

**EPIC UK PRESENTS**

# **CODEX: SQUATS**

**An unofficial codex for use with Games Workshop's  
Epic Armageddon rule set**

**Version: 191115**

## **INFORMATION**

### **MORE INFORMATION ABOUT THE SQUATS**

For more information into the background of the Squats, please purchase the Warhammer 40,000 rulebook © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

### **THANK YOU**

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

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## **SQUAT SPECIAL RULES**

### **AUTOMATON**

Units with this rule have a very limited capacity to carry out independent actions. Unless they are part of a formation that includes other units that do not have this rule the formation can only take Hold, Engage, Marshall, Sustained Fire and Overwatch actions.

### **VOID SHIELDS**

Squat warengines are protected by void shield generators. The number of void shields each warengine has is noted on its datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, or allocate Blast markers. Once all of the shields have been knocked down, the warengine may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the warengine.

Void shields that have been knocked down can be repaired. Each warengine can repair one downed void shield in the end phase of each turn. In addition, if a warengine regroups it can use the dice roll to either repair void shields or remove Blast markers (e.g. if you rolled a two you could repair two shields, remove two blast makers, or repair one shield and remove one Blast marker).

### **SUPPORT CRAFT**

Support craft are skimmers, which for all line of sight and terrain purposes count as 'popped up' at all times. If the support craft has a transport option, it may embark and disembark units as normal. Embarked units are allowed a save (see 1.7.5) if the support craft is destroyed.

Support craft do not block line of sight, must always use their skimmer ability to force a firefight in engagements and Infantry in base contact with a support craft may not use it to count as being in cover.

### **TUNNELLERS**

Tunnellers are set up touching their own side's table edge before the battle starts at the same time that spacecraft are set up (see 4.3.1). Any units transported in tunnellers should be placed to one side at this time too. Secretly write down the location where the tunneller will surface at the same time and in the same manner that you record the coordinates of a drop zone (see 4.3.1). You must also secretly record the turn the tunneller will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneller units at the start of the stated turn, before determining who wins the strategy roll, at the location you wrote down. Surfacing does not count as movement for the purposes of triggering enemy overwatch fire. If a tunneller would have surfaced on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control, then it is assumed that on-board sensor equipment would divert it towards another entry point. The unit should be moved to the nearest area where it can surface.

Formations of multiple tunnellers need only record one location where they will surface. Place the first tunneller unit at this location. All other tunneller units must be placed within 5cm of another tunneller unit that has already been placed and fully within a 15cm radius of the original surfacing coordinates.

After all tunnellers have been placed any units being transported are allowed to disembark immediately. Disembarking triggers overwatch fire as normal. Tunnellers, and any units being transported in them, may take an action on the turn they appear.

## SQUAT TRANSPORT

Some Squat detachments are noted as having 'plus transport' in the units section of the army list. These formations may include enough Rhinos to transport the formation after any upgrades have been taken. The number of Rhinos will always be the minimum needed to carry all eligible units in the formation.

You do not have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example.

Alternatively, you may replace all of a detachment's Rhinos with the minimum number of Termites to transport every unit in the formation. Or you may replace all of a detachment's Rhinos with two Moles or a single Hellebore for the cost indicated.

If you do this then the detachment will enter play using the rules for tunnelling. You may only choose this option if every unit in the formation is eligible to be transported in Termites or the Moles or Hellebore. Once a formation has deployed from its tunnellers it is a completely separate formation and may act independently, it is not tied to the Termites, Moles or Hellebore in any way.

Termites may lend supporting fire (1.12.6) to Squat formations and if engaged will fight as normal. They also count as armoured vehicles for cover purposes; however they never activate and do not have a ZOC. They may only contest objectives. Termites may be targeted by shooting or engaged as normal and all of a single transported formation's discarded Termites count as a formation (for hit allocations, blast markers, combat resolution etc). If the discarded Termites become broken for any reason then they are all destroyed.

A pair of Moles or a single Hellebore count as independent formations and follow all the normal rules of immobile wargines. They may activate normally.

