

NetEPIC 5.0 Army Book  
Chaos Squats  
Version of January 17th, 2009

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

# Standard Chaos Squats List

## Warrior War Band

Chaos Squats

Cultist Detachment

10 Chaos Squat Cultists

Chaos Squat Detachment

5 Chaos Squats

Berserker Detachment

5 Chaos Squat Berserkers

Cost : 500

Break : 16 Morale : 2  
Victory Points : 7

Chaos Squat Cultist Infantry (1)

Move	10cm	Save	-	CAF	: +0
Weapon	Range	Shoot			
Lasgun	50cm	1d 5+ (0)			

Chaos Squat

Move	10cm	Save	-	CAF	: +2
Weapon	Range	Shoot			
Heavy Bolters	50cm	2d 5+ (0)			

Chaos Squat Berserker Infantry (1)

Move	10cm	Save	-	CAF	: +2
Weapon	Range	Shoot			
Bolt Pistol	25cm	1d 5+ (0)			

*Fearless. After first CC, must charge nearest enemy in compulsory movement phase and gain D6 CAF.*

## Support War Band

Chaos Squats

Chaos Squat Exo-Armor stand

Cultist Detachment

10 Chaos Squat Cultists

Infantry Mortar Detachment

4 Infantry Mortar teams

Infantry Mortar Detachment

4 Infantry Mortar teams

Cost : 400

Break : 15 Morale : 2  
Victory Points : 5

Chaos Squat in Exo-Armor Infantry (1)

Move	10cm	Save	4+/6+f	CAF	: +7
Weapon	Range	Shoot			
Bolt Weapons	35cm	2d 5+ (-2)			

Elite

Chaos Squat Cultist Infantry (1)

Move	10cm	Save	-	CAF	: +0
Weapon	Range	Shoot			
Lasgun	50cm	1d 5+ (0)			

Infantry Mortar Light Art. (1)

Move	10cm	Save	-	CAF	: -1
Weapon	Range	Shoot			
Light Mortar	25-75cm	25B@ ⊗ (0)			

## Slaver Company

Chaos Squats

Leviathan

Slaver Detachment

5 Chaos Squat Slavers

Slaver Detachment

5 Chaos Squat Slavers

Cost : 600

Break : Model + 8 Morale : 2  
Victory Points : 4+4

Leviathan

Practorian. (5)

Move	10cm	Save	Card	CAF	: +12
Weapon	Range	Shoot			
See card					

PD(12), 4 Void Shields, Transport 1 company, Special

Chaos Squat Slaver

Infantry (1)

Move	10cm	Save	-	CAF	: +2
Weapon	Range	Shoot			
Stunners/Pistols	25cm	2d 6+ (0)			

Elite

## Slave Company

Chaos Squats

Slave Master Detachment

5 Chaos Squat Slave Masters

Slave Detachment

10 Slave stands

Slave Detachment

10 Slave stands

Slave Detachment

10 Slave stands

No Support or Special card allowed for this Company.

Cost : 700

Break : 18 Morale : 4  
Victory Points : 7

Chaos Squat Slave Master Infantry (1)

Move	10cm	Save	6+	CAF	: +2
Weapon	Range	Shoot			
Hand Flamer	25cm	2d 4+ (0)			

HQ, Command, +2 to morale check to associated Slave units

Slave

Infantry (1)

Move	10cm	Save	-	CAF	: +1
Weapon	Range	Shoot			
Various	25cm	1d 5+ (0)			

Roll if no Slave Master in coherency :

1-3 : Unit routes immediately

4 : Charges nearest table edge, +D6 CAF

5-6 : Charges nearest Chaos Squat or Hobgoblin unit

## Artillery Company

Chaos Squads

Cannon of Khorne Detachment

3 Cannon of Khorne

Cannon of Khorne Detachment

3 Cannon of Khorne

Great Leveler

Cost : 600

Break : 4 Morale : 2

Victory Points : 6

### Cannon of Khorne Heavy Art. (3)

Move : 10cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Warp Cannon	LoS	2-10SB ⊗ (-4)

Always scatter 2D6cm, MISFIRE destroys the cannon

### Great Leveler Heavy Art. (3)

Move : 5cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
	Super Heavy Gun	
	50-250cm	D6+4SB ⊗ (-3)

Destroys Buildings, Ignores Cover, Superheavy

## Road Terror Company

Chaos Squads

Gang Lord stand

Road Terror Detachment

5 Road Terror stands

Road Terror Detachment

5 Road Terror stands

Road Terror Detachment

5 Road Terror stands

Cost : 400

Break : 11 Morale : 2

Victory Points : 5

### Cannon of Khorne

Heavy Art. (3)

Move : 10cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Warp Cannon	LoS	2-10SB ⊗ (-4)

