

SQUAT BIKE

VEHICLE DATA

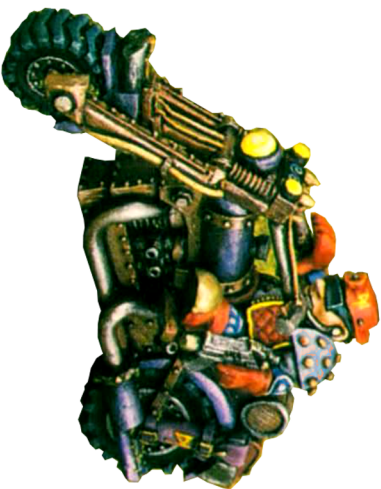
RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE

CREW: ONE SQUAT RIDER



WEAPONS

Twin linked **bolters** fitted with a **targeter** with a 90-degree front arc.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save	Armour		Special
	Short	Long	Short	Long				Pene.		
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-	

POINTS COST: 15 points + Rider

D6	Location	Armour	
		Front	Side/Rear
1-2	Squat Rider	See Below	
3-6	Bike	10	10

D6

BIKE DAMAGE

- The bike's twin bolters are destroyed and may no longer be used.
- The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to Slow only.
- The bike's controls are damaged making it difficult to control. Roll a D6 at the start of the each of the bike's Movement phases. On a roll of 4+ the rider is able to control the bike and it moves normally. On a roll of 1-3 the bike moves out of control for that turn.
- The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 Strength 6 hits with a -2 save modifier.
- The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 save modifier to all models within 3".

RIDER DAMAGE TABLE

Roll to see if the rider is killed using normal shooting rules. If the rider is killed the bike will move out of control for one turn and then flip over, destroyed.

SQUAT HEAVY BIKE

VEHICLE DATA

RAM VALUE:
STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:
SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 24"
TYPE: BIKE



CREW: ONE SQUAT DRIVER, ONE SQUAT GUNNER

WEAPONS

Twin linked bolters fitted with a targeter with a 90-degree front arc. One multi-melta fitted with a targeter firing to the front 180-degree arc.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour		Special
	Short	Long	Short	Long					Pene.		
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-		
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast		

POINTS COST: 85 points

D6		Location		Front		Armour Side/Rear	
1-3	Crew*	4-6	Bike	10	See Below	10	
*Hit the one nearest the attacker							

BIKE DAMAGE TABLE

- D6
- 1 The bike's twin bolters are destroyed and may no longer be used.
 - 2 The bike's multi-melta is destroyed and may no longer be used.
 - 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of the each of the bike's Movement phases. On a roll of 4+ the rider is able to control the bike and it moves normally. On a roll of 1-3 the bike moves out of control for that turn.
 - 4 The bike's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D6 Strength 7 hits with a -2 save modifier.
 - 5 The bike's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
 - 6 The bike's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 save modifier to all models within 3".

CREW DAMAGE TABLE

Roll to see if the crewman is killed using normal shooting rules. If the driver is slain the bike will move out of control for the rest of the game until it crashes, is destroyed, or leaves the table – unless the gunner takes control. If the gunner is killed the multi-melta may not be used for the remainder of the game.

SQUAT LAND RAIDER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"
TYPE: TRACKED



CREW: ONE SQUAT DRIVER, TWO SQUAT GUNNERS

TRANSPORT: May transport 10 Squats or 5 Squats in **Exo-Armour**

WEAPONS

Twin-linked lascannons with targeters in each sponson (180-degree arc to their side). Twin-linked heavy bolters with targeter in the hull with either a 90-degree arc of fire, or 360-degree, *depending on model*. May be equipped with **auto-launchers** with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Penet.		
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9 -
Auto-Launchers	0-6				As Grenade Type			

POINTS COST: 200 PTS.

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Sponson*	18	18

*Hit the one nearest the attacker

Track Damage Table

- D6** The track is damaged but keeps running. The Land Raider is limited to Slow speed for the remainder of the game.
- 2-5** The track is blown off. The Land Raider moves out-of-control for the next turn and then comes to a permanent halt.
- 6** The track is blown off, the resulting damage destroys the drive shaft – causing the Land Raider to flip. The wreck lands D6* away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. Surviving models may dismount normally.

Hull Damage Table

- D6** The twin-linked heavy bolters are destroyed and may no longer be used.
- 2-3** A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
- 4** The Land Raider's engine explodes, killing everybody on board. The Land Raider is spun around to face a random direction and then comes to a permanent halt.
- 5** The Land Raider's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3" suffers damage as if struck by a heavy flamer.
- 6** The Land Raider's ammunition cooks off, destroying the Land Raider and killing everyone on board. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Sponson Damage Table

- D6** The sponson weapon is damaged and may only be fired if you first roll a 4+ on a D6.
- 2-5** The sponson weapon is destroyed and may not fire for the rest of the game.
- 6** The sponson weapon is destroyed as above, but the ammo explodes, flashing back into the crew compartment. Roll on the Hull Damage Table.

SQUAT RHINO

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE MODIFIER



MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED

CREW: ONE SQUAT DRIVER

TRANSPORT: May transport 10 squats, or five squats in Exo-Armour

WEAPONS

Twin-linked bolters with a 360-degree arc of fire. May be equipped with auto-launchers with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour	
	Short	Long	Short	Long		Pene.	Special
Bolter	0-12	12-24	+1	-	4	1	-1
						D6+4	-

COST: 45 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-5	Hull	20	18
6	Weapons	12	12

*Hit the one nearest the attacker.

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Rhino is limited to Slow speed for the remainder of the game.
- 2-5 The track is blown off. The Rhino moves out-of-control for the next turn and then comes to a permanent halt.
- 6 The track is blown off, the resulting damage destroys the drive shaft – causing the Rhino to flip. The wreck lands D6* away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

D6 Hull Damage Table

- 1 The driver is hit and killed. The Rhino moves out-of-control until another model takes over, the Rhino strikes something, or the Rhino leaves the board.
 - 2-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
 - 5 The Rhino's engine explodes, killing everybody on board. The Rhino is spun around to face a random direction and then comes to a permanent halt.
 - 6 The Rhino's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3" suffers damage as if struck by a heavy flamer.
- Weapons Damage Table**
- 1 The Rhino's bolters and auto-launchers are damaged and may only be fired if you roll a 4+ on a D6 first.
 - 2-5 The Rhino's bolters and auto-launchers are destroyed.
 - 6 The Rhino's ammo stores ignite, setting off a chain reaction. The weapons are destroyed and a flashback hits the hull. Roll on the Hull Damage Table.