

Background

When humans first began to explore the galaxy some of the earliest colonies were settled in the worlds toward the galactic core. At that time the mineral resources of these planets were a rich prize, and thousands of specially adapted mining spacecraft set off to harvest the vast wealth of these inner worlds.

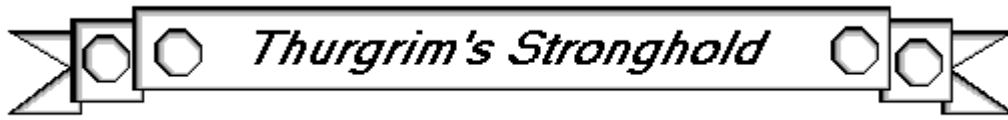
The original settlers were miners, and they dug their homes out of the rocky, cheerless, inhospitable landscape, creating self-contained communities out of the exhausted mines. To support themselves they built hydroponic 'fields' in the large caverns to grow nutritious algae which could be eaten or processed, and soon these communities become self-supporting.

Over the course of several thousand years the exposure to the high gravity, and harsh environments, of these worlds changed the humans living on them. They grew tougher, stronger, more resistant, shorter, and greater in gerth. These miners were already well on the way to developing their own cultural identity when the warp storms cut them off from the rest of humanity. The close proximity of the systems in the area of the galactic core allowed these mining communities to stay in contact with each other. So while the rest of humanity fell into chaos these miners banded together to form a loose confederacy, finishing a process already started, and causing the creation of an entirely new race known as Squats (Although they prefer to be called Dwarfs).

With earth, and other sources of technology denied them, the Squats were forced to develop their own alternative technologies using local materials and sources of energy. As they invented and re-invented machines to keep themselves alive, the Squats acquired a considerable amount of expertise. This gathering of knowledge led to the creation of the Engineers Guild - a body of individualistic warriors whose technical expertise would provide future Squat society with all of its equipment and arms.

It was also during this period of isolation that Squat society, as it is known today, was formed. Through Ork invasions, the ravages of Chaos incursions, and even internal fighting, the Squats enlarged and fortified their settlements into impregnable Holds. These Holds formed the basis of early Squat society with most planets having several, but rarely more than half a dozen. Over time these Holds merged together, either through blood lines by marriage or by alliance, until they fell under the banner of the strongest, richest, single hold and thus the Strongholds were born. These Strongholds continued to grow until whole planets, entire systems, and even a number of nearby systems, fell under the control of a single Stronghold. Through this period the Holds formed even closer ties in blood relationships, and vengeance-rights, till the Stronghold itself became a single entity. However that would be as far as it would progress as there is no single recorded instance of a Stronghold ever merging, or taking by conquest, another Stronghold.

The Squat Strongholds have remained independent ever since and have fought wars with every known race in the galaxy. The Strongholds have even gone to war with each other, but these internal disputes are quickly brought to a halt by the invocation of the laws of the Ancestor Lords. In general the Squats prefer to remain as neutral as possible because they need to trade to acquire items not readily available on their own worlds, and with the vast raw materials they control it often isn't hard for them to find a buyer. In fact the Squats are considered to be the most shrewd traders in the known galaxy.



It is not uncommon for those Strongholds to band together, in times of great need, forming a league under the control of a Grand Warlord. While this Grand Warlord is only elected to lead the combined forces for the duration of the crisis, it is the ultimate accolade for a Squat warrior and is normally bestowed upon only the most honored and revered Warlord.

Squats are hard working, stubborn and very materialistic to the point that all of them continue to acquire riches and possessions throughout their life, and then passing it on to their immediate family. Thus even the poorest members of Squat society have wealth that would equal that of a human lord of an entire planet in the Imperium! Squats also have an overriding obsession with honor and vengeance, and they take great pride in paying debts, and keeping their word. A Squat will go to extremes to exact vengeance, or to reclaim his honor, and their history is full of stories of lone warriors battling to the death against impossible odds, and of others returning from apparent death, all for vengeance and honor.