Always scatter 2D6cm, MISFIRE destroys the cannon

### Great Leveler

Heavy Art. (3)

Move : 5cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
	Super Heavy Gun	
	50-250cm	D6+4SB ⊗ (-3)

Destroys Buildings, Ignores Cover, Superheavy

### Gang Lord

Cavalry (2)

Move : 30cm	Save : 5+/6+f	CAF : +5
Weapon	Range	Shoot
Lascannon	50cm	1d 5+ (-1)

Command, HQ, Elite, Fear

### Road Terror

Cavalry (2)

Move : 30cm	Save : -	CAF : +4
Weapon	Range	Shoot
Power Axe	-	-

Hit & Run

## Robot Company

Chaos Squads

Robot Command Vehicle

Field Programmer Detachment

2 Field Programmer Teams

Robot Detachment

5 Robots (either type)

Robot Detachment

5 Robots (either type)

Cost : 300

Break : RCV Morale : -

Victory Points : 3

### Robot Command Vehicle Super-Heavy (4)

Move : 15cm	Save : 1+	CAF : +4
Weapon	Range	Shoot
Heavy Bolters	25cm	4d 5+ (0)

Command, HQ, Transport 12 Robots or smaller

### Field Programmer Team Infantry (1)

Move : 10cm	Save : -	CAF : 0
Weapon	Range	Shoot
Plasma Torch	25cm	1d 4+ (-1)

HQ, Command, can give order to robots while in coherency

### Robot - Conqueror Walker (2)

Move : 10cm	Save : 5+ CAF : +2	
Weapon	Range	Shoot
Autocannon	50cm	1d 5+ (0)

Inorganic, Quickdraw, Robotic

### Robot - Colossus Walker (2)

Move : 5cm	Save : 4+ CAF : +2	
Weapon	Range	Shoot
Lascannon	75cm	1d 5+ (-1)

Inorganic, Quickdraw, Robotic

### Wyrm

Super-Heavy (4)

Move : -	Save : 1+	CAF : +8
Weapon	Range	Shoot
Auto Cannon	75cm	3d 5+ (-1)
Multiblasters	35cm	4d 4+ (0)
Superheated area *	0cm	SB Auto (0)

\* at the beginning of the CC phase, Tunneler, no impassable terrain, collapses buildings without harm, Hard to Hit, Special

Wyrm tunneler

Wyrm tunneler

Wyrm tunneler

Cost : 700

Break : 2 Morale : 2

Victory Points : 7

**Enforcer** *SuperHeavy (4)*

Move : 15cm	Save : 1+	CAF : +6
Weapon	Range	Shoot
Plasma Blaster *	100cm	2d 4+ (-3)
Heavy Bolters	25cm	4d 5+ (0)

\* *Penetrating +1 & Turret*

### Enforcer Company

*Chaos Squats*

Enforcer Super-Heavy Tank

Enforcer Super-Heavy Tank

Enforcer Super-Heavy Tank

**Cost : 650**

*Break : 2* *Morale : 2*  
**Victory Points : 7**

**Hobgoblin Warlord** *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Bolt Rifle	50cm	1d 5+ (0)

*HQ, Sniper*

### Hobgoblin Company

*Chaos Squats*

Hobgoblin Warlord

Hobgoblin Detachment

10 Hobgoblin stands

Sneaky Gitz Detachment

10 Sneaky Gitz stands

Sneaky Gitz Detachment

10 Sneaky Gitz stands

**Cost : 650**

*Break : 16* *Morale : 4*  
**Victory Points : 7**

### Hobgoblin Cavalry Company

*Chaos Squats*

Mounted Hobgoblin Warlord

Hobgoblin Cavalry Detachment

10 Hobgoblin Rider stands

Hobgoblin Cavalry Detachment

10 Hobgoblin Rider stands

Hobgoblin Cavalry Detachment

10 Hobgoblin Rider stands

**Cost : 600**

**Hobgoblin Warlord** *Cavalry (2)*

Move : 20cm	Save : -	CAF : +1
Weapon	Range	Shoot
Bolt Rifle	50cm	1d 5+ (0)

*HQ, Sniper*

**Hobgoblin Riders** *Cavalry (2)*

Move : 20cm	Save : -	CAF : +2
Weapon	Range	Shoot
Carbines	25cm	1d 5+ (0)

*Break : 16* *Morale : 4*  
**Victory Points : 6**

**Colossus** *Practorian (5)*

Move : 10cm	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

*PD(16), 6 Void Shields, Transport 5*

### Colossus

*Chaos Squats*

Colossus

Berserker Detachment

5 Chaos Squat Berserker stands

*Break : Model* *Morale : 2*  
**Victory Points : 5**

**Chaos Squat Berserker** *Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*Fearless. After first CC, must charge nearest enemy in compulsory movement phase and gain D6 CAF.*

