Codex: Squat Warpnauts

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BETA

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Contents

Independence and Survival

"The Warp? Dangerous? Pfah! Lad, I'll have ye know that the things in tha Warp, at least you know they'll cut yer heart out if given half a chance. Out here in tha Materium, that's when ye need ta watch yer back. Out here in tha real world, ye canne ever tell friend from foe. Out here is where tha real danger lies."

- Warp Captain Nulvir Adamantshield of the Kraebor Stronghold

The Exiles

Although there are some Abhuman Squats still serving Astra Militarum regiments throughout the Imperium, they are not represented in force. With the fall of the Core to the ruinous powers and the Inquisition flailing to maintain order in what remains of the Imperium, the Abhuman subspecies known as the Squats have been in decline.

In the past, Squats have tended to be homebodies, sticking to the galactic core, happy with producing raw materials for the Imperial war machine. These Squat Households had, for centuries, relied on the Imperium for the foodstuffs they needed to keep their vast realms alive. This had been even more true during the rise of threats like the Tyranids, Necrons, Orks, and Chaos.

Throughout the years, however, there have been those Squats who have balked at their reliance on the Imperium for aid. Although they recognize that they are long descended from the same stock, they believe their divergence is enough to demand that they be free to choose their own destiny. These headstrong Squats invariably set out from their ancestral homes in the hopes of finding more meaning to their lives.

Life was never easy for these self-imposed exiles. They wandered the galaxy in search of purpose. Many disappeared, never to be heard from again.

Over time, disparate groups of Squat exiles began to band together for survival. Whenever they came across one another at a major trading post, they would meet and exchange route information and supplies. Though, it was a tenuous peace.

The Concordance of Kar Duniash

One day, deep into the 37th Millennium, no less than five Squat Exiles flagships docked at the Kar Duniash shipyards in Ultima Segmentum, answering a call by the Ultramarines to deliver the same ore. The Ultramarines only needed the cargo from one vessel. Being savvy statesmen, they were keen to let the Squats squabble over who would provide the most ore for the lowest price.

Squabble, they did. Discussion turned to argument. Argument became shouting. Shouting nearly came to blows. When the five vessels turned and locked their weapons on each other, one Captain, Holf Strongbeard, came between them and powered down his void shields. Strongbeard made an impassioned speech to his fellow Captains, insisting that there was room enough for all of them in the wide galaxy as long as they could agree to work together. Moreover, they could make better profits, not worse, if they pooled their resources. Why should just one crew win if they all could?

This led to a document called the Concordance of Kar Duniash. The Squat Captains came together and hashed out a complex arrangement which spelled out the rules of trade and salvage throughout the galaxy. It set up rules for calling in assistance from other organizations and how much their percentage would be.

When the draft of the Concordance was complete, Captain Strongbeard went to the Prefect of Kar Duniash and demanded twice the value of his ore and promised that all of the other Captains would not accept payment for any delivery. If the Prefect refused, they would, instead, be on their way and simply sell their ore and scrap elsewhere. When the Prefect announced that he would rather take the ore by force than be played a fool by the Squats, Strongbeard simply smiled and suggested that the Prefect check his augur array.

The space surrounding the shipyards was filled with Squat vessels from all corners of the Segmentum packing enough firepower to reduce Kar Duniash to cinders. In the end, the Prefect acquiesced rather than risk the world's lucrative relationship with the outcasts. The captains shared in the profit in accordance with their new agreement. Of course, dividing the profit among so many Captains didn't really make the effort worth it from an economic perspective, but the outcasts had proved their point and strengthened their bonds of partnership.

A Time of Allegiance

The galaxy is a dangerous place full of horrors unimaginable and the outcasts did not have a vast Imperium to protect them. Instead, they protected each other. Throughout the centuries to follow, the outcasts eventually conglomerated into larger salvage companies. Each company consolidated its power, usually on a remote world, space station, or vessel. They coined these locations "Strongholds" like their military Squat forebears of old.

Although the Strongholds did squabble from time to time, the Concordance of Kar Duniash ensured that any dispute was resolved, if not by those involved in the conflict, then by other Strongholds with a vested interest in maintaining the peace.

In time, although the outcasts were still a fragmented force in the grand scheme of the galaxy, even within the Strongholds themselves, they could bind together at a moment's notice in order to defend each other against threats each Captain couldn't hope to face alone.

This was thanks, in no small part, to their work in their study of the Immaterium, specifically the work of the Squat Navigators and Immaterium Khemists.

Reflexive Warpspace Trigonometry

For ten thousand years, humanity has relied on powerful psykers called Navigators (who perceive the Astronomican through their third eye) in order to find their way through the Warp. Squat Navigators do not possess the actual Psychic Navigator gene, so that resource has always been limited. This has been exacerbated by the fact that the Navigator houses have always jealously guarded their knowledge of Warp Routes, even amongst each other. This was an odd practice in the eyes of the Squat outcasts who shared all such knowledge with one another, not out of pure altruism but out of necessity.

The Squat outcasts toiled endlessly on a solution to this problem. Undaunted by failure after failure and unrestrained by the restrictive dogmas of the Imperial and Machine cults, they eventually made progress. Their breakthrough didn't come from a grandiose event like the creation of a beacon that draws every

threat in the galaxy to your doorstep. Instead, the Squat Navigators and Khemists found their solution in mathematics.

Short Warp jumps are possible without a Psychic Navigator, but only after days or hours of cogitator calculations. Squat Navigators developed a series of small research vessels with dozens of redundant, room-sized cogitators designed to store the data collected during Navigator-unassisted Warp jumps to see if there was a pattern in the calculations. These research vessels made thousands of jumps, and many of them were lost in the process. The real breakthrough came when one such lost vessel was found intact. Its crew had been killed, of course, but all of its data was unspoiled.

Armed with this data, one research vessel, The Star of Galhrad was fitted with a pair of neural interfaces, one for a Squat Navigator to manage the calculations needed to direct their ship where it needed to go and one for a Khemist who would maintain the immaterial sheer forces on the Gellar Field and monitor the rest of the ship's systems. Their direction of the vessel would be strictly theoretical - their course corrections and systems adjustments would not actually operate the ship, but they would be logged. After the experiment, their decisions would be compared to that of the cogitators to see if they differed.