The Engineers Guild is a powerful part of Squat society, it's knowledge is legendary, and it's Guild Masters guard their many engineering secrets well, considering it too dangerous for anybody else to use. Much of the equipment produced by the Squats looks similar to equipment produced by the Adeptus Mechanicus. This is no surprise as both of them are using the same ancient STC templates as the bases for their constructs. However, the Techno-magi are re-discovering this ancient technology while the Squat Engineers are picking which equipment they want to build and improving on it. In general Squat produced equipment is tougher, more reliable, more effective, and more efficient than anything of the same type produced in the Imperium. So while both the Imperium and the Squats produce a Leviathan from the old STC the Squat version has more firepower, larger transport capacity, is tougher, and the Squats have moved beyond it to produce the Colossus, Cyclops, and even the famous Land Trains. After a few notable disasters, and a much larger number of smaller ones, the Adeptus Mechanicus has given up attempting to replicate Squat technology, and the Inquisition has declared ownership of it heresy.

Squat Special Rules

Army Strategy Rating: 3

Army Initiative Rating: 2+

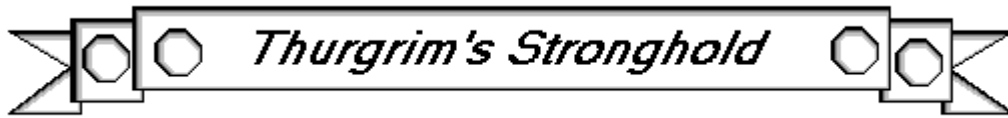
Stubborn

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.

Brotherhoods			
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
Grand Battery	Nine Mole Mortar units	Mole Mortar, Thudd Gun, Tarantula, Thunderfire, Thunderers	250 points

Thurgrim's Stronghold

Support Formations (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
Super Heavy Tank Battery	One WE chosen from the following list: Leviathan, Colossus, Cyclops	Living Ancestor, Iron Hawk (for Colossus only)	450 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

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

Thurgrim's Stronghold

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	

Thurgrim's Stronghold



Warlord

A Squat Warlord is the head of a Squat Stronghold, a hereditary position, and he is trained from infancy to be a leader in both war and peace. On the battlefield he not only leads the focus of the Stronghold, but he also acts as a great source of inspiration to the Squats under his control, and to constantly remind them of their duty to their ancestors.

Warlord				
Type	Speed	Armor	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Power Axe	(base contact)	Assault Weapon	Macro-weapon Extra Attacks (+1)	
Notes: commander, leader, invulnerable save				

Living Ancestor



Squats typically live about three hundred years but a small percentage live longer. If a Squat survives to see his four hundredth birthday he can be expected to survive to the age of eight hundred, or more. This tiny percentage of Squats are treated with enormous respect and become known as Living Ancestors. These living Ancestors are venerated as tangible members of the group of ancient spirits that watch over the Squat race. It is their job to see that the Laws of the Ancestor Lords are followed, within Squat society, and not even the mightiest of Squat Warlords would ignore a Living Ancestor's invocation of that tome. Their long lives have filled these men with great wisdom and knowledge and on the battlefield they become a Warlord's most respected and trusted advisors.

Living Ancestor				
Type	Speed	Armor	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Power Axe	(base contact)	Assault Weapon	Macro-weapon Extra Attacks (+1)	
Notes: supreme commander, inspiring, invulnerable save				

Thurgrim's Stronghold

Guild Master



The Engineers Guild is divided up into many different 'Lodges' each based in the area of one of the many Squat Strongholds. Each 'Lodge' is ruled over by the oldest and most respected engineer in the lodge, who is known as a Guild Master. While a single Stronghold may contain more than one 'Lodge', the engineers themselves have no direct loyalty to any Stronghold, instead their allegiance remains to the Guild Lodge they belong to. This arrangement may seem awkward to outsiders, but it allows all the Strongholds to benefit from the knowledge and skills of the Guild Master, whose first loyalty, as laid out in the Laws of the Ancestor Lords, is to the Squat race as a whole. In battle the Guild Master dons ancient exo-armor, which has been passed down through the lodge over the centuries, and rides into combat on a heavily reinforced trike.

