

SQUAT DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	NOTES	comp \$	#	squad \$	#	per unit \$	#
SQUAT WARRIORS															
Attack Squad	10	-	2	Bolt Pistols	25	1	5	0				(5)150	2	30	
Combat Squad	10	-	0	Lasguns	50	1	5	0				(9+10+3+)900	1	25	
Hearthguard	10	6	6	Bolters	50	1	5	-2				(9+1)250	2		
Heavy Squad	10	-	1	Heavy Bolters	75	3	5	-1				(5+5+5+3)750	3	60	
SQUAT COMMAND UNITS															
Warlord	10	6	6	Bolters	50	2	5	-2	Command Unit	(1)150	1				
Living Ancestor	10	6	0	LasPistols	25	1	5	0	Command Unit	(1)100	1				
SQUAT VEHICLES															
Colossus	m10	all 1	12	Batticannon	75	8	4	-2	6 Void Shields	(1)500	2			500	
				Doomsday cannon	200	d6+3 bp		-3	Carries recon copter						
				Thunderer	50	1	3	-3							
				Missiles	100	6 bp each		-1	{						
				Bolters	15	16	6	0							
Goliath Megacannon	m10	5	0	SuperHvy Howitzer	50-250	d6+4 bp	6+	-3	Ignores cover	(3)450	2			1(150)	2
Guild Bike	30	-	4	Bolters	15	1	6+	0		(10+5+3)600	2	(7+1)200	2	25	-
Guild Trike	30	-	4	Mult-melta	25	1	3+	-2		See guild bike		(5+1)200	2	33	-
Guildmasters	30	6	5	Lascannon	50	1	5	-1							
Iron Eagle Gyrocopter	40	4	3	Batticannon	50	1	5	-2	Skimmer	(9)550	2	(3)200	2	67	-
				Autocannon	50	2	5	0							
Leviathan	m10	all 1	12	Doomsday Cannon	200	d6 + 3 bp	5	-3	4 Void Shields	(1)350	1			350	
				Batticannon	75	1	5	-2	Carries 30 Stands						
				Lascannons	75	6	5	-1							
				Bolters	15	12	6	0							
Mole	15	3	3		-	-	-	-	Carries 10 stands			(1+10)300	1	30	-
Mole Mortar	5	-	-3	Mole Mortar	150	1 Barr Pt.		0	underground "mortar"	(10+5)400	1	(5)150	2	30	-
Overlord Airship	m20		5	Batticannon	75	6	5	-2		(3)700	2			(1)250	2
				Autocannon	50	4	5	0							
				Melta Bombs	0	d6+2 bp		-2							
				Bolters	15	6	6	0							
Rapier	5	-	-3	Las Destryr	50	1	4	-1				(3)50	2	16.7	-
Rhino	25	4	0	Bolters	15	1	6+	0	May carry 2 troop stands			(3)50	2	16.7	-
Robots	10	5	2	Auto-Cannon	75	1	5	0	special			(5)100	2	20	-
Tarantula	m10	-	-3	LasCannon	75	1	5	-2	First Fire AND Advance Fire			(5)100	2	20	-
Termite	15	4	1		-	-	-	-	Carries 2 stands			(3+6)200	2	33	-
Thudd Gun	5	-	-3	Thudd Gun	75	2 Barr Pts		0		see mole mort		(5)150	2	30	-

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SQUAT LAND TRAIN															
Land Train Engine	10	all 1	6	Doomsday Cannon	200	d6+3 bp	4	-3	2 Void Shields	(1+1)350	2				
				Batticannon	75	4	4	-2							
				Bolters	15	8	6	0							
Berserker Battlecar	5	all 2	3	Autocannon	50	2	5	-1	Adds +1 void shield			(3)200	3	67	-
				Bolters	15	2	6	0	Carries 5 stands						
Bomb Battlecar	5	all 2	3	Rad Bomb	sp	sp	sp	-1	Adds +1 void shield						
				Bolters	15	2	6	0							
Dragon Battlecar	5	all 2	3	Firethrower	sp	sp	4	0	Adds +1 void shield						
				Bolters	15	2	6	0							
Mortar Battlecar	5	all 2	3	Siege Mortar	50-150	6 bp	6	-3	Adds +1 void shield						
				Bolters	15	2	6	0							