



## Background

At one time Khazak's Stronghold was the single largest Stronghold in the Squat Confederacy, but it's location on the fringes, near Ork controlled space, insured that this wasn't going to remain so for very long. Long, long ago, when Khazak's Stronghold was at the pinnacle of it's size and wealth, Waaagh Grizback swept into it's domains. None had for seen the Waaaghs coming, so when it struck the warriors of Khazak's Stronghold were forced to stand alone against the massive Ork invasion as the Confederacy gathered it's forces. Despite their bravery Khazak's warriors were forced off of one system after another.

Just as it seemed that Khazak's Stronghold itself was destined to perish under the weight of the Waaagh before help could arrive, Lord Ephadiaus Grudge Bearer declared that he would retreat no further. As the Squats abandoned the rocky planet of Greaka Lord Ephadiaus, and the 3,000 warriors of his hand picked bodyguard 9Known in Squat lore as 'The Spartans', itself said to have come from some lost ancient text), hunkered down to await the Orks in the Hold of Ghermopolay. Soon Ork attack, after Ork attack, slammed against the Hold, and each time the green tide rolled back leaving hundreds of dead behind.

Disturbed by his commanders inability to subdue Ghermopolay Warlord Grizback himself came to Greaka, but his plans faired no better, and all of them ended in a bloody repulse. Angered by his own failures, and realizing that his authority was quickly fading, Warlord Grizback started pulling more of his forces off other fronts and bringing them to Greaka. He was determined to overwhelm Ghermopolay's defenders through sheer numbers, and still Lord Ephadiaus and his 3,000 Spartans held. Soon entire offensives were being called off, their forces diverted to Greaka, this was all the breathing space the Confederacy needed and soon they were hammering the Orks back on all fronts. Still Warlord Grizback pulled more forces to Greaka, and accepting the lost ground so he could have his vengeance upon Lord Ephadiaus.

Too soon all communication with Ghermopolay's defenders was lost, with the final message sent, "Go tell the Confederacy the 3,000 Spartans are still holding their ground." Despite their best efforts it wasn't until near the end of the war that Greaka was retaken and the fate of Lord Ephadiaus Grudge Bearer and his 3,000 Spartans was discovered.

Entering the Hold of Ghermopolay the liberators were forced to push their way through passages clogged with Ork bodies, yet not a single body found was that of a Spartan. In galleries the Ork dead were piled like a wall before stone defenses, and then littered the floor beyond it, still no single body that lay upon the floor was that of a Spartan. In great halls stood fortified walls with corpses piled up to the top, and then spilling over beyond it like a great wave smashing against a sea wall, spilling over the top, and then frozen in time. Yet again no Spartan lay among the dead. Then in the Holds great hall they found a fortified mound surrounded by thousands of Ork bodies, and atop it lay Lord Ephadiaus Grudge Bearer and his 3,000 Spartans. Next to Lord Ephadiaus's corpse lay his Book of Grudges, it's last entry, made less then a week before the Confederacy launched it's attack on Greaka, stated, "We stood as we fell, never yielding a fellow warrior, nor the ground that we held, to the foe." (It is in honor of Lord Ephadiaus and his 3,000 Spartans, that the Squats named their APC, but Khazak's Warriors prefer to revere their honored hero through their actions, rather then with a painted box of steel.)

The Confederacy's counter-offensive petered out soon after Greaka was retaken leaving over half of Khazak's



Stronghold former domain in Ork hands, along with over 80% of the heavy workshops and factories. This has forced them to depend more on the much smaller vehicles mass produced in their smaller workshops and factories, then on the larger vehicles they can only produce in very limited numbers at the few heavy workshops they have left. Over time they have been able to rebuild some of this lost capacity, but the output is still far below the numbers needed for the Stronghold. However, with typical Squat skill and ingenuity, the smaller vehicles they produce more than make up for the lost large vehicle capacity.