# SQUAT UNITS


SQUAT GRAND WARLORD				
Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Fire Power	Notes	
Master Crafted Gun	(15cm)	Small Arms	Extra Attack (+1)	

**Notes:** *Supreme Commander*

SQUAT LIVING ANCESTOR				
Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Fire Power	Notes	
-	-	-	-	


**Notes:** *Leader, A formation containing a Living Ancestor may ignore the -1 penalty to action test rolls when attempting to retain the initiative.*

SQUAT WARLORD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
Autocannon	45cm	AP5+ / AT6+	-	
Master Crafted Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	




**Notes:** *Commander, Reinforced Armour, Leader*

SQUAT WARRIORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	5+	5+
Weapon	Range	Fire Power	Notes	
Lasguns	(15cm)	Small Arms	-	
Missile Launchers	45cm	AP5+ / AT6+	-	




**Notes:** *Only one unit in every two has a missile launcher. Count up the number of Warrior units in the formation that can fire at the target and divide by two (rounding up) to find the number of missile launcher shots you may make.*

SQUAT BERSERKERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	4+	5+
Weapon	Range	Fire Power	Notes	
Bolt pistols	(15cm)	Small Arms	-	
Close Combat Weapons	(base contact)	Assault Weapons	-	



**Notes:**


SQUAT BIKERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Bolt Pistols	(15cm)	Small Arms	-	



**Notes:** *Mounted*


SQUAT HEARTHGUARD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Close Combat Weapons	(base contact)	Assault Weapons	-	
Heirloom Guns	30cm	AP5+/AT5+	-	

Notes: *Inspiring, Leader*




SQUAT THUNDERERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	6+	4+
Weapon	Range	Fire Power	Notes	
Missile launcher	45cm	AP5+/AT6+	-	
2 x Multiple Heavy Bolters	30cm	AP4+	-	

Notes:



SQUAT MOLE MORTARS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	6+	6+	6+
Weapon	Range	Fire Power	Notes	
Mole Mortars	30cm	1BP	Disrupt, Indirect Fire	

Notes:



SQUAT RAPIER				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapon	Range	Fire Power	Notes	
Rapier Laser Destroyer	45cm	AP6+/AT4+	-	

Notes:

SQUAT LIGHT ARTILLERY				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	6+	6+	5+
Weapon	Range	Fire Power	Notes	
Light Artillery Gun	45cm	AP4+/AT6+	Indirect Fire	

Notes: *Light Artillery is allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see 1.9.8). All of the rules for Indirect Fire apply in full.*

SQUAT TARANTULA				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	10cm	6+	6+	6+
Weapon	Range	Fire Power	Notes	
2 x Twin Lascannons	45cm	AT4+	-	

Notes: *Automaton*

SQUAT GUILDMASTER				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
Power Lance	(base contact)	Assault Weapon	Extra Attack (+1), First Strike	

**Notes:** *Commander, Invulnerable Save, Leader*



SQUAT TRIKE				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Multi-Melta and	15cm (15cm)	MW5+ Small Arms	- Macro Weapon	

**Notes:**



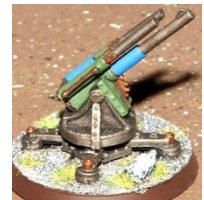
SQUAT ROBOT				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	15cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
Power Fist	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Autocannon	45cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	

**Notes:** *Automaton, Walker*



SQUAT THUNDERFIRE				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	0cm	5+	-	6+
Weapon	Range	Fire Power	Notes	
Thunderfire Cannons	60cm	AP4+/AT4+/AA4+	-	

**Notes:**



SQUAT RHINO				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Fire Power	Notes	
Stormbolter	(15cm)	Small Arms	-	

**Notes:** *Transport (May carry one Light Artillery, Tarantula, Mole Mortar or Thunderfire or up to two from the following: Warrior, Berserker, Thunderers, Rapiers, Warlord or Hearthguard units).*



SQUAT IRON EAGLE				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
2 x Autocannon	45cm	AP5+/AT6+	-	
Battlecannon	75cm	AP4+/AT4+	-	

**Notes:** *Scout, Skimmer*






SQUAT TERMITE				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	0cm	5+	6+	6+
Weapon	Range	Fire Power	Notes	
Stormbolter	(15cm)	Small Arms	-	

**Notes:** *Tunneller, Transport (May carry up to two from the following: Warrior, Berserker, Thunderers, Warlord or Hearthguard units).*

SQUAT MOLE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	0cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
Bolters	(15cm)	Small Arms	-	



Damage Capacity: 2  
Critical Hit Effect: Destroyed.

**Notes:** *Tunneller, Transport (May carry up to ten from the following: Warrior, Berserker, Thunderers, Rapiers, Light Artillery, Mole Mortars, Tarantula, Warlord or Hearthguard units). A single transported formation may be split over multiple Moles as an exception to the normal wargame transport rules.*

SQUAT HELLEBORE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	0cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
Bolters	(15cm)	Small Arms	-	

Damage Capacity: 4  
Critical Hit Effect: Destroyed.