The Star of Galhrad made it through the short jump with all hands alive. When the mortals' decisions were compared to those of the cogitators, it was determined that the cogitator's decisions had been inferior. Although the neural link had been traumatic to the Squats, the Navigator in particular, they had succeeded. After another century of toil on the project, the algorithms and the interfaces were refined until the Warpnauts had completely extricated themselves from their relationship with the Navigator Houses.

Playing with Fire

Over time, the Warpnauts became more and more comfortable plying Warpspace. Vessels large and small moved through the realm with an insane bravado that would make the most braggadocio human Rogue Trader cringe. Some Strongholds removed themselves from the Materium entirely, electing to translate their flagships or space stations into the warp permanently, using the power of the warp itself to erect multi-layered gellar fields and voidshields to protect them from the ravages of the Immaterium.

Many Warpnaut Admirals insisted that, with their superior Gellar Field technology, they were safer facing off against the denizens of the Warp than waiting for a threat from realspace, like the Drukkari or the Tyranids, to pick them off one by one.

Of course, the Immaterium wasn't the only threat that the Warpnauts brazenly turned a blind eye to. They had outraged the Navigator Houses. While the Admirals of the Council of Dudiash had wisely chosen to keep the details of the Realtime Warpspace Trigenometry from everyone but other Warpnaut Strongholds, the Navigator Houses still saw it as a threat to their livelihood. The Squat outcasts had already always been a frustration to them considering the casual manner in which they shared their knowledge of warp routes amongst one other. Realtime Warpspace Trigenometry threatened to render the Navigator Houses obsolete.

For now, the Warpnauts have been lucky to keep one step ahead of the agents of the Navigator Houses, but some Admirals believe it will only be a matter of time before there is open conflict between the factions.

The Warpnauts have not only courted death with the Navigator Houses, but they have also danced with death in the guise of the Drukhari several times. Both the Warpnauts and the Drukhari make use of the Webway and they often share some of the same ports. As such, they ore often at odds with one another. This is exacerbated by the fact that the Squats are somewhat resistant to pain and toxins which makes them a delightful challenge for the Dark Kin.

The Core Falls

With the destruction of Cadia and the emergence of the Cicatrix Maledictum, the Imperium has been cloven in twain. This has meant a special touch of misery for the Squats because their realm at the heart of the galaxy lay in the path of the rift. Almost every Squat Homeworld was enveloped by the ruinous warp storms. There's no knowing what has befallen the billions of Squats who called those places home. Even in the eternal darkness of their underground holdfasts, it must seem that an even longer and more dangerous night has fallen.

For the Warpnauts, this has not daunted their resolve. Indeed, the Immaterium Navigators and Khemists are better suited than anyone to forge new paths through the rift and re-establish communication and trade between the Imperium and the Imperium Nihilus.

They've already begun their calculations.

Keywords

Throughout this section you will come across a keyword that is within angular brackets, specifically **<Stronghold>**. This is shorthand for a keyword of your own choosing, as described below.

<Stronghold>

Most Squats (including Squat Warpnauts) belong to a Stronghold. Some datasheets specify what Stronghold a Squat unit is drawn from. If a Squat datasheet has the <Stronghold> keyword, you must nominate which Stronghold that unit is from. There are many different Strongholds to choose from; you cam use any of the Strongholds described in this supplement, or you can make up your own if you prefer. You then simply replace the <Stronghold> keyword in every instance on that unit's datasheet with the name of your chosen Stronghold.

HQ

Warpnaut Admiral in Archaeotek Powered Armour - 6 power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Arkanaut-admiral-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpnaut Admiral	5”	2+	2+	4	4	6	4	10	2+

- **Weapons:** The Warpnaut Admiral is equipped with an Immaterium Rotary Pistol and a Master-Crafted Chainhammer.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Character, Warpnaut Admiral

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Immaterium Rotary Pistol	12”	Pistol 3	4	-	1	
Master-Crafted Chainhammer	-	Melee	x2	-3	3	If you kill an enemy model with this weapon in the combat phase and you may pile in this turn, then you may pile in up to 6” instead of 3”.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Vanguard: When the Warpnaut Admiral successfully completes a charge move, all friendly **Squat Warpnaut** units who can see this model add +2” to their charge distance this turn.

Honor and Discipline: You may re-roll any attack rolls for friendly **Warpnaut <Stronghold> Infantry** units within 6” of this model. In addition, all **Warpnaut** units within 6” of this model may use this model's Leadership for the purposes of morale checks. When the Admiral is embarked upon a **Transport**, that transport may re-roll its attack rolls instead.

Been Around: If your army is Battle-forged, you receive an additional Command Point if a **Warpnaut Admial** is your Warlord.

Archaeotek Power Field: This model has a 5+ invulnerable save.

Warpnaut Star Captain - 6 power

https://www.games-workshop.com/en-US/Brokk-Grungsson-Lord-Magnate-Barak-nar-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpnaut Star Captain	12"	2+	2+	4	5	5	4	10	3+

- **Weapons:** The Warpnaut Star Captain
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Character, Fly, Warpwalker, Warpnaut Star Captain

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Warpcannon	36"	Heavy 1	10	-3	2d3	On a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound.
Archaeoshot Claw	16"	Rapid fire 2	4	-1	1	Change this weapon's Type to Pistol 3 at a range of 1" or closer.
Lasstache	8"	Pistol 2	3	-	1	Change this weapon's AP to -3 at a range of 1" or closer.
Vibrotooth	-	Melee	+2	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Warp Buoyancy: See General Squat Warpnaut abilities.

Glory in Victory: Re-roll attack rolls of 1 for friendly **Warpnaut <Stronghold> Infantry** units within 6" of this model.

Hook on!: If the Warpnaut Star Captain is within 1" of a **Warpvessel**, then they may move with the Warpvessel as if they were a part of the model. They count as having moved that phase.