## Leviathan

Chaos Squats

Leviathan

### Leviathan

*Praetorian (5)*

Move : 10cm	Save : Card	CAF : +12
Weapon	Range	Shoot
See card		

*PD(12), 4 Void Shields, Transport 1 company, Special*

Cost : 350

Break : Model  
Morale : 2  
Victory Points : 4

### Behemoth

Chaos Squats

Behemoth

*Praetorian (5)*

Move : 10cm	Save : Card	CAF : +10
Weapon	Range	Shoot
See card		

*4 Void Shields, Special*

Cost : 450

Break : Model  
Morale : 2  
Victory Points : 5

## Grand Warlord

Chaos Squats

Grand Warlord stand

4 Chaos Squat stands

### Grand Warlord

*Infantry (1)*

Move : 10cm	Save : 4+/6+f	CAF : +9
Weapon	Range	Shoot
Twin Heavy Bolters 35cm 2d 4+ (-2)		

*Command, HQ, Elite, Combat Leader*

Cost : 200

Break : 4  
Morale : 1  
Victory Points : 4

### Tech Priest

Chaos Squats

Tech Priest stand  
Rhino

*Infantry (1)*

Move : 10cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Power Axe 25cm 1d 5+ (0)		

*HQ, Elite, Mechanic*

Cost : 100

Break : Model  
Morale : 2  
Victory Points : 1

### Rhino

*Vehicle (3)*

Move : 25cm  
Save : 4+  
CAF : 0  
*PD(1), Transport 2*

<p><b>Medic</b></p> <p><i>Chaos Squats</i></p> <p>Medic stand Rhino</p>	<p><b>Medic</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : -</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Bolt Pistol</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p>HQ, <i>Medic</i></p> <p><b>Rhino</b> <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 25cm</td> <td>Save : 4+</td> <td>CAF : 0</td> </tr> </table> <p>PD(1), <i>Transport 2</i></p>	Move : 10cm	Save : -	CAF : +1	Weapon	Range	Shoot	Bolt Pistol	25cm	1d 5+ (0)	Move : 25cm	Save : 4+	CAF : 0
Move : 10cm	Save : -	CAF : +1											
Weapon	Range	Shoot											
Bolt Pistol	25cm	1d 5+ (0)											
Move : 25cm	Save : 4+	CAF : 0											
<p><b>Sorcerer</b></p> <p><i>Chaos Squats</i></p> <p>Sorcerer stand Rhino</p>	<p><b>Sorcerer</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 6+</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Warp Staff</td> <td>25cm</td> <td>1d 4+ (-2)</td> </tr> </table> <p>HQ, <i>Psyker, 3+ Psychic save</i></p> <p>1) <b>Frenzy</b>: One detachment within 25cm becomes frenzied : Movement +10cm, +1D6 CAF, may not be on First Fire orders.  2) <b>Warp Storm</b>: An enemy model within 25cm is hit at -1 TSM. Each destroyed model can relaunch the Warp Storm at -5cm range (minimum 5cm). Units without save can't be targeted. Physical Psychic attack.  3) <b>Eyes of Namshub</b>: One unit within 25cm about to fire indirectly at a point where the sorcerer has LoS do not scatter its shot.</p> <p><b>Rhino</b> <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 25cm</td> <td>Save : 4+</td> <td>CAF : 0</td> </tr> </table> <p>PD(1), <i>Transport 2</i></p>	Move : 10cm	Save : 6+	CAF : +1	Weapon	Range	Shoot	Warp Staff	25cm	1d 4+ (-2)	Move : 25cm	Save : 4+	CAF : 0
Move : 10cm	Save : 6+	CAF : +1											
Weapon	Range	Shoot											
Warp Staff	25cm	1d 4+ (-2)											
Move : 25cm	Save : 4+	CAF : 0											
<p><b>Cost : 50</b></p>	<p><i>Break : Model</i> <i>Morale : 2</i></p> <p><b>Victory Points : 1</b></p>												
<p><b>Cost : 100</b></p>	<p><i>Break : Model</i> <i>Morale : 2</i></p> <p><b>Victory Points : 1</b></p>												