Guild Master				
Type	Speed	Armor	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Power Axe	(base contact)	Assault Weapon	Macro-weapon Extra Attacks (+1)	
Notes: commander, leader, invulnerable save				



Lord

A Squat Lord is the head of a Squat Hold, also a hereditary position, and he is trained from infancy to be a leader in both war and peace. On the battlefield he not only leads the forces for the Hold, but he also acts as a great source of inspiration to the Squats under his control, and to constantly remind them of their duty to the Squat race.

Lord				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	15cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	(small arms)	
Lasguns	(15cm)			
Notes: leader				

Thurgrim's Stronghold

Warrior

N

Warriors make up the bulk of the forces fielded by most Squat Strongholds, and are usually made up of younger members of a Hold's war-brethren. These warriors are all drawn from the same Hold and are led by the Hold's Lord, or another noble if one is needed, and are called Brotherhoods because it's members are all related. Because they are all drawn from the same extended family organization of a Brotherhood can vary from one to the next, but they are still all roughly the same size. Squat Warriors wear tough, but light, lthiel body armor, and are armed with gold inlayed Lasguns of Squat manufacture, and Missile Launcher heavy weapons for close support.

Warrior				
Type	Speed	Armor	Close Combat	Fire Fight
	15cm	5+	5+	5+
Weapons	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+		
Lasgun	(15cm)	(small arms)		
Notes: none				

Bezerkers

N

Bezerker Brotherhoods are made up of the most vicious close combat fighters in the Hold, and their equipment can vary from Bolt Pistols and Chainswords to simple Auto Guns and Power Axes. Bezerkers are experts at tunnel fighting, excel at clearing buildings, and are used to smash holes in fortified positions ahead of the Warrior Brotherhoods. While called Brotherhoods the Bezerkers are actually drawn from different families within in the Stronghold, thus it's members cross family lines, but they consider themselves an elite group and deserving of the classification of a Brotherhood.

Bezerkers				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	15cm	5+	3+	6+
Weapons	Range	Firepower	Notes	
Bolt Pistol	(15cm)	(small arms)		
Chain Axe	(base contacts)	Assault Weapon		
Notes: infiltrator				

Thurgrim's Stronghold

Thunderers

N

Thunderers are the most heavily armed units in a Squat Army, and it's members are all hardened veterans of many campaigns. Squat Thunderers are unique because, unlike most other known races, every Squat in a Thunderer squad carries a heavy weapon of some type. Thunderers are most often fielded as part of a Warrior Brotherhood, but it is not uncommon for a Warlord to converge them into a separate battery to create strongpoints, or to lay down heavy supporting fires.

Thunderers				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	15cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
3 x Autocannons	45cm	AP5+/AT6+		
Notes: none				

Hearthguard

N

The Hearthguard is made up of the warrior aristocracy of the Stronghold, those related to it's Lords and Warlord, and are often fielded as a bodyguard for an important individual, though not always. Their equipment can vary from lavishly decorated suits of exo-armor and combi-weapons inlaid with gold and precious stones, to archaic styled carapace armor with power assists and a wide variety of heavy weapons.

Hearthguard				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	15cm	4+	3+	4+
Weapons	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+		
Storm Bolter	(15cm)	(small arms)		
Powerfist	(base contact)	Assault Weapon		
Notes: reinforced armor				

Thurgrim's Stronghold

Guild Bikers

F

Squats use bikes, and small trikes, for personal transportation through the tunnels of their Holds. It is not uncommon for a number of younger Squats to get attached to the idea of roaring around at high speed through the little used, or abandoned, tunnels. Most of these young Squats "grow out of it" and return to the more stolid mainstream of Squat society, but a small percentage of them never do. Those young Squats end up joining the Engineers Guild, as they are the only part of Squat society that accepts such childish behavior, and so the ranks of the Guild Lodges remain full. In battle the Guild gathers together their bikers and fields them in battle to provide the Warlord with a fast mobile strike force.