Stable Platform: So long as they only move up to 6" in their movement phase, the Warpnaut Sky Captain may move and fire heavy weapons without incurring the -1 penalty to hit.

Cannonball Run: The Warpnaut Sky Captain may charge even if they are within 1" of an enemy unit. When they do so, they must charge a unit which is not within 1" of them. If the Warpnaut Sky Captain is within 1" of an enemy unit when they initiate the charge, then the target of the charge may not fire overwatch against the Warpnaut Sky Captain.

Archaeotek Power Field: This model has a 5+ invulnerable save.

Warptek Master - 4 power

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warptek Master	5"	3+	3+	4	4	4	3	9	2+

- **Weapons:** The Warptek Master is equipped with an Oculus Laser and a Great Warphammer.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Character

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Oculus Laser	12"	Pistol 1	6	-2	d3	
Great Warphammer	-	Melee	-	-3	3	This weapon always wounds on a 3+. Wound rolls of a 6+ deal 1 additional mortal wound in addition to its normal damage.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Master of Warpcraft: At the end of your Movement phase this model can repair a single <Stronghold> <Warpvessel> within 1". That model regains d3 lost wounds. A model can only be repaired once per turn.

Overcharged Servo Harness: When a Warptek attacks with their Great Warphammer, they may elect to Overcharge the mymar tendons in their Servo Harness. If they do so, increase the damage dealt to d3+3. Any to hit rolls of 1 when attacking while Overcharged cause the Warptek to suffer 1 mortal wound each.

Archaeotek Power Field: This model has a 5+ invulnerable save.

Immaterium Navigator - 5 power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Aetheric-navigator-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Immaterium Navigator	5"	3+	3+	3	4	4	3	9	3+

- **Weapons:** The Immaterium Navigator is equipped with an Immaterium Rotary Pistol
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Character

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Immaterium Rotary Pistol	12"	Pistol 3	4	-	1	

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Disruptive: The wyrd magics and long-forgotten technologies which the Immaterium Navigators employ are unsetting to other psykers similar to Human Navigators. Powers which target the Immaterium Navigator do so with a -2 penalty to the Psychic Test.

Psyker: This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic pase. It knows the Smite psychic power and two psychic powers from the **Archaeotek Discipline**.

Elites

Immaterium Khemist - 5 power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Aether-Khemist-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Immaterium Khemist	4"	3+	3+	3	4	4	2	7	4+

- **Weapons:** The Immaterium Khemist is equipped with an Oxygen Conflagrator and a Lifeproofed Handheld Auger.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Khemist, Immaterium Khemist

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Immaterium Conflagrator	9"	Assault 2d3	4	-2	1	This weapon automatically hits its target.
Lifeproofed Handheld Auger	-	Melee	+2	-	2	This is an improvised weapon and, as such, strikes with a -1 to hit.

Abilities

I'm on fire!: Units that suffer casualties and models that suffer wounds from the Oxygen Conflagrator are easy to spot on the battlefield. **Squat Warpnauts** add 1 to hit these units in the shooting phase.

Breathing Ashes: The Immaterium Khemist's Conflagrator burns all the Oxygen in the area for fuel. Any units with models within 1" of an Immaterium Khemist reduce their Attacks characteristic by 1 to a minimum of 1.

Fuel for the Fire: The Immaterium Khemist may elect not to shoot in their shooting phase. Instead, you may add select one **Warpstock** unit within 3". That unit may add d6 attacks with one of its weapons in the same shooting phase. A unit may only be affected by Fuel for the Fire once per turn.

Warpstock Thunderers - 6 Power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Grundstok-Thunderers-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpstock Thunderer	4"	4+	4+	3	4	1	1	7	4+
Gunnery Sergeant	4"	4+	4+	3	4	1	2	8	4+

- **Complement:** A squad of Warpstock Thunderers comes with five models. You may add five more Warpstock Thunderers (+6 power), ten more (+12 power) or or fifteen more (+18 power). One model may be the Gunnery Sergeant.
- **Weapons:** Warpstock Thunderers are equipped with an Archaeoshot Rifle. For every five models in the unit, one Warpstock Thunderer can be equipped with an Archaeotek Ventilator, another can be equipped with a Decksweeper, and another can be equipped with a Snub Warpcannon, and another can be equipped with a Warpstock Mortar. The Gunnery Sergeant is equipped with a Sergeant's Archaeoshot Rifle instead.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Warpstock, Warpstock Thunderers

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Archaeoshot Rifle	22"	Rapid Fire 2	4	-1	1	If the bearer does not move in their Movement Phase, they add a +1 to hit with this weapon in their Shooting Phase.
Sergeant's Archaeoshot Rifle	22"	Rapid Fire 3	4	-1	1	If the bearer does not move in their Movement Phase, they add a +1 to hit with this weapon in their Shooting Phase.
Archaeotek Ventilator	9"	Assault d6	8	-2	1	
Decksweeper	14"	Assault d6	4	-1	1	If a Decksweeper causes unsaved wounds, any further rolls to hit and to wound for any Snub Warpcannons in this unit may be re-rolled if they target the same enemy unit.
Snub Warpcannon	15"	Heavy 1	9	-3	d3	The Snub Warpcannon can be very dangerous to fire wildly in close quarters, so it is fixed with a complicated array of sensors granting it a +1 to hit. In addition, on a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound.
Warpstock Mortar	15"	Assault 1	6	-	d3	If a Warpstock Mortar causes any unsaved wounds, any further rolls to determine the number of attacks granted to Decksweepers or Archaeotek Ventilators in this unit may be re-rolled (keeping the second result) if they target the same enemy unit.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Warp-Hardened Discipline: This unit may still shoot in their shooting phase if they fall back, but they suffer a -1 to hit when they do so.

Warpwork companion: A unit of Warpstock Thunderers can is accompanied by a warpwork bird which keeps an eye out for enemy threats. Whenever an enemy unit ends a charge move within 1" of a unit of Warpstock Thunderers, they suffer d3 Mortal Wounds as the Warpwork Companion tries to peck their faces off.

Stable Platform: So long as they only move up to 6" in their movement phase, the Warpstock Thunderers may move and fire heavy weapons without incurring the -1 penalty to hit.

