# GRINDEL STRONGHOLD SQUAT ARMY LIST

*"Steadfast and dauntless to the very end, the Grindel Stronghold was the last bastion of the Homeworlds to fall to the abomination that was Hive Fleet Onachus."*

**Forces**
The Grindel Stronghold Squat Army List uses the datasheets from the Squat Forces section.

**Using The Army List**
Grindel Stronghold Squat formations come in three types: brotherhoods, support formations and war engines. Each brotherhood you include in the army allows you to field two support formations. Although you can only take a support formation if you first take a brotherhood, they are treated as separate independent formations during a battle and do not have to move around together. You can take any number of war engine formations so long as no more than one third of the points available is spent on them. Finally, Squat Individuals are special characters which may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

**Type:** The name of the formation.

**Core Units:** The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

**Cost:** The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

**Upgrades:** A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added or replaced then this limit is doubled for medium formations and tripled for large formations.

All of a formation's core and upgrade units count as being part of one formation. The different units may not activate on their own.

**SPECIAL RULE**
*Iron-willed*

All formations except for Guild Robot Squadrons receive a +1 modifier to their Rally tests.

**SPECIAL RULE**
*Squat Transports*

If a Squat Brotherhood takes Rhino upgrades it must be the minimum number required to transport the entire formation after all other upgrades have been added. The same holds true for Termite and Mole upgrades. While Termites and Moles may be taken together, Rhinos may not be taken with Termites and Moles.

**SPECIAL RULE**
*Grindel Stronghold Squat Army Epic Tournament Special Rules*

**Guild Robot Squadron:** Units in Guild Robot Squadron formations may not capture objectives.

**Moles:** In tournament games, Moles may only transport units from their own formation (the rules in *Transport War Engines* do not apply to them).

# GRINDEL STRONGHOLD SQUAT ARMY LIST

Grindel Stronghold Squat armies have a strategy rating of 2. All formations have an initiative rating of 2+, but may receive a modifier to their Rally tests (see *Iron Willed*).

**SQUAT INDIVIDUALS**

*(Up to one of each type of individual may be taken per army.)*

| TYPE | NOTES | COST |
|---|---|---|
| 0–1 Grand Warlord | Add one Grand Warlord character to a Warlord, Guildmaster or a unit in a War Engine formation. | +50 points |
| 0–1 Living Ancestor | Add one Living Ancestor character to a Warlord or a unit in a War Engine formation. | +50 points |

**BROTHERHOODS**

| TYPE | CORE UNITS | COST S | COST M | COST L | UPGRADES |
|---|---|---|---|---|---|
| Berserker | One Hearthguard and five Berserkers | 175 | 300 | 425 | Add the number of Rhinos required to transport the formation for +10 points each<br>Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively<br>Add any number of Berserkers for +20 points each |
| Thunderer | Five Thunderers | 225 | 400 | 575 | Add the number of Rhinos required to transport the formation for +10 points each<br>Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively<br>Add up to three Rapiers for +25 points each<br>Add any number of Thunderers for +40 points each<br>Add up to one Hearthguard for +50 points |
| Warrior | One Hearthguard and nine Warriors | 250 | 450 | 650 | Add the number of Rhinos required to transport the formation for +10 points each<br>Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively<br>Add any number of Warriors for +20 points each<br>Add up to three Rapiers for +25 points each<br>Replace one Hearthguard with a Warlord for +25 points |

**SUPPORT FORMATIONS**

*(Each brotherhood you include in the army allows you to field any two support formations.)*

| TYPE | CORE UNITS | COST S | COST M | COST L | UPGRADES |
|---|---|---|---|---|---|
| Air Attack Corps | One Overlord | 250 | 450 | 650 | None |
| Artillery Battery | Any five of the following units: Mole Mortar, Tarantula, Thudd Gun | 150 | 275 | 375 | Add any number of the following units for +25 points each: Mole Mortar, Tarantula, Thudd Gun |
| Guild Robot Squadron | Any five of the following units: Colossus Class Robot, Conqueror Class Robot | 200 | n/a | n/a | None |
| Guild Squadron | One Guildmaster and five Guild Bikers | 150 | 250 | 350 | Add any number of Guild Bikers for +20 points each<br>Replace any number of Guild Bikers with an equal number of Guild Trikes for +5 points each |
| Gyrocopter Wing | Any three of the following units: Iron Eagle, Steel Hawk, War Hawk | 225 | 375 | 525 | Add any number of the following units for +50 points each: Iron Eagle, Steel Hawk, War Hawk |
| Super-Heavy Artillery Battery | One Goliath | 200 | 300 | 400 | None |
| Thunderfire Battery | Two Thunderfires | 150 | n/a | n/a | Add up to one Thunderfire for +25 points |