Guild Bikers				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	35cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Bolt Pistol	(15cm)	(small arms)		
Chain Axe	(base contact)	Assault Weapon		
Notes: mounted				

Guild Trikes

F

While most Guild Engineers prefer to ride their bikes there is a small percentage that just cannot get enough thrills from a small bike. These engineers build large reinforced trikes that are capable of jumping higher, and pulling daredevil maneuvers that would rip a normal bike apart. In battle these engineers man combat trikes carrying a driver, and a gunner with a suitable heavy weapon, and then executing hit and run attacks with dash and stunning bravado.

Guild Trikes				
Type	Speed	Armor	Close Combat	Fire Fight
Light Vehicle	30cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Multi-melta	15cm	MW5+	or small arms MW FF Extra Attacks (+1)	
Notes: none				

Thurgrim's Stronghold

Robots



The technical expertise of the Engineers Guild enables the Squats to maintain a substantial force of robots for carrying out dangerous tasks in their mines, and for war. Robots are somewhat limited, because they rely on a program to tell them what to do, however they are stronger than ordinary troops, better armed, and totally fearless. As all the Squats in a Stronghold Army are either directly, or indirectly, related most Warlords are hesitant to send their forces on dangerous, but vital, missions. The Lords themselves would refuse to allow the Brotherhoods to be used in a way that wouldn't, to a Squat, be honorable or bring them glory in battle. As most of these missions don't require anything more complex than standing and shooting, or advancing in a straight line, the Squats prefer to send their robots to carry out the mission, rather than a close relative.

Robots				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	10cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+		
Powerfist	(base contact)	Assault Weapon	Macro-weapon Extra Attacks (+1)	
Notes: walker, fearless, scout				



Tarantula

The Tarantula is the Squat light anti-tank gun mounting a dual purpose high intensity laser, that is also capable of dispersed fire for engaging enemy infantry targets. On the battlefield the Tarantula is used to cover an advance, or to help the Brotherhoods break up an armored assault.

Tarantula				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Tarantula Laser	45cm	AP6+/AT4+		
Notes: mounted				

Thurgrim's Stronghold



Thudd Gun

The Thudd Gun is a light artillery piece which fires small explosive shells from it's multiple barrels. The weapon is clip fed, and even though the shells are barely larger then a hand grenade, the sheer volume of fire they can produce is often enough to shatter enemy infantry attacks. In battle the Thudd Gun is most often fielded as a direct support weapon in a Brotherhood.

Thudd Gun				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+		
Notes: mounted				

Mole Mortar



The Mole Mortar fires a subterranean shell called a tunnel torpedo that travels rapidly underground before burrowing to the surface to explode under it's target. The explosive force of these torpedoes is less then a convential warhead of the same size, because space is taken up by the systems needed for it to be able to move under as a direct support weapon in a Brotherhood. are either directly, or indirectly, related most Warlordslöp Lo

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Mole Mortar				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Mole Mortar	45cm	1BP	indirect fire	
Notes: mounted				

Thurgrim's Stronghold

Thunderfire



The Thunderfire AA Gun was developed after the Overlord Armored Airship was converted for battle use, and provides the army with more localized AA protection against any aircraft that may have gotten past the Overlords, or for areas where Overlords are not available. Inexperienced pilots have found the entire idea of a two tier AA defense laughable, and even a number of experienced pilots have scoffed at the concept, however only the pilots that have survived an encounter with it know how truly effective the Squat AA system really is.