Warpriggers - 7 Power

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warprigger	12"	3+	3+	4	4	2	2	7	3+
Sky Sergeant	12"	3+	3+	4	4	2	3	8	3+

- **Complement:** A squad of Warpriggers comes with three models. You may add three more Warpriggers (+7 power), or six more (+14 power). One model may be the Sky Sergeant.
- **Weapons:** Warpriggers are each equipped with a Vibrotooth and a Hand Riveter. For every 3 models in the unit, in place of their Hand Riveter and Vibrotooth, one Warprigger be armed with a Light Immaterium Rotary Cannon and one may be armed with either a Starhook, Delving Cannon, or Grappler.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Fly, Warpwalker

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Hand Riveter	12"	Pistol 3	4	-1	1	If the bearer does not move in their Movement Phase, they add a +1 to hit with this weapon in their Shooting Phase.
Starhook	24"	Heavy 1	8	-4	d3	The magnetic tip of the Starhook grants it a +1 to hit any unit with a predominantly 3+ or better save. Also, if a Starhook successfully causes an unsaved wound against a unit, roll 1d6. This unit of Warpriggers may, after they have resolved all of their shooting, move this many inches towards the unit it wounded with this weapon.
Delving Cannon	24"	Heavy 1	9	-4	d3	If a unit wounded by a Delving Cannon is destroyed by the Delving Cannon, you may target another unit within 6" of the destroyed unit and make an attack against that unit with the Delving Cannon.
Light Immaterium Rotary Cannon	24"	Heavy 6	6	-1	1	If the Warprigger bearing this weapon remained stationary this turn, you may change the Light Immaterium Rotary Cannon's type to Heavy 9.
Vibrotooth	-	Melee	+2	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Warp Buoyancy: See General Squat Warpnaut abilities.

Warpcraft: At the end of your Movement phase each model in this unit can repair a single <Stronghold> <Warpvessel> within 1". Roll a dice for each model repairing it. It regains 1 lost wound for each dice roll of a 4+. A model can only be repaired once per turn.

Grappler: At the end of their shooting phase, you may pick an enemy unit with 10 or more Wounds characteristic. You may remove this unit of Warpriggers and then immediately place every model within 1" of that target unit. If any models can't be placed in this manner, then they are simply placed within unit coherency of the models which can. If any models still can't be placed in this manner, they are instantly slain.

Hook on!: If every model in a unit of Warpriggers is within 1" of a **Warpvessel**, then they may move with the Warpvessel as if they were a part of the model. They count as having moved that phase.

Stable Platform: So long as they only move up to 6" in their movement phase, Warpriggers may move and fire heavy weapons without incurring the -1 penalty to hit.

Troops

Warpnaut Privateer Company - 6 Power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Arkanaut-company-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Squat Privateer	4"	4+	4+	3	4	1	1	7	4+
Company Captain	4"	4+	4+	3	4	1	2	8	4+

- **Complement:** A Warpnaut Privateer Company comes with ten Squat Privateers. You may add ten more Squat Privateers (6 power) or twenty more Squat Privateers (12 power). One Warpnaut Privateer may be the Company Captain
- **Weapons:** Squat Privateers are equipped with Immaterium Pistols and Warpnaut Close Combat Weapons. The Company Captain may replace their Immaterium Pistol with either an Immaterium Rotary Pistol or a Warpflare Pistol. Up to three other models per ten models may each be equipped with a special weapon in place of both of their weapons. The unit may choose these special weapons in any combination: Warp Pike, Light Starhook, Immaterium Rotary Gun.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Warpnaut Privateer Company

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Immaterium Pistol	12"	Pistol 2	4	-	1	
Immaterium Rotary Pistol	12"	Pistol 3	4	-	1	
Warpflare Pistol	12"	Pistol 2	5	-	1	
Immaterium Rotary Gun	24"	Heavy 6	4	-1	1	
Light Starhook	36"	Heavy 1	6	-4	d3	The magnetic tip of the Light Starhook grants it a +1 to hit any unit with a predominantly 3+ or better save.
Warpnaut Close Combat Weapon	-	Melee	User	-	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Starpike	-	Melee	x2	-3	d3	When a model bearing this weapon charges or is charged, they may elect to perform a Power Lunge instead of making their normal attacks. When a model makes a Power Lunge, do not roll to wound. Instead, the model deals 1 Mortal Wound per hit. If the target of the attack is a **Monster**, then deal d2 mortal wounds instead.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Fast Attack

Starwardens - 6 power

https://www.games-workshop.com/en-US/Skyriggers-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Starwarden	12"	3+	3+	4	4	2	2	7	2+
Star Sergeant	12"	3+	3+	4	4	2	3	8	2+

- **Complement:** A squad of Starwardens comes with three models. You may add three more Starwardens (6 power), or six more (12 power). One model may be the Star Sergeant.
- **Weapons:** Starwardens are each equipped with a Starpike and a Vaporizer. For every 3 models in the unit, in place of their Starpike and a Vaporizer, one Starwarden may be armed with a Grappler and one may be armed with either a Starhook, or a Delving Cannon.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Infantry, Fly, Warpwalker

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Vaporizer	12"	Pistol 1	8	-3	d6	If this model is within 6" of its target when it shoots, then you may roll two dice for damage, keeping the highest.
Starhook	24"	Heavy 1	8	-4	d3	The magnetic tip of the Starhook grants it a +1 to hit any unit with a predominantly 3+ or better save. Also, if a Starhook successfully causes an unsaved wound against a unit, roll 1d6. This unit of Warpriggers may, after they have resolved all of their shooting, move this many inches towards the unit it wounded with this weapon.
Handheld Delving Cannon	24"	Heavy 1	9	-4	d3	If a unit wounded by a Handheld Delving Cannon is destroyed by the Handheld Delving Cannon, you may target another unit within 6" of the destroyed unit and make an attack against that unit with the Handheld Delving Cannon.
Handheld Delving Cannon (Melee)	-	Melee 1	9	-4	d3	Instead of its normal attacks, this model may make one attack with its Handheld Delving Cannon.
Starpike	-	Melee	x2	-3	d3	After a unit with models bearing this weapon has moved in the Charge phase, each model bearing this weapon immediately deals 1 mortal wound to one enemy unit within 2" of it.