**Notes:** *Tunneller, Reinforced Armour, Transport (May carry up to twenty units from the following: Bikers, Guildmaster, Trikes, Warrior, Berserker, Thunderers, Rapiers, Light Artillery, Mole Mortars, Tarantula, Warlord or Hearthguard units, may also carry Robots but each takes up two transport spaces).*

SQUAT GOLIATH MEGA CANNON				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	5cm	6+	6+	6+
Weapon	Range	Fire Power	Notes	
Mega Cannon	120cm	3BP	Ignore Cover, Indirect Fire	

Damage Capacity: 2  
Critical Hit Effect: The Goliath is destroyed in a massive explosion. Any units within 5cm of the model will take a hit on a D6 roll of 4+.

**Notes:**

SQUAT OVERLORD				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	-	4+
Weapon	Range	Fire Power	Notes	
3 × Battlecannon	75cm	AP4+/AT4+	Left	
3 × Battlecannon	75cm	AP4+/AT4+	Right	
4 × Autocannons	45cm	AP5+/AT6+	Fixed Forward	
Flak Cannons	45cm	AA5+	-	
Bombs	15cm	2BP	-	



Damage Capacity: 3  
Critical Hit Effect: The Overlord is destroyed in a massive explosion. Any units within 5cm of the model will take a hit on a D6 roll of 5+.

**Notes:** *Reinforced Armour, Support Craft*

### SQUAT LEVIATHAN

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Doomsday Cannon	90cm	3BP	Macro Weapon, Fixed Forward	
Battlecannon	75cm	AP4+/AT4+	-	
3 × Twin Lascannons	45cm	AT4+	Left	
3 × Twin Lascannons	45cm	AT4+	Right	
Bolter Array	(15cm)	Small Arms	Extra Attack (+1)	



Damage Capacity: 4

Void Shields: 4

Critical Hit Effect: The Leviathan takes an additional point of damage and D3 transported units take a hit. Any additional critical hit will destroy the Leviathan

**Notes:** Fearless, Reinforced Armour, Thick Rear Armour, Transport (May carry up to sixteen from the following: Bikers, Guildmaster, Trikes, Warrior, Berserker, Thunderers, Rapiers, Light Artillery, Tarantulas, Mole Mortars, Warlord or Hearthguard units. May also carry Robots but each takes up two transport spaces).

### SQUAT COLOSSUS

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Doomsday Cannon	90cm	3BP	Macro Weapon, Fixed Forward	
4 × Battlecannon	75cm	AP4+/AT4+	Forward	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward	
4 × Plasma Missiles	60cm	2BP	Forward, Indirect Fire, One Shot	
Bolter Array	(15cm)	Small Arms	Extra Attack (+1)	



Damage Capacity: 5

Void Shields: 4

Critical Hit Effect: The Colossus takes an additional point of damage and may no longer move. Any additional critical hit will destroy the Colossus

**Notes:** Fearless, Reinforced Armour, Thick Rear Armour

### SQUAT CYCLOPS

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Hellfury Cannon	90cm	MW2+	Titan Killer (D6+1), Fixed Forward	
Battlecannon	75cm	AP4+/AT4+	-	
2 × Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward	
6 × Doomstorm Missiles	90cm	AT2+	Forward, One Shot	
Bolter Array	(15cm)	Small Arms	Extra Attack (+1)	



Damage Capacity: 5

Void Shields: 4

Critical Hit Effect: The Cyclops takes an additional point of damage and may no longer fire its Hellfury Canon. Any additional critical hit will destroy the Cyclops

**Notes:** Fearless, Reinforced Armour, Thick Rear Armour

### SQUAT LAND TRAIN

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Doomsday Cannon	90cm	3BP	Macro Weapon, Fixed Forward	
Battlecannon	75cm	AP4+/AT4+	-	
Battlecannon	75cm	AP4+/AT4+	Fixed Forward	
Bolter Array	(15cm)	Small Arms	Extra Attack (+1)	
Battle Car Weapons				
Berserker Battle Car	45cm (15cm) (base contact)	2 × AP5+/AT6+ Small Arms Assault Weapons	- Extra Attack (+1) Extra Attack (+1)	
Dragon Battle Car	30cm	4 × AP4+	Ignore Cover	
Siege Mortar Battle Car	30cm	AP5+	-	
	30cm	1BP	Macro Weapon, Forward, Indirect Fire	
Bomb Battle Car	90cm	1BP	Macro Weapon, Forward, Indirect Fire	



Damage Capacity: 2 + The current number of battle cars

Void Shields: The current number of battle cars

Critical Hit Effect: The last battle car in line is destroyed. If no battle cars remain the Land Train is destroyed.

**Notes:** *Fearless, Reinforced Armour, Thick Rear Armour*

## SQUAT ARMY LIST

Squat armies have a strategy rating of 2. All Squat formations have an initiative rating of 2+.