Thunderfire				
Type	Speed	Armor	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapons	Range	Firepower	Notes	
Thunderfire	60cm	2 x AP6+/AT5+/AA5+		
Notes: mounted				

Spartan



The Spartan is based on the same STC as the Space Marine Rhino and it closely resembles the Adeptus Astartes Razorback. However the Spartan has much better armor, almost the same speed, is armed with a turreted heavy stubber, and is capable of carrying ten warriors internally. While Razorbacks rarely carry their troops into areas swept by enemy fire the Spartan is designed to carry its deadly cargo through enemy fire and unload those forces straight into the enemy positions. While the Spartan is an excellent battlefield transport it is of limited use on the planets controlled by the Squat Strongholds so it has never been produced in great numbers.

Spartan				
Type	Speed	Armor	Close Combat	Fire Fight
Armored Vehicle	25cm	4+	6+	6+
Weapons	Range	Firepower	Notes	
Heavy Stubber	30cm	AP5+		
Notes: transport (may carry two of the following Warrior, Bezerker, Thunderer, Lord)				

Iron Eagle Gyrocopter

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Iron Eagle Gyrocopters are armored flying machines used to mount high speed attacks on enemy forces. While they may look like aircraft but they are actually incapable of carrying out high speed maneuvers, or reaching even mach one. So they are more akin to the Adeptus Astartes Land Speeders than they are to any kind of aircraft. Iron Eagle Squadrons operate in a very loose formation using terrain to cover their approach, and then springing on the enemy from multiple directions, all at the same time.

Iron Eagle Gyrocopter				
Type	Speed	Armor	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+		
2 x Autocannon	45cm	AP5+/AT6+		
Notes: skimmer, scout				

Iron Hawk Gyrocopter

F

The Iron Hawk was developed by the Engineers Guild to increase the combat flexibility of the Colossus super heavy tank. The Iron Hawk is basically an Iron Eagle that has had it's battle cannon replaced by a complex sensor array and targeting system. On the battlefield the Iron Hawk seeks out targets, for the Colossus it is linked to, so it can engage the enemy with it's deadly Doooms Day Cannon and it's Missiles.

Iron Hawk Gyrocopter				
Type	Speed	Armor	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Auto Gun	30cm	AP4+/AT6+		
Notes: skimmer, scout, may spot for Colossus				

Thurgrim's Stronghold

Tunnellers



The Squats are the galaxy's best miners and it is no surprise that they have developed the finest equipment known for carving out huge caverns, and for moving quickly underground. While both the Adeptus Mechanicus and the Engineers Guild have the same STC for producing these tunnellers the Imperial versions are slow, weak, and are of very limited combat value. However the Squat versions are fully capable assault vehicles, both underground and on the surface, and they use tunnellers in large numbers for overcoming both surface defenses, and for investing subterranean Strongholds. A massed attack involving the use of over six hundred tunnellers was the decisive factor in breaking the siege of Marbach, a feat that the Imperium could never duplicate with their machines.

Termite				
Type	Speed	Armor	Close Combat	Fire Fight
Armored Vehicle	15cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
RD2D	(15cm)	(small arms)		
Notes: tunneller, reinforced armor, transport (may carry two Warrior, Bezerker, Thunderer, Lord, or one Hearthguard)				

Mole				
Type	Speed	Armor	Close Combat	Fire Fight
Armored Vehicle	15cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
RD2D	(15cm)	(small arms)	Extra FF attack (+1)	
Notes: tunneller, reinforced armor, transport (may carry four Warrior, Bezerkers, Thunderers, Lord or two Hearthguard)				

Hellbore				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
RD2D	(15cm)	(small arms)		
Notes: Damage Capacity 3, tunneller, reinforced armor, thick rear armor, transport may carry sixteen Warrior, Bezerker, Thunderer, Lord, or one Hearthguard per two points of transport capacity)				
Critical Hit: The Hellbore loses one extra point of DC per critical hit suffered				

Thurgrim's Stronghold

Goliath Mega-Cannon



Goliath Mega-Cannons are huge mobile artillery pieces, of the titan class, which fire shells weighing several tons. A single shell can blast apart the strongest fortification like matchsticks, and can even shatter a super-heavy tank. The Squats use batteries of Goliaths when they encounter a well dug in enemy, or when they want to pound a hostile city into rubble. These giant machines are also used to pummel an enemy so the Brotherhoods can slice their way quickly through the weakened enemy.