Abilities

Enmity and Glory: See general Squat Warpnaut abilities.

Warp Buoyancy: See General Squat Warpnaut abilities.

Grappler: If one of the models in this unit is equipped with a Grappler, at the end of their shooting phase, you may pick an enemy unit with 10 or more Wounds characteristic. You may remove this unit of Warpriggers and then immediately place every model within 1" of that target unit. If any models can't be placed in this manner, then they are simply placed within unit coherency of the models which can. If any models still can't be placed in this manner, they are instantly slain.

Hook on!: If every model in a unit of Warpriggers is within 1" of a **Warpvessel**, then they may move with the Warpvessel as if they were a part of the model. They count as having moved that phase.

Starmines: After a unit of Starwardens has moved, each Starwarden model may target one enemy unit it moved over that turn with a bomb. Roll a dice for each Starwarden. On a 2-5, that model may deal 1 Mortal Wound to its target unit. On a 6, it may deal d3 Mortal Wounds.

Dedicated Transport

Warpnaut Frigate - 12 Power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Arkanaut-frigate-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpnaut Frigate	*	5+	4+	7	7	14	*	7	3+

- **Weapons:** A Warpnaut Frigate is mounted with one of the following primary weapons: a Heavy Warpcannon, or a Heavy Starhook. All Warpnaut Frigates are also equipped with Immaterium Carbines.
- **Transport:** This model may transport 10 <Stronghold> Infantry models. Models with the Warpwalker keyword count as 2 models each for transport purposes.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Vehicle, Transport, Fly, Warpvessel, Warpnaut Frigate

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Heavy Warpcannon	36"	Heavy d3	14	-3	2d3	On a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound.
Heavy Starhook	36"	Heavy 1	8	-4	d3	The magnetic tip of the Heavy Starhook grants it a +1 to hit any unit with a predominantly 3+ or better save. Also, if a Heavy Starhook successfully wounds a unit with the Vehicle or Monstrous keyword and it survives the attack, before resolving the remainder of your attacks, roll 2d6. Drawing a straight line from the nearest point in your hull to the target, move the target up to that many inches towards this Warpnaut Frigate. If the target is any other kind of unit or has the Gargantuan keyword, move this Warpnaut Frigate instead of its target. In either case, the movement is conducted as if the unit had the Fly keyword.
Heavy Starhook (Melee)	-	Melee 1	9	-2	d3	In addition to its normal attacks, the Warpnaut Frigate may make one attack per Fight phase with its Heavy Starhook.
Immaterium Carbines	18"	*	5	-1	1	

Damage Table

Wounds Remaining	Move/Overloaded	Warpshot Carbine	Attacks
14	10"/6"	Assault 4	3
7	9"/5"	Assault 3	d3
3	8"/4"	Assault 2	1

Abilities

Warp Buoyancy: See General Squat Warpnaut abilities.

Bomb Racks: At the end of every movement phase, the Warpnaut Frigate may bomb one enemy unit it passed over that turn. Roll a dice for every model in the unit (up to 5 dice). For each 4+ rolled, deal 1 Mortal Wound to that unit.

Tireless Warprigger: At the start of every turn, the Warpnaut Frigate heals 1 wound.

Overloaded: You may treat the Warpnaut Frigate's Transport Capacity as if it were 15 instead of 10. When you do so, reduce its Ballistic Skill to 5+. The Frigate's Movement characteristic is also affected. Once enough models have disembarked that its carried load is 10 or less, return its Ballistic Skill and Move characteristics to normal.

Gellar Field: Although the vessel's Gellar Field is disabled outside the Immaterium, some residue of its defensive forces still cling to its hull like static electricity. Psykers targeting a unit with this ability suffer a -2 to their Psychic Test.

Heavy Support

Warpstock Gunhaulers - 7 Power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Grundstok-Gunhauler-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpstock Gunhauler	12"	4+	4+	6	6	10	6	7	3+

- **Complement:** You may take up to three Warpstock Gunhaulers in a unit (7 power each).
- **Weapons:** A Warpstock Gunhauler is mounted with one of the following primary weapons: a Warpcannon, or a Delving Cannon. All Warpstock Gunhaulers are also equipped with Immaterium Carbines.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Vehicle, Fly, Warpvessel, Warpstock, Warpstock Gunhauler

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Warpcannon	36"	Heavy 1	10	-3	2d3	On a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound.
Delving Cannon	24"	Heavy 1	9	-4	d3	If a unit wounded by a Delving Cannon is destroyed by the Delving Cannon, you may target another unit within 6" of the destroyed unit and make an attack against that unit with the Delving Cannon.
Delving Cannon (Melee)	-	Melee 1	9	-3	d3	In addition to its normal attacks, the Warpstock Gunhauler may make one attack per Fight phase with its Delving Cannon.
Immaterium Carbines	18"	Assault 2	5	-1	1	

Abilities

Warp Buoyancy: See the general Squat Warpnaut abilities.

Picket Line: When another unit with the Warpvessel keyword within 3" of this unit suffers an unsaved wound or mortal wound, this unit may roll a dice. On a 3+, all of the damage from that attack is transferred to this vessel instead.

Bomb Racks: At the end of every movement phase, the Warpstock Gunhauler may bomb one enemy unit it passed over that turn. Roll a dice for every model in the unit (up to 5 dice). For each 4+ rolled, deal 1 Mortal Wound to that unit.

Gellar Field: Although the vessel's Gellar Field is disabled outside the Immaterium, some residue of its defensive forces still cling to its hull like static electricity. Psykers targeting a unit with this ability suffer a -2 to their Psychic Test.

Explodes: When this unit is destroyed, roll a dice. On a 6+, the vehicle explodes. All units within d6" suffer d6 mortal wounds.