<p><b>Cultist Detachment</b></p> <p><i>Chaos Squats</i></p> <p>10 Chaos Squat Cultists</p>	<p><b>Chaos Squat Cultist</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : -</td> <td>CAF : +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Lasgun</td> <td>50cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Break : 8</i> <i>Morale : 2</i></p> <p><b>Victory Points : 3</b></p>	Move : 10cm	Save : -	CAF : +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)
Move : 10cm	Save : -	CAF : +0								
Weapon	Range	Shoot								
Lasgun	50cm	1d 5+ (0)								
<p><b>Chaos Squat Detachment</b></p> <p><i>Chaos Squats</i></p> <p>5 Chaos Squats</p>	<p><b>Chaos Squat</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Heavy Bolters</td> <td>50cm</td> <td>2d 5+ (0)</td> </tr> </table> <p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>	Move : 10cm	Save : -	CAF : +2	Weapon	Range	Shoot	Heavy Bolters	50cm	2d 5+ (0)
Move : 10cm	Save : -	CAF : +2								
Weapon	Range	Shoot								
Heavy Bolters	50cm	2d 5+ (0)								
<p><b>Berserker Detachment</b></p> <p><i>Chaos Squats</i></p> <p>5 Chaos Squat Berserkers</p>	<p><b>Chaos Squat Berserker</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Bolt Pistol</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Fearless. After first CC, must charge nearest enemy in compulsory movement phase and gain D6 CAF.</i></p> <p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>	Move : 10cm	Save : -	CAF : +2	Weapon	Range	Shoot	Bolt Pistol	25cm	1d 5+ (0)
Move : 10cm	Save : -	CAF : +2								
Weapon	Range	Shoot								
Bolt Pistol	25cm	1d 5+ (0)								
<p><b>Slaver Detachment</b></p> <p><i>Chaos Squats</i></p> <p>5 Chaos Squat Slavers</p>	<p><b>Chaos Squat Slaver</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Stunners/Pistols</td> <td>25cm</td> <td>2d 6+ (0)</td> </tr> </table> <p><i>Elite</i></p> <p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 4</b></p>	Move : 10cm	Save : -	CAF : +2	Weapon	Range	Shoot	Stunners/Pistols	25cm	2d 6+ (0)
Move : 10cm	Save : -	CAF : +2								
Weapon	Range	Shoot								
Stunners/Pistols	25cm	2d 6+ (0)								
<p><b>Cost : 200</b></p>	<p><i>Break : 8</i> <i>Morale : 2</i></p> <p><b>Victory Points : 3</b></p>									
<p><b>Cost : 150</b></p>	<p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>									
<p><b>Cost : 150</b></p>	<p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>									
<p><b>Cost : 250</b></p>	<p><i>Break : 4</i> <i>Morale : 2</i></p> <p><b>Victory Points : 4</b></p>									



**Slave Master Detachment**

*Chaos Squats*

5 Chaos Squat Slave Masters

**Cost : 250**

**Break : 4    Morale : 2**

**Victory Points : 4**

**Chaos Squat Slave Master** *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Hand Flamer	25cm	2d 4+ (0)

HQ, Command, +2 to morale check to associated Slave units

**Slaves**

*Chaos Squats*

10 Slave stands

**Cost : 200**

**Break : 5    Morale : 4**

**Victory Points : 2**

**Slave** *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Various	25cm	1d 5+ (0)

Roll if no Slave Master in coherency :

1-3 : Unit routes immediately

4 : Charges nearest table edge, +D6 CAF

5-6 : Charges nearest Chaos Squat or Hobgoblin unit

**Exo-Armor Detachment**

*Chaos Squats*

4 Chaos Squat in Exo-Armor stands

**Cost : 200**

**Break : 3    Morale : 2**

**Victory Points : 3**

**Chaos Squat in Exo-Armor** *Infantry (1)*

Move : 10cm	Save : 4+/6+F	CAF : +7
Weapon	Range	Shoot
Bolt Weapons	35cm	2d 5+ (-2)

Elite

**Field Programmer Detachment**

*Chaos Squats*

2 Field Programmer Teams

**Cost : 150**

**Break : 1    Morale : 2**

**Victory Points : 2**

**Field Programmer Team** *Infantry (1)*

Move : 10cm	Save : -	CAF : 0
Weapon	Range	Shoot
Plasma Torch	25cm	1d 4+ (-1)

HQ, Command, can give order to robots while in coherency

**Watcher Detachment**

*Chaos Squats*

4 Chaos Squat Watchers

**Cost : 100**

**Break : 3    Morale : 2**

**Victory Points : 2**

**Chaos Squat Watcher** *Infantry (1)*

Move : 10cm	Save : -	CAF : -3
Weapon	Range	Shoot
None	-	-

HQ, Fearless, Forward Observer

**Engineers Detachment**

*Chaos Squats*

5 Chaos Squat Engineers

**Cost : 250**

**Break : 4    Morale : 2**

**Victory Points : 4**

**Chaos Squat Engineers** *Infantry (1)*

Move : 10cm	Save : -	CAF : 0
Weapon	Range	Shoot
Flamers	5cm	5T 4+ (-1)