SQUAT INDIVIDUALS		
FORMATION	UNITS	POINTS
0-1 Grand Warlord	Add one Grand Warlord character to a Warlord unit or Guildmaster	50
0-1 Ancestor	Add one Living Ancestor character to a Warlord unit, Leviathan, Colossus, Cyclops or Land Train.	25

SQUAT BROTHERHOODS			
FORMATION	UNITS	UPGRADES	POINTS
Warrior	One Hearthguard unit and nine Warrior units plus transport	Warlord, Warriors, Rapiers, Thunderers	250
Berserker	One Hearthguard unit and seven Berserker units plus transport	Warlord	200

SQUAT SUPPORT (Up to three for each Brotherhood formation taken)			
FORMATION	UNITS	UPGRADES	POINTS
Bikers	One Guildmaster and six Biker units	Trikes	225
Iron Eagles	Four Iron Eagles	-	250
Overlord	One Overlord	Add one additional Overlord for 225 points	250
Heavy Support	Any six units chosen from the following: Robots, Light Artillery, Tarantulas, Mole Mortars	Rapiers	200
Thunderers	Four Thunderers units plus transport	Rapiers	200
Thunderfire	Three Thunderfires plus transport	-	175

SQUAT UPGRADES (Up to two allowed upgrades may be taken by each formation)		
UPGRADE	NOTES	POINTS
Warlord	Add one Warlord unit	50
Warriors	Add four Warrior units	75
Rapiers	Add four Rapier units	100
Thunderers	Add two Thunderers units	75
Trikes	Replace up to three Biker units with Trikes	0

SQUAT TRANSPORT		
FORMATION		POINTS COST
Rhinos		0
Tunnellers:	Termites	0
	<u>or</u> Two Moles	100
	<u>or</u> One Hellebore	125

SQUAT WARENGINES	
FORMATION	POINTS COST
Two Goliath Mega Cannons	300
One Leviathan	350
One Colossus	475
One Cyclops	475
One Land Train	200
And two to four battle cars:	
Dragon Battle Car	75 each
Mortar Battle Car	75 each
Berserker Battle Car	75 each
Bomb Battle Car	100 each

### USING THE ARMY LIST

- A maximum of a third of the points available to the army may be spent on Squat warengines.
- Each allowed Squat upgrade can be taken once per formation.

# EPIC UK SQUATS

## WHAT, HOW AND WHY

So you've just finished reading through the EPIC UK Squat codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Squat army list.

## SQUATS

This list is based on the NetEA Thurgrimm's Stronghold Squat army list and so special thanks must be given to all the NetEA Squat play testers on the tactical command forums which can be found at <http://www.taccmd.tacticalwargames.net/index.php> and to William L. Sturtevant for his work.

Most changes made to the list are cosmetic in nature and designed to simplify the list for tournament play.

The main changes are a reduction in cost for the core **Warrior** formation which was found to be too expensive. The **Warlord** and **Ancient** upgrades have also been reduced slightly in cost. At the same time the **Berserker** formation has seen its size and cost increase slightly. These cost changes as well as bringing the cost of the core infantry options more in line with their abilities also removes the need to spam **Berserker** formations. The **Warrior** and **Thunderers** upgrades have also been made smaller and cheaper to make them more useful options.

For simplification a number of support units such as **Robots**, **Tarantulas**, **Light Artillery** (harmonised **Thudd Guns**) and **Mole Mortars** have been collected into a single heavy support formation. Also the option to field a small formation of **Thunderers** has been added to the list to give a small mobile support choice. Other changes include a general increase in formation size and cost for the very powerful **Thunderfires** at the same time as a small reduction in ability against infantry and vehicles. The **Thunderfires** formation also now has the option to be transported by Rhinos, helping to move the list away from its previously slightly static nature.

Several of the army lists special rules such as stubborn, mine portal and spotter have been removed to simplify the list and also to make balancing easier while allowing more specific roles to be assigned to the list's varied warengines and units. At the same time the tunnelling and transport rules have been clarified and expanded, the automaton and support craft rules have also been harmonised to similar rules in other lists.

The list's powerful warengines have generally remained fairly unchanged, although they have seen some simplification and harmonisation of weapons and critical effects and received a small reduction to their CC values. **The Colossus**, now the best source of early game indirect fire has seen a slight points increase. **The Leviathan** has received a slight points reduction as it was found to be a comparatively unfavourable choice. The abilities and cost of the **Land Train** and its **Battle Cars** have also seen a number of small modifications for playability reasons.

Finally **Trike**, **Guildmaster** and **Biker** units have all received a slight speed increase to harmonise with the standard speed of comparable units in other lists.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team