**WAR ENGINES**

*(Up to a third of the points available may be spent on these formations.)*

| TYPE | CORE UNITS | S | M | L | UPGRADES |
|---|---|---|---|---|---|
| Colossus | One Colossus and one Recon Iron Eagle | 600 | n/a | n/a | None |
| Cyclops | One Cyclops | 600 | n/a | n/a | None |
| Land Train | One Land Train with a Berserker Battlecar character | 275 | n/a | n/a | Add up to three Berserker Battlecar characters for +50 points each.<br>Replace between one and four Berserker Battlecar characters with any of the following characters:<br>Dragon, Skyhammer or Mortar Battlecar for +25 points<br>Iron Eagle Battlecar (and one Recon Iron Eagle), or Fire Shield for +50 points<br>Bomb Battlecar for +75 points |
| Leviathan | One Leviathan | 400 | n/a | n/a | None |

# SQUAT FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | | RANGE | FIREPOWER | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|
| Grand Warlord | CH | n/a | n/a | n/a | n/a | Power Weapon | | (bc) | Assault Weapons, EA(+1), MW | *Supreme Commander.* |
| Living Ancestor | CH | n/a | n/a | n/a | n/a | - | | | | *Inspiring. The formation that includes the Living Ancestor may ignore the -1 Action test penalty when it tries to retain the initiative. If added to an infantry unit the Living Ancestor will also have the invulnerable save ability.* |
| Berserkers | INF | 15cm | 6+ | 4+ | 5+ | Bolt Pistols | | (15cm) | Small Arms | *Infiltrator.* |
| Guild Bikers | INF | 35cm | 5+ | 4+ | 5+ | Lasguns | | (15cm) | Small Arms | *Mounted.* |
| Hearthguard | INF | 15cm | 5+ | 4+ | 5+ | Heirloom Weapons | | 30cm | AP5+/AT5+ | *Inspiring, Leader.* |
| Mole Mortar | INF | 10cm | - | 6+ | 6+ | Mole Mortar | | 30cm | 1BP, IC, Ind | *Counts as two units for the purposes of being transported.* |
| Rapier | INF | 10cm | - | 6+ | 5+ | Laser Destroyer | | 45cm | AP6+/AT4+ | *Counts as two units for the purposes of being transported.* |
| Tarantula | INF | 10cm | - | 6+ | 6+ | 2× Lascannon | | 45cm | AT5+ | *Counts as two units for the purposes of being transported.* |
| Thudd Gun | INF | 10cm | - | 6+ | 5+ | Thudd Gun | | 45cm | AP4+/AT6+, Ind | *Counts as two units for the purposes of being transported.* |
| Thunderers | INF | 15cm | 6+ | 6+ | 4+ | Missile Launcher | | 45cm | AP5+/AT6+ | |
| | | | | | | 2× Twin Heavy Bolter | | 30cm | AP4+ | |
| Warlord | INF | 15cm | 4+ | 4+ | 5+ | Bolters | | (15cm) | Small Arms | *Commander, Inspiring, Leader, Reinforced Armour, Thick Rear Armour. Counts as two units for the purposes of being transported.* |
| | | | | | | Power Weapons | | (bc) | Assault Weapons, EA(+1), MW | |
| Warriors | INF | 15cm | 6+ | 5+ | 5+ | Missile Launcher | | 45cm | AP5+/AT6+ | *One unit in every two has an Missile Launcher.* |
| | | | | | | Lasguns | | (15cm) | Small Arms | |
| Guild Trike | LV | 35cm | 5+ | 6+ | 5+ | Multi-melta | | 15cm | MW5+ | |
| | | | | | | | and | (15cm) | Small Arms, MW | |
| Guildmaster | LV | 35cm | 4+ | 5+ | 6+ | Bolters | | (15cm) | Small Arms | *Commander, Leader.* |
| | | | | | | Power Lance | | (bc) | Assault Weapons, FS, MW | |