Combat Engineer

**Hobgoblin Detachment**

*Chaos Squats*

10 Hobgoblin stands

**Cost : 150**

**Break : 5    Morale : 4**

**Victory Points : 2**

**Hobgoblin** *Infantry (1)*

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Stubbers	50cm	1d 5+ (0)

**Sneaky Gitz Detachment**

*Chaos Squats*

10 Sneaky Gitz stands

**Cost : 250**

**Break : 5    Morale : 4**

**Victory Points : 3**

**Hobgoblin Sneaky Gitz** *Infantry (1)*

Move : 15cm	Save : -	CAF : -1
Weapon	Range	Shoot
Carbines	25cm	1d 5+ (0)

Infiltrate, Stealth

**Hobgoblin Cavalry Detachment**  
Chaos Squats

10 Hobgoblin Rider stands

**Cost : 200**

**Break : 5    Morale : 4**  
**Victory Points : 2**

**Hobgoblin Riders**    *Cavalry (2)*

Move	Weapon	Save	Range	Shoot	CAF
20cm	Carbines	-	25cm	1d 5+ (0)	+2

**Road Terrors Detachment**  
Chaos Squats

5 Road Terror stands

**Cost : 150**

**Break : 4    Morale : 2**  
**Victory Points : 3**

**Road Terror**    *Cavalry (2)*

Move	Weapon	Save	Range	Shoot	CAF
30cm	Power Axe	-	-	-	+4

*Hit & Run*

**Robot Maniple**  
Chaos Squats

5 Robots (either type)

**Cost : 100**

**Break : 5    Morale : -**  
**Victory Points : 1**

**Robot - Conqueror**    *Walker (2)*

Move	Weapon	Save	Range	Shoot	CAF
10cm	Autocannon	5+	50cm	1d 5+ (0)	+2

*Inorganic, Quickdraw, Robotic*

**Robot - Colossus**    *Walker (2)*

Move	Weapon	Save	Range	Shoot	CAF
5cm	Lascannon	4+	75cm	1d 5+ (-1)	+2

*Inorganic, Quickdraw, Robotic*

**Rhino Detachment**  
Chaos Squats

3 Rhinos

**Cost : 50**

**Break : 2    Morale : 2**  
**Victory Points : 1**

**Rhino**    *Vehicle (3)*

Move	Save	CAF
25cm	4+	0

*PD(1), Transport 2*

**Death Dealer**  
Chaos Squats

4 Death Dealers

**Cost : 400**

**Break : 2    Morale : 2**  
**Victory Points : 4**

**Death Dealer**    *Vehicle (3)*

Move	Weapon	Save	Range	Shoot	CAF
15cm	Gatling Cannon	2+	25cm	6d 5+ (0)	+7
	Tower Gun		50cm	1d 4+ (-2)	
	Bolters		15cm	4d 6+ (0)	

*All Around Armor, Transport 5*

**Hammerer Detachment**  
Chaos Squats

3 Hammerers

**Cost : 250**

**Break : 2    Morale : 2**  
**Victory Points : 3**

**Hammerer**    *Vehicle (3)*

Move	Weapon	Save	Range	Shoot	CAF
15cm	Demolisher	3+	75cm	1d 5+ (-3)	+2
	Heavy Bolter		25cm	1d 5+ (0)	

*Damages Buildings*

**Thunder Roller Detachment**  
Chaos Squats

3 Thunder Rollers

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

**Thunder Roller**    *Vehicle (3)*

Move	Weapon	Save	Range	Shoot	CAF
15cm	Petard Mortar	3+	25cm	3SB 5+ (-1)	0

*Death Roller, cleans minefields*

**Termite Detachment**  
Chaos Squats

6 Chaos Squat Slavers  
3 Termites

**Cost : 350**

**Break : 7    Morale : 2**  
**Victory Points : 5**

**Chaos Squat Slaver**    *Infantry (1)*

Move	Weapon	Save	Range	Shoot	CAF
10cm	Stunners/Pistols	-	25cm	2d 6+ (0)	+2

*Elite*

**Termites**    *Vehicle (3)*

Move	Weapon	Save	Range	Shoot	CAF
15cm	Lascannon	4+	75cm	1d 5+ (-2)	+1

*Tunneler, Transport 2*

**Thunder Flail Detachment**

*Chaos Squats*

Thunder Flail

**Cost : 100**

*Break : 1    Morale : 2*

**Victory Points : 1**

**Thunder Flail**

*Vehicle (3)*

Move : 15cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Thunderfire	125cm	1d 5+ (-2)
Battlecannon	75cm	2d 4+ (-1)

*Anti-Aircraft*

**Infantry Mortar Detachment**

*Chaos Squats*

4 Infantry Mortar teams

**Cost : 100**

*Break : 3    Morale : 2*

**Victory Points : 2**

**Infantry Mortar**

*Light Art. (1)*

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Light Mortar	25-75cm	2SB@ ⊗ (0)