The same holds true for the Stronghold's Army, which does field a limited number of super heavy vehicles, but by in large depends on it's Striker Tanks, and Gorgon APCs to make up the difference. Most Squats scoff at the idea of using such vehicles in war, and feel that Khazak's Stronghold would be better served making up the shortfall by buying what they needed from another Stronghold. All Squats have long memories, and it is said that those of Khazak's Stronghold are a bit longer because of the ravages of Waaagh Grizback, and their reply is based upon their experiences in that war. "As the 3,000 Spartans we stand as we are, with what we have, and always as one."

## **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.

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- (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.

<b>Brotherhoods</b>			
Brotherhood	Units	Upgrades	Points
Warrior Brotherhood	one Lord unit, eleven Warrior units	Warrior, Thunderer, Thunderfire, Thudd Gun, Tarantula, Tunneler, Spartan, Warlord, Living Ancestor	300 points
Bezerker Brotherhood	Eight Bezerker units	Bezerkers, Tunnelers, Spartan	150 points
Thunder Raider Battery	Six Thunder Raiders	Striker, Warrior, Thunderer	400 points

<b>Support Formations</b> (up to two may be taken per Brotherhood)			
Support Formation	Units	Upgrades	Points
Bikers Guild	Six Guild Bike units	Bikes, Trikes, Guild Master	200 points
Hearthguard	Six Hearthguard units	Tunnelers, Living Ancestor	300 points
Iron Eagle Squadron	Five Gyrocopter units	none	300 points
Robot Cohort	Five Robot units	none	200 points
Thunderer Battery	Five Thunderer units	Thunderer, Tunneller, 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



**Khazak's Stronghold**

<b>War Engines</b> (no more than 1/3 of the total points in the army for these formations)			
<b>War Engine</b>	<b>Units</b>	<b>Upgrades</b>	<b>Points</b>
0-1 Overlord Armored Airship Squadron	One to two Overlord Armored Airships	none	200pts each
0-1 Goliath Mega-Cannon Battery	Two Goliath Mega-Cannons	Thunderfire	250 points
0-1 Land Train	One Engine and any one Battle Car	Living Ancestor, Up to 7xBattle Cars	350 points
0-2 Hellbore Battery	One Hellbore	none	125 points
0-2 Super Heavy Tank Battery	One WE chosen from the following list: Leviathan, Colossus, Cyclops	Living Ancestor, Iron Hawk (for Colossus only)	450 points

## **Khazak's Stronghold**

<b>Upgrades</b> (maximum of one per formation)		
<b>Upgrade</b>	<b>Units</b>	<b>Points</b>
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
Thunder Raider Squadron	Two Thunder Raiders	150 points
Gorgon Squadron	Only as many of the following as it would take to transport the formation carried	50 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	

# Khazak's Stronghold

## Thunder Raider



The Thunder Raider is a heavily armored battle tank designed to fill the gap left by Khazak's Strongholds inability to produce Super Heavy Tanks in sufficient numbers. In many ways it is considered a mini-war engine by it's opponents, and is consider to be the equal of the Space Marine Land Raider and the Imperial Leman Russ Tank. Unlike the Land Raider the Thunder Raider has no transport capacity and is a pure tank like the Leman Russ.

### Thunder Raider

Type	Speed	Armor	Close Combat	Fire Fight
Armored Vehicle	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Twin Linked Auto Gun	30cm	AP3+/AT5+		
2 x Thunder Cannons	45cm	AP5+/AT6+		
<b>Notes:</b> reinforced armor				

## Gorgon



The Gorgon was built to replace a lack of heavy assault transports caused by the Stronholds inability to build Leviathans in large numbers. While slow the Gorgon is well equipt to move through rough terrain and fortified positions with equal ease, is heavily armored enough to deliver it's cargo of troops safely, and has enough firepower to support them as they attack. Not a popular vehicle outside Khazak's Stronghold, but they swear by it themselves.

### Gorgon

Type	Speed	Armor	Close Combat	Fire Fight
Armored Vehicle	20cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Fire Thrower	30cm	AP3+/AT4+	ignore cover	
Fury Mortars	15cm	1BP	disrupt	
<b>Notes:</b> reinforced armor, thick rear armor, walker, transport (may carry four Warrior, Bezerker, Thunderer, Tarantula, Mole Mortar, Thudd Gun, or one Hearthgurad per two points of transport capacity)				