

## 3.500K PT SQUAT

**BrotherHood – 200 + 75 + 50 + 100 + 30 = 455 pt**

1 hearthguard

9 warrior

1 Gran warlord supreme commander

1 thunderfire flak

6 rhino

*Support*

**6 thudd guns – 225 pt (garrison) [eligible for garrison]**

**BrotherHood – 200 + 75 + 50 + 50 + 30 = 405 pt**

1 hearthguard

9 warrior

1 warlord

1 thunderfire flak

6 rhino

*Support*

**6 robots – 250 pt (garrison) [eligible for garrison]**

**4 gyrocopeter – 200 pt (garrison) [eligible for garrison]**

**Thunderers – 200 + 20 + + 50 + 50 = 320 pt**

2 warriors

3 thundereres

1 thunderfire flak

1 thunderer + *living ancestors*

4 rhino

*Support*

**Bikers Guild 225 pt**

1 GuildMaster

4 bike

3 Trike

**6 attack quad (light missile launcher) – 200 pt [eligible for garrison]**

*HEAVY SUPPORT*

**1 Leviathan – 325 pt**

**Squat overlord – 250 pt**

**1 Goliath mega cannon 150 pt**

**Land train – 225 + 50 + 125 + 125 + 75 = 600 pt + flak autocan 50 = 650 (C/C 4+)**

DC: 6

VOID SHIELD: 4

VALUE CC 4+ / FF 4+

*Extra Attack CC: + 1*

*Extra Attack FF: + 2*

*Extra MW Attack FF: + 1*

Flak Autocannon 45cm AP5+ / AT6+ / AA5+ 0-1 on any Squat War Engine (no on the Goliaths)

1 Land train engine

Bezerker Car +50 points

mounted in:

**Bersekers – 200 + 50 = 250 pt**

1 hearthguard

5 berseker

1 warlord

Rad Bomb Car +125 points

Siege Mortar Car +125 points

Dragon Car + 75