**Siege Mortars**

*Chaos Squats*

4 Siege Mortar stands

**Cost : 200**

*Break : 3    Morale : 2*

**Victory Points : 3**

**Siege Mortar**

*Light Art. (1)*

Move : -	Save : -	CAF : -3
Weapon	Range	Shoot
Heavy Tube	25-100cm	2SB@ ⊗ (-1)

*Damages buildings*

**Cannon of Khorne**

*Chaos Squats*

3 Cannon of Khorne

**Cost : 200**

*Break : 2    Morale : 2*

**Victory Points : 2**

**Cannon of Khorne**

*Heavy Art. (3)*

Move : 10cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Warp Cannon	LoS	2-10SB ⊗ (-4)

*Always scatter 2D6cm, MISFIRE destroys the cannon.*

**Great Leveler**

*Chaos Squats*

Great Leveler

**Cost : 200**

*Break : 1    Morale : 2*

**Victory Points : 2**

**Great Leveler**

*Heavy Art. (3)*

Move : 5cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
Super Heavy Gun		
50-250cm   D6+4SB ⊗ (-3)		

*Destroys Buildings, Ignores Cover, Superheavy*

**Earthquake Missile Battery**

*Chaos Squats*

3 Earthquake missile launchers

**Cost : 250**

*Break : 2    Morale : 2*

**Victory Points : 3**

**Earthquake missile**

*Heavy Art. (3)*

Move : 5cm	Save : 6+	CAF : +0
Weapon	Range	Shoot
Particle Whip (Choose one mode)		
Airburst *	150cm	7LB 3+ (-1)
Concussion **	150cm	10SB 2+ (-5)

*\* Damages buildings, \*\* Destroys buildings, one-shot, always scatter, one shot per detachment per turn*

**Wyrm Detachment**

*Chaos Squats*

Wyrm

**Cost : 250**

*Break : 1    Morale : 2*

**Victory Points : 3**

**Wyrm**

*SuperHeavy (4)*

Move : -	Save : 1+	CAF : +8
Weapon	Range	Shoot
Auto Cannon	75cm	3d 5+ (-1)
Multiblasters	35cm	4d 4+ (0)
Superheated area *	0cm	SB Auto (0)

*\* at the beginning of the CC phase, Tunneler, no impassable terrain, collapses buildings without harm, Hard to Hit, Special*

**Enforcer SHT Detachment**

*Chaos Squats*

Enforcer Super-Heavy Tank

**Cost : 300**

*Break : 1    Morale : 2*

**Victory Points : 3**

**Enforcer**

*Super-Heavy (4)*

Move : 15cm	Save : 1+	CAF : +6
Weapon	Range	Shoot
Plasma Blaster *	100cm	2d 4+ (-3)
Heavy Bolters	25cm	4d 5+ (0)

*\* Penetrating +1 Ⓢ Turret*

# Clan Lists

## Road Warriors Company

Road Warriors

Gang Lord stand

Road Terror Detachment

5 Road Terror stands

Road Terror Detachment

5 Road Terror stands

Road Terror Detachment

5 Road Terror stands

Road Terror Detachment

5 Road Terror stands

Cost : 550

Break : 16 Morale : 2  
Victory Points : 7

### Gang Lord Cavalry (2)

Move : 30cm	Save : 5+/6+f	CAF : +5
Weapon	Range	Shoot
Lascannon	50cm	1d 5+ (-1)

Command, HQ, Elite, Fear

### Road Terror Cavalry (2)

Move : 30cm	Save : -	CAF : +4
Weapon	Range	Shoot
Power Axe	-	-

Hit & Run

## Gang Supremo

Road Warriors

Gang Supremo

Gang Lord

Gang Lord

Cost : 150

Break : 2 Morale : 1  
Victory Points : 2

### Gang Supremo

Move : 30cm	Save : 5+/6+f	CAF : +6
Weapon	Range	Shoot
Lascannon	50cm	2d 5+ (-1)

Command, HQ, Elite, Fear, Combat Leader

### Gang Lord

Move : 30cm	Save : 5+/6+f	CAF : +5
Weapon	Range	Shoot
Lascannon	50cm	1d 5+ (-1)

Command, HQ, Elite, Fear

## Raider Company

Road Warriors

Gang Lord stand

Raider Detachment

3 Raider (same type)

Raider Detachment

3 Raider (same type)

Raider Detachment

3 Raider (same type)

Unique.