| Colossus Class Robot | AV | 15cm | 5+ | 5+ | 5+ | Heavy Bolter | | 30cm | AP5+ | *Fearless, Walker.* |
| | | | | | | Multi-melta | | 15cm | MW5+ | |
| | | | | | | | and | (15cm) | Small Arms, MW | |
| | | | | | | Power Fist | | (bc) | Assault Weapons, EA(+1), MW | |
| Conqueror Class Robot | AV | 15cm | 5+ | 5+ | 5+ | Autocannon | | 45cm | AP5+/AT6+ | *Fearless, Walker.* |
| | | | | | | Heavy Bolter | | 30cm | AP5+ | |
| | | | | | | Power Fist | | (bc) | Assault Weapons, EA(+1), MW | |
| Iron Eagle | AV | 35cm | 4+ | 6+ | 4+ | Stub Battle Cannon | | 45cm | AP4+/AT4+ | *Scout, Skimmer.* |
| | | | | | | Rapid Fire Autocannon | | 45cm | 2× AP5+/AT6+ | |
| Recon Iron Eagle | AV | 35cm | 4+ | 6+ | 4+ | Stub Battle Cannon | | 45cm | AP4+/AT4+ | *Scout, Spotter, Support Craft.* |
| | | | | | | Rapid Fire Autocannon | | 45cm | 2× AP5+/AT6+ | |
| Rhino | AV | 30cm | 5+ | 6+ | 6+ | Storm Bolter | | (15cm) | Small Arms | *Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.* |
| Steel Hawk | AV | 35cm | 4+ | 6+ | 4+ | Battlehammer Rockets | | 15cm | 1BP | *Scout, Skimmer.* |
| | | | | | | Twin Multi-melta | | 15cm | MW4+ | |
| | | | | | | | and | (15cm) | Small Arms, MW | |
| Termite | AV | 20cm | 5+ | 5+ | - | - | | | | *Transport, Tunneler. May transport two infantry units without Jump Packs or Mounted.* |
| Thunderfire | AV | Immobile | 5+ | 6+ | 3+ | Twin Battle Cannon | | 75cm | AP3+/AT3+ | |
| | | | | | | Thunderfire | | 60cm | AA4+ | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| War Hawk | AV | 35cm | 4+ | 6+ | 5+ | Doom Anvil Missiles | 45cm | AT3+, MW | *Scout, Skimmer.* |
| | | | | | | Heavy Bolter | 30cm | AP5+ | |
| Colossus | WE | 15cm | 4+ | 5+ | 4+ | Doomsday Cannon | 90cm | 3BP, FxF, Dir, MW | *Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and is immobilized. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.* |
| | | | | | | 4× Rapid Fire Battle Cannon | 75cm | 2× AP4+/AT4+, FwA | |
| | | | | | | Thunderer | 30cm | AP3+/AT4+, FxF, IC | |
| | | | | | | 4× Plasma Missile | 45cm | 2BP, FwA, Ind, SS | |
| Cyclops | WE | 15cm | 4+ | 5+ | 4+ | Hellfury Cannon | 90cm | MW2+, FxF, TK(D6+1) | *Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 5 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and will take an extra point of damage whenever the Hellfury Cannon misses. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.* |
| | | | | | | Rapid Fire Battle Cannon | 75cm | 2× AP4+/AT4+ | |
| | | | | | | Melta Cannon | 30cm | MW2+, FxF, TK(D3) | |
| | | | | | | and | (15cm) | Small Arms, EA(+1), TK(D6) | |
| | | | | | | 6× Doomstorm Missile | 45cm | 1BP, FwA, Ind, SS | |
| Goliath | WE | 5cm | 6+ | 6+ | 6+ | Mega Cannon | 150cm | 3BP, IC, Ind | *Damage Capacity 2. This unit must fire indirectly or not fire at all. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 4+.* |