Goliath Mega-Cannon				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	5cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Mega-Cannon	30-90cm	3+D6BP	Macro-weapon, slow firing indirect fire	
Notes: Damage Capacity 3, reinforced armor				
Critical Hit: Ammo hoist is struck destroying the Goliath				

Super Heavy Tanks



From the ancient STCs the Squats built huge vehicles the size of city blocks to operate as mobile mining platforms. These monster machines move across the surface of a planet till they discover a rich load of ore, halt, and then begin mining. Both the Imperium and the Squats have turned these gigantic body shells into combat vehicles, though the Squats consider the Imperial versions to be poorly built, and deployed as command centers, a waste of a perfectly good combat vehicle. The first of these is the Squat Leviathan, which they use as a super heavy assault vehicle to smash through heavily defended areas. The Adeptus Mechanicus also produces a version of the Leviathan, but it has a smaller transport capacity, has less overall firepower, is not as heavily constructed inside, and because of this it is relegated to being an Imperial Command Center. The second version is the Colossus which is used by the Squats as a weapons platform for providing close support to the Squat Brotherhoods. The last of these mighty machines is the Cyclops, which mounts the highly destructive Hellfury Cannon, and is used by the Squats as pure Titan Killer.

Leviathan				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Dooms Day Cannon	120cm	3BP	Macro-weapon (fixed forward)	
Thunderfire	60cm	2xAP6+/AT5+/AA5+		
3 x Twin Linked Auto Gun	30cm	AP3+/AT5+	(front/right side)	
3 x Twin Linked Auto Gun	30cm	AP3+/AT5+	(front/left side)	
4 x Storm Bolters	(15cm)	(small arms)	+1 Extras FF attack per weapon	
Notes: Damage Capacity 6, reinforced armor, thick rear armor, fearless, transport (may carry sixteen Warrior, Bezerker, Thunderer, Lord, or one Hearthguard per two points of transport capacity)				
Critical hit: The shot rips through the transport deck destroying D3 units inside				

Thurgrim's Stronghold

Colossus				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Dooms Day Cannon	120cm	3BP	Macro-weapon (fixed forward)	
4 x Battle Cannons	75cm	AP4+/AT4+	(front/right side)	
4 x Battle Cannons	75cm	AP4+/AT4+	(front/left side)	
Thunderer Cannon	30cm	AP3+/AT4+	ignore cover	
Plasma Missiles	60cm	2xBP	Macro-weapon	
Notes: Damage Capacity 6, reinforced armor, thick rear armor, fearless				
Critical Hit: The Colossus loses one extra point of DC per critical hit suffered				

Cyclops				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Hellfury Cannon	90cm	MW2+ TKD3	Pulse D3 (fixed forward)	
2 x Battle Cannons	75cm	AP4+/AT4+		
2 x Melta Cannons	30cm	MW4+	or FFMW Extra attacks +1 (front/right side)	
2 x Melta Cannons	30cm	MW4+	or FFMW Extra attacks +1 (front/left side)	
Doomstorm Missiles	60cm	2BP	Macro-weapon	
Notes: Damage Capacity 6, reinforced armor, thick rear armor, fearless				
Critical Hit: The Cyclops loses one extra point of DC per critical hit suffered				

Thurgrim's Stronghold

Overlord Armored Airship



The Engineers Guild first developed these giant airships to harvest the liquid metals within the gas giant planets. It didn't take long for the engineers to realize the possible military potential of these airships, and now every Stronghold fields a number of Overlord Squadrons. As Squats don't field any real aircraft, because of the turbulent atmospheres of their homeworlds, they have turned their Overlords into air space control ships. In battle the Overlords float above the army using their massed AA batteries to clear the air of enemy flyers, while using their bombs to support the troops on the ground.