Cost : 400

Break : 5 Morale : 2  
Victory Points : 4

## Tanker Detachment

Road Warriors

Tanker

Cost : Free

Break : 1 Morale : 2  
Victory Points : 1

### Tanker

SuperHeavy (4)  
Move : 25cm Save : 1+/3+f CAF : +2  
Objective hold in enemy's side worth twice, alternative Superheavy damage table

- Traction damaged:** The tanker cannot move any longer. Re-roll future 1 on this table.
- Cabin damaged:** Tanker controls destroyed. The tanker is destroyed without further effects.
- 3-4 "The tank is leaking!":** Roll at the end of each movement phase. On 6+ the tanker explodes. Each time you get this result add a cumulative +1 to that roll. Explosion hit all targets within 2d6cm at TSM 0 (Shielded units lose a Shield).
- "It's going to explode!":** The tanker explodes at the end of the next movement phase. Treat the explosion as above.
- "It's going to...KABOOM!":** Explodes. Treat explosion as above. On 3-5, the tanker can move during the next movement phase as usual (unless without traction or pinned, of course).

**Raider - AT Detachment**

*Road Warriors*

3 Raider - AT

**Cost : 150**

**Raider - Missile Detachment**

*Road Warriors*

3 Raider - Missile

**Cost : 150**

**Raider - AT** *Vehicle (3)*

Move : 30cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Demolisher	50cm	1d 5+ (-2)

**Break : 2** **Morale : 2**  
**Victory Points : 2**

**Raider - Missile** *Vehicle (3)*

Move : 30cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
MRL	75cm	2SB@ ⊗ (0)

**Break : 2** **Morale : 2**  
**Victory Points : 2**

**Raider - CEV Detachment**

*Road Warriors*

3 Raider - CEV

**Cost : 150**

**Raider - CEV** *Vehicle (3)*

Move : 30cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Sonic Cannon	25cm	1d 6+ (-4)

*Damages buildings*

**Break : 2** **Morale : 2**  
**Victory Points : 2**

**Bull Centaur Detachment**

*Worshippers of Namshub*

10 Bull Centaurs

**Cost : 250**

**Bull Centaur** *Cavalry (2)*

Move : 20cm	Save : 6+	CAF : +4
-------------	-----------	----------

*Fear, Stupid*

**Break : 8** **Morale : 2**  
**Victory Points : 4**

**Worshippers of Namshub Company**

*Worshippers of Namshub*

Cultist Detachment

10 Chaos Squat Cultists

Cultist Detachment

10 Chaos Squat Cultists

Bull Centaur Detachment

10 Bull Centaurs

**Cost : 650**

**Chaos Squat Cultist** *Infantry (1)*

Move : 10cm	Save : -	CAF : +0
Weapon	Range	Shoot
Lasgun	50cm	1d 5+ (0)

**Bull Centaur** *Cavalry (2)*

Move : 20cm	Save : 6+	CAF : +4
-------------	-----------	----------

*Fear, Stupid*

**Break : 22** **Morale : 2**  
**Victory Points : 8**

**Grand Warlord of Namshub**

*Worshippers of Namshub*

Daemon Prince of Slaanesh

**Cost : 150**

**Daemon Prince of Slaanesh** *Walker (2)*

Move : 10cm	Save : 3+	CAF : +5
Weapon	Range	Shoot
Sensory Cloud	25cm	1d 3+ -

*Command, HQ, Fearless, always pass morale test, "That Didnt Hurt!", Psychic Vulnerability, an infantry detachment within 25cm must pass a moral test or get -2 CAF*

**Break : Model** **Morale : -**  
**Victory Points : 2**

## Ziggurat of Namshub

Worshippers of Namshub

Ziggurat

Cost : 700

### Namshubs Ziggurat

*Praetorian (5)*

Move : 10cm	Save : Card	CAF : +15
Weapon	Range	Shoot
See card		

*PD(20), 9 Void Shields, Transport 2 companies*

Break : Model  
Morale : -  
Victory Points : 7

## Great Taurus Riders

Worshippers of Namshub

5 Great Taurus stands

Cost : 200

### Great Taurus

*Cavalry (2)*

Move : 30cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Plasma Grenades	25cm	6SB 4+ (-3)

*Elite, Skimmer*

Break : 4  
Morale : 2  
Victory Points : 3

## Chaos Sorcerer

Worshippers of Namshub

Slaanesh Magi

Cost : 150

### Magi

*Infantry (1)*

Move : 10cm	Save : 6+	CAF : +1
<i>HQ, Psyker</i>		

1) **Promise of Slaanesh:** Barrage template within LoS and 50cm. Morale check or get destroyed. Ethereal Psychic power.

2) **Temptation of Daemons:** Barrage template within LoS and 50cm. CC against 3D6 CAF. Ethereal Psychic power.