Warpnaut Ironclad - 17 Power

https://www.games-workshop.com/en-US/Kharadron-Overlords-Arkanaut-Ironclad-2017

Name	M	WS	BS	S	T	W	A	Ld	Sv
Warpnaut Ironclad	8"	5+	4+	8	8	18	5	7	3+

- **Weapons:** A Warpnaut Ironclad is mounted with one of the following primary weapons: a Great Warpcannon, a Great Starhook, or an Immaterium Volley Cannon. All Warpnaut Ironclads are also equipped with Immaterium Carbines, a Frag Array, and Warpshock Torpedoes.
- **Transport:** This model may transport 20 <Stronghold> Infantry models. Models with the Warpwalker keyword count as 2 models each for transport purposes.
- **Faction Keywords:** Squats, Warpnauts, <Stronghold>
- **Keywords:** Vehicle, Transport, Fly, Warpvessel, Warpnaut Ironclad

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Great Warpcannon	48"	Heavy d3	16	-3	2d3	On a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound.
Great Starhook	48"	Heavy 1	9	-4	d3	The magnetic tip of the Heavy Starhook grants it a +1 to hit any unit with a predominantly 3+ or better save. Also, if a Great Starhook successfully wounds a unit with the Vehicle or Monstrous keyword and it survives the attack, before resolving the remainder of your attacks, roll 2d6. Drawing a straight line from the nearest point in your hull to the target, move the target up to that many inches towards this Warpnaut Ironclad. If the target is any other kind of unit or has the Gargantuan keyword, move this Warpnaut Ironclad instead of its target. In either case, the movement is conducted as if the unit had the Fly keyword.
Immaterium Rotary Cannon	36"	Heavy 10	6	-1	1	If the Warpanaut Ironclad remained stationary this turn, you may change the Immaterium Rotary Cannon's type to Heavy 15.
Immaterium Carbines	18"	*	5	-1	1	
Warpshock Torpedoes	48"	*	7	-2	d6	Warpshock Torpedoes ignore all penalties to hit thanks to their superior targeting matrices.
Great Starhook (Melee)	-	Melee 1	9	-3	d3	In addition to its normal attacks, the Ironclad may make one attack per Fight phase with its Great Starhook.
Frag Array	-	*	4	-	1	In addition to its normal attacks, the Warpnaut Ironclad may make the additional close combat attacks with its Frag Array as indicated in the chart below.

Damage Table

Wounds Remaining	Warpshock Torpedo	Immaterium Carbine	Frag Array
18	3	Assault d6+4	Melee 2d6
9	2	Assault d3+4	Melee d6
4	1	Assault 4	Melee d3

Abilities

Warp Buoyancy: See the general Squat Warpnaut abilities.

Leviathan of Deep Space: The Warpnaut Ironclad may move and fire Heavy weapons without incurring the -1 penalty. In addition, the Warpnaut Ironclad's Speed characteristic is never slowed by psychic powers, terrain, or environmental effects.

Bomb Racks: At the end of every movement phase, the Warpnaut Ironclad may bomb one enemy unit it passed over that turn. Roll a dice for every model in the unit (up to 5 dice). For each 4+ rolled, deal 1 Mortal Wound to that unit.

Big Bomb: Once per battle, before rolling for Bomb Racks, you may declare you are dropping the Big Bomb instead. Roll a dice for every model in the unit. For each 4+ rolled, deal 1 Mortal Wound to that unit.

Tireless Warprigger: At the start of every turn, the Warpnaut Ironclad heals d3 wounds.

Overloaded: You may treat the Warpnaut Ironclad's Transport Capacity as if it were 25 instead of 20. When you do so, reduce its Ballistic Skill to 5+. The Ironclad's Move characteristic is also reduced to 5". Once enough models have disembarked that its carried load is 10 or less, return its Ballistic Skill and Move characteristics to normal.

Gellar Field: Although the vessel's Gellar Field is disabled outside the Immaterium, some residue of its defensive forces still cling to its hull like static electricity. Psykers targeting a unit with this ability suffer a -2 to their Psychic Test.

Explodes: When this unit is destroyed, roll a dice. On a 6+, the vehicle explodes. All units within d6" suffer d6 mortal wounds.

Abilities

Stoic Bulwark

If your army is battle-forged all Troops in Squat Warpnaut Detachments gain this ability. Such a unit that is within range of an objective marker controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. If the Squat Warpnaut Troops unit did not move in their previous movement phase and did not charge in their previous charge phase, then each model counts as two models for the purposes of holding objectives

Enmity and Glory

Squats in general are renowned for their bravado and their hatred towards Tyranids. For this reason, they are adept at killing creatures that are much larger (but not necessarily meanter) than they are.

Units with this ability add +1 to hit rolls versus units with the Monster keyword and a +1 to hit rolls against models with the Tyranid keyword. These modifiers stack where applicable. Models with this ability also may not fall back from Monsters or Tyranids.

Warp Buoyancy

When moving with a unit with this ability in the Movement Phase, the model's base may be placed farther than the model's move distance as long as at least some portion of the model's base only moves the maximum distance. In essence, this means that the model can be moved measuring from the front of the model's base to the back of its base.

Flotilla Commands

Every flotilla of Warpnaut vessels, regardless of **<Stronghold>** is led by a single Flagship. Before the game begins, select a single **Warpvessel** in your army to be your Flagship. Do this even if your army only has one Warrpvessel. The Flagship may, at the start of the turn, give one Flotilla Command to all **Warpvessel** units (including itself) within 12".

In addition, if your Warlord is embarked aboard a Warpvessel, that unit may be given another Flotilla Command.

A unit may only benefit from a specific Flotilla Command once.

The Flotilla Commands are listed below.

- **Ahead Full:** Instead of rolling the dice for Advancing this turn, affected units may move an additional 8".
- **All Hands on the Guns:** Affected units may re-roll hit rolls of a 1 until the start of their next turn.
- **Batten Down the Hatches:** Affected units may not fire weapons, move, or charge this turn. In addition, increase their save characteristic to 2+ until the start of the next turn. Also, increase the healing of the unit's **Tireless Warprigger** ability, if they have it, by +1 wound.
- **Damage Control:** Affected units heal d3 wounds. **Warpnaut Ironclads** heal d6 wounds instead.
- **Fire at Will:** Affected units double the attacks of their their **Immaterium Carbines** until the start of their next turn.
- **Steady as She Goes:** Affected units may move and fire **Heavy** weapons without suffering the penalty to hit rolls this turn.