| Land Train | WE | 15cm | 4+ | 5+ | 4+ | Doomsday Cannon | 90cm | 3BP, FxF, Dir, MW | *Damage Capacity 2, Fearless, Reinforced Armour, Thick Rear Armour, 2 Void Shields. Characters added to this unit add their damage capacity and void shields to the unit's respective starting values of each. Critical Hit Effect: Choose a random character added to this unit and remove it, remembering to reduce the unit's starting damage capacity and void shields values. The unit is immobilized for its next activation or withdrawal. If the unit doesn't have any characters added to it then it is destroyed.* |
| | | | | | | Rapid Fire Battle Cannon | 75cm | 2× AP4+/AT4+ | |
| | | | | | | Rapid Fire Battle Cannon | 75cm | 2× AP4+/AT4+, FxF | |
| Leviathan | WE | 15cm | 4+ | 5+ | 4+ | Doomsday Cannon | 90cm | 3BP, FxF, Dir, MW | *Damage Capacity 5, Fearless, Reinforced Armour, Transport, Thick Rear Armour, 4 Void Shields. May transport twenty-four infantry units without Jump Packs or Mounted. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.* |
| | | | | | | Battle Cannon | 75cm | AP4+/AT4+ | |
| | | | | | | 3× Twin Lascannon | 45cm | AT4+, Left | |
| | | | | | | 3× Twin Lascannon | 45cm | AT4+, Right | |
| Mole | WE | 20cm | 5+ | 5+ | - | - | | | *Damage Capacity 2, Transport, Tunneler. Critical Hit Effect: Destroyed. May transport ten infantry units without Jump Packs or Mounted.* |
| Overlord | WE | 20cm | 4+ | 6+ | 4+ | 2× Battle Cannon | 75cm | AP4+/AT4+, FwA | *Damage Capacity 3, Invulnerable Save, Reinforced Armour, Support Craft. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 5+.* |
| | | | | | | Battle Cannon | 75cm | AP4+/AT4+, Left | |
| | | | | | | Battle Cannon | 75cm | AP4+/AT4+, Right | |
| | | | | | | 2× Battle Cannon | 75cm | AP4+/AT4+, RrA | |
| | | | | | | 2× Twin Autocannon | 45cm | AP4+/AT5+, FxF | |
| | | | | | | Melta Bombs | (15cm) | Small Arms, MW | |
| Berserker Battlecar | CH | n/a | n/a | n/a | n/a | Rapid Fire Autocannon | 45cm | 2× AP5+/AT6+, FwA | *Damage Capacity 1, Transport, 1 Void Shield. May transport six infantry units without Jump Packs or Mounted.* |
| Bomb Battlecar | CH | n/a | n/a | n/a | n/a | Rad Bomb | Unlimited | 6BP, Ind, MW, SS | *Damage Capacity 1, 1 Void Shield.* |
| Dragon Battlecar | CH | n/a | n/a | n/a | n/a | Firethrower | 30cm | 4× AP4+/AT5+, FwA, IC | *Damage Capacity 1, 1 Void Shield.* |
| Fire Shield Battlecar | CH | n/a | n/a | n/a | n/a | Rapid Fire Autocannon | 45cm | 2× AP5+/AT6+, FwA | *Damage Capacity 1, 3 Void Shields. The unit can repair one additional void shield in the end phase of each turn.* |
| Iron Eagle Battlecar | CH | n/a | n/a | n/a | n/a | - | | | *Damage Capacity 1, 1 Void Shield.* |
| Motar Battlecar | CH | n/a | n/a | n/a | n/a | Siege Mortar | 45cm | 1BP, Ind, MW | *Damage Capacity 1, 1 Void Shield.* |
| Skyhammer Battlecar | CH | n/a | n/a | n/a | n/a | Ack-Ack Missiles | 45cm | 2× AA4+ | *Damage Capacity 1, 1 Void Shield.* |

**SPECIAL RULE**
*Directed*

Directed weapons do not require a line of fire to enemy units that a *Spotter* (see *Spotter*) in their unit's formation has a line of fire to. If firing without a line of fire at one of these units then the weapon has a minimum range of 30cm.

**SPECIAL RULE**
*Spotter*

A Spotter allows *Directed* weapons (see *Directed*) on units in their formation to fire at enemy units that it has a line of fire to.