Break : Model  
Morale : 2  
Victory Points : 2

## Engineers of Khorne Company

Engineers of Khorne

Berserker Detachment

5 Chaos Squat Berserkers

Berserker Detachment

5 Chaos Squat Berserkers

Engineers Detachment

5 Chaos Squat Engineers

Engineers Detachment

5 Chaos Squat Engineers

Cost : 700

### Chaos Squat Berserker

*Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*Fearless. After first CC, must charge nearest enemy in compulsory movement phase and gain D6 CAF.*

### Chaos Squat Engineers

*Infantry (1)*

Move : 10cm	Save : -	CAF : 0
Weapon	Range	Shoot
Flamers	5cm	ST 4+ (-1)

*Combat Engineer*

Break : 16  
Morale : 2  
Victory Points : 9

## Siege Company

Engineers of Khorne

Tech Priest stand

Cannon of Khorne detachment

3 Cannon of Khorne

Siege Mortar Detachment

4 Siege Mortar stands

Siege Mortar Detachment

4 Siege Mortar stands

Siege Mortar Detachment

4 Siege Mortar stands

Cost : 800

### Tech Priest

*Infantry (1)*

Move : 10cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Power Axe	25cm	1d 5+ (0)

*HQ, Elite, Mechanic*

### Cannon of Khorne

*Heavy Art. (3)*

Move : 10cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Warp Cannon	LoS	2-10SB @ (-4)

*Always scatter 2D6cm, MISFIRE destroys the cannon*

### Siege Mortar

*Light Art. (1)*

Move : -	Save : -	CAF : -3
Weapon	Range	Shoot
Heavy Tube	25-100cm	25SB @ @ (-1)

*Damages buildings*

Break : 12  
Morale : 2  
Victory Points : 10

<p><b>Khazari Clan Company</b></p> <p><i>Khazari Clan</i></p> <p>Khazari Warband</p> <p>10 Khazari stands</p> <p>Khazari Warband</p> <p>10 Khazari stands</p> <p>Khazari Warband</p> <p>10 Khazari stands</p> <p><b>Cost : 700</b></p>	<p><b>Khazari Clan</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 6+</td> <td>CAF : +1</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Lasgun</td> <td>50cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><b>Break : 22</b> <i>Morale : 2</i></p> <p><b>Victory Points : 9</b></p>	Move : 10cm	Save : 6+	CAF : +1	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)
Move : 10cm	Save : 6+	CAF : +1								
Weapon	Range	Shoot								
Lasgun	50cm	1d 5+ (0)								
<p><b>Khazari Warlord</b></p> <p><i>Khazari Clan</i></p> <p>Daemon Prince of Tzeentch</p> <p><b>Cost : 150</b></p>	<p><b>Daemon Prince of Tzeentch</b> <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 3+</td> <td>CAF : +4</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Psychic Blast</td> <td>50cm</td> <td>1d 3+ (-4)</td> </tr> </table> <p><i>Penetrating +1, Command, HQ, Fearless, always pass morale test, "That Didnt Hurt!", Psychic Vulnerability</i></p> <p><b>Break : Model</b> <i>Morale : -</i></p> <p><b>Victory Points : 2</b></p>	Move : 10cm	Save : 3+	CAF : +4	Weapon	Range	Shoot	Psychic Blast	50cm	1d 3+ (-4)
Move : 10cm	Save : 3+	CAF : +4								
Weapon	Range	Shoot								
Psychic Blast	50cm	1d 3+ (-4)								

<p><b>Khazari Warband</b></p> <p><i>Khazari Clan</i></p> <p>10 Khazari stands</p> <p><b>Cost : 250</b></p>	<p><b>Khazari Clan</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 6+</td> <td>CAF : +1</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Lasgun</td> <td>50cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><b>Break : 8</b> <i>Morale : 2</i></p> <p><b>Victory Points : 4</b></p>	Move : 10cm	Save : 6+	CAF : +1	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)
Move : 10cm	Save : 6+	CAF : +1								
Weapon	Range	Shoot								
Lasgun	50cm	1d 5+ (0)								
<p><b>Chaos Sorcerer</b></p> <p><i>Khazari Clan</i></p> <p>Tzeentch Magi</p> <p><b>Cost : 150</b></p>	<p><b>Magi</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 6+</td> <td>CAF : +1</td> </tr> </table> <p><i>HQ, Psyker</i></p> <p>1) <b>Terror Wave</b>: Template moves in Compulsory Movement Phase. Physical Psychic.</p> <p>2) <b>Mind Warp</b>: 25cm, 5+ or Fall Back Orders, with a 1 removing the model. Psykers may re-roll. Ethereal Psychic attack.</p> <p>3) <b>Inferno of Change</b>: Large teardrop template touching the Magi, 1d 4+ (+1) ignores cover. Physical Psychic power.</p> <p><b>Break : Model</b> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>	Move : 10cm	Save : 6+	CAF : +1						
Move : 10cm	Save : 6+	CAF : +1								