Stronghold Traditions

Although many of the Strongholds who disappeared after the Tyranid invasion disappeared never to be seen again, several have emerged from the far reaches of the galaxy to do battle in the name of life and liberty. These fearsome collections of heroes all have a history, culture, and method of waging war unique to their particular idiom.

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding Stronghold Traditions detailed below, so long as every other unit in their Detachment is from the same Stronghold. If you have chosen a Stronghold that does not feature on this list, you can choose the Stronghold Tradition that best suits the culture and fighting style of the warriors that hail from it.

Dul Kahd

Headstrong and Foolhardy
The Dul Kahd are considered to be the bravest and most foolhardy of all the Warpnaut Strongholds. There is no adventure that is not worth pursuing and no treasure that is not worth finding. The Dul Kahd can be found in all corners of the Galaxy uncovering secrets and vanquishing terrible foes. It also bears mentioning that the Dul Kahd also suffer from a comparatively high mortality rate compared to their other Wapnaut kin. Unlike other Strongholds, the Dul Kahd do not have a centralized command center; their seat of power is wherever the most Dul Kahd have gathered at any given time. As such, this Stronghold does boast a highly advanced communications network which is said to tap into not only Imperial Astropathic relays, but Eldar webway communications, the Tau Startide Nexus, and even the strange wavelengths used by the Orks.

Whenever a **Dul Kahd** unit with this Tradition is within 3" of an objective, the most casualties they can take in the Morale Phase is 1. Furthermore, **Dul Kahd** units with this Tradition may add 1 to their charge rolls. Finally, Dul Khad Warpvessels are all fixed with advanced countermeasures and, as such, improve their Weapon Skill by 1 and the AP of all their Melee attacks by 1.

Galhrad

Gifted Minds
Galhrad Stronghold boasts the most intellectually gifted Squats in the history of humanity. Although any Squat is more than a match for the common mortal in craftsmanship, the Galhrad are stunningly smart individuals. It is they who made reflexive warp navigation possible, thus breaking the chains held by the Navigator Houses. The Galhrad Stronghold is located somewhere deep in the Webway. It is said that Galhrad Stronghold is as much a huge laboratory as it is either a fortification or a vessel.

Whenever a **Galhrad** Warpnaut with this Tradition manifests a psychic power, they may roll three dice. If they do, they must remove the single dice with the lowest result from the total. In addition, whenever a **Galhrad** unit heals a **Vehicle**, they heal +1 Wounds. Finally, any **Galhrad** units may improve the AP of any weapons with the word **Immaterium** in their name by 1. For example, a Light Immaterium Rotary Cannon would be AP -2 instead of -1.

Kraebor

Immmovable
In stark contrast to the Dul Kahd, the Kraebor are a highly suspicious and insular lot. Although they still answer the call when another Stronghold is in need, they do so with few, if any, words. The Kraebor are placid by nature, but vicious when cornered. Kraebor Stronghold itself is a colossal star fort

suspended somewhere and somewhen in The Warp. Few have seen it and lived. One might consider the Kraebor personality to be anathema to that of other Warpnauts, they still value freedom and independence above all things. They simply do not share the hunger for adventure displayed by their kin.

Add 1 to the Leadership characteristic of all **Kraebor** models with this tradition. In addition, models with this tradition overwatch on a 5+ instead of a 6+.

Skolor

Warpsails Unfurled
While the Dul Kahd are renowned for their wanderlust and the Galhrad are known for their scientific mastery, the Skolor are mighty spacefarers. They ply the immaterium and the stars alike with incredible skill and they fight in the void with uncanny grace and intelligence. Unlike the Galhrad, they do not invent new things as a rule, but they know their vessels better than they know themselves and can salvage the most horrifying battle damage. Unlike the Dul Kahd, the Skolor are not solitary wanderers. They move from port to port in large trade fleets, trading in bulk or offering their services to whatever military pays best (without sacrificing their own prejudices, of course).

Whenever a **Skolor Warpvessel** with this tradition advances, it rolls 2d6 and adds them together and adds that to their movement instead of 1d6. Furthermore, up to three **Skolor Infantry** with this tradition may shoot while embarked on a **Skolor Warpvessel** with this tradition. They may do this anytime they would normally be able to shoot (such as the shooting phase and in overwatch). Any penalties that they would normally incur for movement are incurred from the type of movement penalties incurred by the Warpvessel upon which they are embarked. Up to six models may fire while embarked upon a **Warpnaut Ironclad** instead of three.

Zek

Trophy Hunters
The Zek Stronhold are an ambitious bunch. They prowl the stars in search of the galaxy's most deadly foes in an effort to defeat them in combat. While it may seem their motives are purely prideful in nature, the Zek do tend to make a tidy profit from such adventures -- provided they survive the encounter, of course. They never take territory, however, which often leaves their enemies bewildered. All they care about is the thrill of the hunt and what they can fill their cargo holds with. The Zek maintain several lodges throughout the galaxy, each one bursting at the seams with trophies of their conquests.

Whenever a **Zek Infantry** model attacks an enemy unit which contains a model with a wounds characteristic greater than itself, it adds a +1 to the attack roll. In addition, after both armies have finished deployment, but before determining which player will take the first turn, any **Zek Warpvessels** may make a Hunting move. When making a Hunting move, a model move up to 1d6" each (using the Warp Bouyancy rule) as long as they move directly towards an enemy model with a wounds characteristic of 13 or more. Any models which made a Hunting move this turn have a +1 to all saves and may fire overwatch on a 5+ instead of a 6+ until the start of their turn.

Stratagems

Stout Defiance 1CP

Squats Stratagem

A fully armoured Squat who sets their stance against their foe is impossible to root out.
Use this stratagem during your movement phase. Nominate a **Squats** unit. If that unit does not move in your movement phase this turn and does not charge during your charge phase this turn, you may add 1 to all saves for that unit during your opponent's next turn. In addition, that unit hits on 5s in overwatch instead of 6s during your opponent's next turn.

