war engines as far as the rules of Epic-A are concerned. If a car is immobilized through a critical hit it may be abandoned by the Land Train.

Hellfury Pulse

The Hellfury can only target, and hit, a single unit. However if it scores a hit roll D3 to see how many hits were scored on that single unit (the Pulse), and then D3 for each of those hits for the TKD3. So a Hellfury can score from 1 to 9 hits on a single unit, and all of them will be MWTKs. If the Hellfury hits Shields, Powerfields, Holo-fields roll D3 to determine how many shields were downed, in the case of the Holo-field, how many holo-field saves need to be taken, and then only carry out TKD3 if any hits got through the shields to strike the target.

Tunnellers

Tunnellers are similar to Drop Pods in the way they are deployed, however they do have some very significant differences so we present the rules for them here in full.

(1) Write down the coordinates, on a piece of paper, where the tunneller will emerge from below ground and the turn it will arrive. If the tunneller is going to appear in the friendly half of the table it can be slated to arrive from turn two onwards. If it is slated to arrive in the enemy half of the table it can arrive anywhere from turn three onward. For example you could write 45cms up from my table edge and 60cms in from the right edge, again facing from my table edge on turn three. The opponent is not made aware of this location, nor of the turn of arrival.

(2) On the turn of arrival the tunneller model is placed within 15cms of the location designated in the coordinates written down for the tunneller (They do not scatter). This is done at the start of the turn before teleports would be placed down. The tunneller, and the units it is carrying, are then treated like a normal formation from that point on, the tunneller cannot go back underground.

(3) If the tunneller is a Hellbore then it may separate from the formation it is carrying because it is a WE transport and not a part of the carried formation. Termites and Moles ARE part of the formation they transported as must remain in coherency with that formation, just like any other normal unit.

(4) You cannot hide that you are deploying Tunnellers, and you cannot hide the units being carried by the tunnellers, from your opponent. In fact you must inform your opponent you are using tunnellers, and show them to the opponent.

Gharmull's Stronghold

Brotherhoods			
Brotherhood	Units	Upgrades	Points
Warrior Brotherhood	one Lord unit, seven Warrior units	Warrior, Thunderer, Thunderfire, Thudd Gun, Tarantula, Spartan, Warlord, Living Ancestor	200 points
Grand Biker's Guild	One Guild Lord, eight Bikes	Bikes, Trikes, Guild Lord, Guild Master	300 points
Trike Squadron	Six Trikes	Bikes, Trikes, Guild Master	250 points

Support Formations (up to two may be taken per Brotherhood)			
Support Formation	Units	Upgrades	Points
Hearthguard	Six Hearthguard units	Living Ancestor	300 points
Iron Eagle Squadron	Five Gyrocopter units	none	300 points
Robot Cohort	Five Robot units	none	200 points
Bezerker Brotherhood	Six Bezerker units	Bezerker, Spartan	125 points
Thunderer Battery	Five Thunderer units	Thunderer, Spartan	250 points
Thunderfire Battery	Three Thunderfire units	none	150 points
Gun Battery	Any combination of six of the following units: Thudd Gun, Mole Mortar, Tarantula	none	150 points



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War Engines (no more than 1/3 of the total points in the army for these formations)			
War Engine	Units	Upgrades	Points
Overlord Armored Airship Squadron	One to two Overlord Armored Airships	none	200pts each
Goliath Mega-Cannon Battery	Two Goliath Mega-Cannons	Thunderfire	250 points
Land Train	One Engine and any one Battle Car	Living Ancestor, Up to 7xBattle Cars	350 points
Hellbore Battery	One Hellbore	none	125 points
Super Heavy Tank Battery (No more than one of each type)	One WE chosen from the following list: Leviathan, Colossus, Cyclops	Living Ancestor, Iron Hawk (for Colossus only)	450 points

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Upgrades (maximum of one per formation)		
Upgrade	Units	Points
0-1 Living Ancestor	One Living Ancestor character	50 points
Warlord	One Warlord character	25 points
Guild Master	One Guild Master character	25 points
Bezerkers	Four Bezerker units	150 points
Warrior	Four Warrior units	100 points
Thunderers	One to three Thunderer units	50 pts each
Bike	Three Bike units	100 points
Trike	Convert any number of Bikes to Trike	10 pts each
Thunderfire	One to two Thunderfire units	50 pts each
Thudd Gun	Three Thudd Guns	50 points
Tarantula	Three Tarantula units	50 points
Mole Mortar	Three mole Mortars	50 points
Iron Hawk	One Iron Hawk Gyrocopter	50 points
0-2 Spartan Squadrons	One to eight Spartan units	25 pts each
Tunneller	Only as many of the following as it would take to transport the formation carried	Termite Mole 15 pts each 25 pts each
Battle Cars	0-3 Dragon Battle Car: 125pts 0-1 Bomb Battle Car: 125pts 0-2 Mortar Battle Car: 150pts 0-3 Bezerker Battle Car: 125pts	
Guild Baron Upgrade	Upgrade any number of Bikes to Guild Barons	10 points ea.

Gharmull's Stronghold

Guild Lords/Guild Barons

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Just because they are the most 'noble' of all the Squat engineers doesn't mean that they want to miss out on their chance to race recklessly around a battlefield, and humble the enemy with their skills. So given the opportunity the more numerous Guild Barons, and the less numerous Guild Lords, will dust off their well designed bikes and form a Guild Wing around themselves and go off to war.

Guild Lord				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	35cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bolt Pistol	(15cm)	(small Arms)		
Power Axe	(base contact)	Assault Weapon	Macro-weapon Extra attacks (+1)	
Notes: mounted, leader, commander, invulnerable save				

Guild Baron				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	35cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bolt Pistol	(15cm)	(small arms)		
Chain Axe	(base contact)	Assault Weapon	Extra attack (+1)	
Notes: mounted, invulnerable save				