Overlord Armored Airship				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	(fixed forward)	
2 x Autocannon	45cm	AP5+/AT6+	(left side)	
2 x Autocannon	45cm	AP5+/AT6+	(right side)	
Melta Bombs	15cm	3BP		
Notes: Damage Capacity 3, reinforced armor, thick rear armor, fearless				
Critical Hit: The airship crashes to the ground, roll a scatter dice and 2D6 for distance to find where the Overlord hits the ground. Any units under the ship are automatically hit, normal saves apply				

Land Train



Squat Land Trains started out as transport to move food, equipment and raw materials through the harsh environments of their homeworlds. During the Ork invasion of Imbach's Stronghold the Engineers Guild of the Azul Karon Lodge hastily converted their Land Trains into armed fighting machines. To this day the heroic exploits of those three Land Trains, Pride of Imbach, Lord Uri's Honor, and Grunhag's Bane, are celebrated in epic sagas throughout the Squat Homeworlds. From that day forth the Squats have used Land Trains as weapons of war, though difficulty in construction and maintenance of these giant machines prevents any single Stronghold from being able to field more than a handful of them.

Engine				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Dooms Day Cannon	120cm	3BP	(fixed forward)	
2 x Battle Cannon	75cm	AP4+/AT4+	(front/right side)	
2 x Battle Cannon	75cm	AP4+/AT4+	(front/left side)	
Notes: Damage Capacity 3, 1 Void Shield, reinforced armor, thick rear armor, fearless				
Critical Hit: The Engine loses one extra point of DC per critical hit suffered				

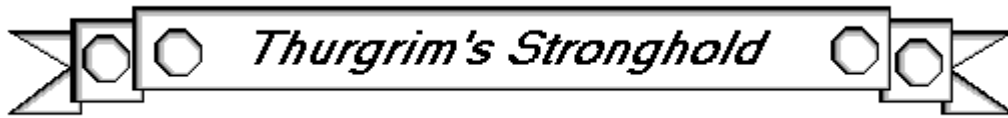
Thurgrim's Stronghold

Mortar Battle Car				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	10cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Siege Mortar	45cm	4BP	ignore cover, indirect fire	
Notes: Damage Capacity 2, 1 Void Shield, reinforced armor, thick rear armor, fearless				
Critical Hit: The Battle Car's track is destroyed immobilizing it				

Dragon Battle Car				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	10cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Firethrower	30cm	3 x AP3+/AT4+	ignore cover	
Notes: Damage Capacity 2, 1 Void Shield, reinforced armor, thick rear armor, fearless				
Critical Hit: The Battle Car's track is destroyed immobilizing it				

Bomb Battle Car				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	10cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Rad Bomb	U/L	MW2+ TKD3	one shot weapon use the small BP template	
Bolters	(15cm)	(small arms)		
Notes: Damage Capacity 2, 1 Void Shield, reinforced armor, thick rear armor, fearless				
Critical Hit: The Battle Car's track is destroyed immobilizing it				

Bezerker Battle Car				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	10cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+		
2 x Twin Linked Auto gun	30cm	AP3+/AT5+		
Notes: Damage Capacity 2, 1 Void Shield, reinforced armor, thick rear armor, fearless transport (may carry eight Bezerkers)				
Critical Hit: The Battle Car's track is destroyed immobilizing it				

 *Thurgrim's Stronghold*

Thunder Battle Car				
Type	Speed	Armor	Close Combat	Fire Fight
War Engine	10cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Thunderfire	60cm	2 x AP6+/AT5+/AA5+		
4 x Twin Auto Gun	30cm	AP3+/AT5+		
Notes: Damage Capacity 2, 1 Void Shield, reinforced armor, thick rear armor, fearless				
Critical Hit: The Battle Car's track is destroyed immobilizing it				