Hair of the Dog - 1CP

Squats Stratagem

Not only are Squats naturally resistant to many toxins including poison, but they have developed many extremely potent libations which enhance their already formidable metabolism.
Use this stratagem after one of your **Squats** units has suffered damage from weapons that have language that states they automatically wound on a certain value. Now, and until the start of your next turn, you may roll a dice for each point of damage from such weapons suffered by this unit. On a 3+, the wound is ignored.

All Hands Take Arms! - 1CP

Squat Warpanauts Stratagem

All Squat Warpnauts know that there will come a day when they are called upon to personally mount a defense against attacks against their ship. Even the lowliest deck-swabber knows how to aim a Frag Array.
You may use this stratagem any number of times per Combat phase in matched play. Use this stratagem before one of your **Warpvessels** fights in the Combat phase. That unit may reroll *any* dice to hit.

Immaterium Escape Hatch - 1CP

Squat Warpanauts Stratagem

Every Warpvessel is equipped with an Immaterium Escape Hatch. The nature of this device is such that some Captains would rather not use it at all, even in the most dire of circumstances. Other captains are far more nonchalant about its use.
Use this stratagem before a **Squat Warpnaut** unit disembarks from a **Warpvessel.** Any units disembarking from that vessel may do so within 6" of it instead of 3". When they do so, roll a dice for each model that disembarked in this manner. For each result of a 1, one of the models which disembarked has been stranded in the Warp and is slain. Note that if the Warpvessel was destroyed this turn, then the embarked models must still suffer whatever ill consequences were the result of its destruction before checking for the effects of the Imperium Escape Hatch.

No Further - 2CP

Squat Warpnauts Stratagem

When a line of Squat warriors take a tactically disadvantageous position against an advancing foe, it's wise to reconsider your battle plan.
Use this stratagem at the end of your opponent's movement phase. Nominate a **Squats Warpnaut** unit within 9" of an enemy unit. You may shoot with that Squats unit as if it were the shooting phase except that you may only target enemy units that are within 9".

Warp Funnel - 1CP

Squat Warpnauts Stratagem

Warpcannons and weapons built using the same technology are highly volatile and dangerous machines. The Warpnauts have a tendency to treat such weapons with an extremely blase attitude. When they absolutely need an enemy target dead, they will simply open the input baffles on their Warpcannons and cut loose. It only makes matters worse that the Squat can do so with the simple flip of a switch.
Use this stratagem before a **Squat Warpnaut** unit shoots a weapon with the word "Warpcannon" in its name. The unit may make d3 additional attacks with that weapon during that shooting phase. This is not without its risks. Instead of suffering a mortal wound on a roll of 1 or less, the model suffers d3 mortal wounds on any roll of 2 or less whether it hits or not. Note that if the bearer is slain, excessive mortal wounds *will* spill over into other models in the unit.

No, After Us! - 1CP or 2CP

Dul Kahd Stronghold Stratagem

Whenever an enemy approaches them pensively, a mob of Dul Kahd warriors will often oblige them by cutting to the chase.
Use this stratagem immediately any time an enemy fails a charge against one or more **Dul Kahd SquatsWarpnaut** units. Any one (1CP) or all (2CP) of the **Dul Kahd Squats Warpnaut** units targeted by the enemy in that failed charge may, then, immediately attempt a charge of their own. They may only target the enemy unit who attempted the charge that triggered this stratagem. Note that it is still your opponent's turn and they will still get to pick the first unit to fight in the Combat Phase.

Perfect Calculations - 1CP or 3CP

Galhrad Stronghold Stratagem

The Galhrad Stronghold is renowned for their brazen attitude towards the forces of nature, the Warp in particular. They believe that they have tempered, if not outright tamed those fickle forces. Were their results not so well-documented, other Warpnauts would think them mad rather than simply foolhardy.
Use this stratagem before deployment begins. You may set up one (1CP) or any number of (3CP) **Galhrad Warpvessels** in the Warp instead of placing it on the battlefield. At the end of any of your Movement phases, you may bring them into play all at once and they must be placed on the battlefield within 3" of each other and not within 9" of any enemy models. Any models that may not be set up are destroyed. After setting up the models, roll a dice for each one. On a result of 1, that model suffers d6 mortal wounds as the vessel's warpsail is severely damaged by immaterial shear forces. On a result of 2-3, the model suffers d3 wounds. On a result of 6, the helmsman's calculations were even more impressive and you may move the model d3" (using the Warp Buoyancy rule) after setting it up. You may add a +1 to this roll if there is a **Galhrad Immaterium Navigator** aboard the Warpvessel making the roll.

Come at Me! - 1CP

Kraebor Stronghold Stratagem

A Kraebor Warpnaut is like a boulder in the surf against a more numerous foe.
Use this stratagem immediately after choosing a **Kraebor** unit to fight with in the Combat Phase, but before piling in. Your unit does not to pile in. Instead, you may pile in your opponent's models instead. You may only pile in with enemy units which are within 1" of the unit you have chosen to fight with.

Unparalleled Discipline - 2CP

Skolor Stronghold Stratagem

The Admirals and Captains of Skolor fleets do not need to rely on brutal discipline to keep their crew in line. Squats have a natural aversion to chaos and embrace the structured environment aboard a Warpvessel. As such, they are quick to react to orders and fill them out to the letter.
Use this Stratagem after your **Skolor** Flagship has issued a command. This vessel may issue another command this turn. It will only affect **Skolor Warpvessels**.

Bring them Down! - 1CP, 2CP, or 4CP

Zek Stronghold Stratagem
The Zek are trained to fight all sorts of foes much larger than them from a very young age. Their warpvessels are lined with tomes describing the anatomy and personality of every species they have ever encountered. Zek warriors will study these materials intently before a battle begins.
Before the game begins, nominate a single model in your opponent's army. The Damage characteristic of all **Zek Warpnaut** melee weapons in your army are increased by +1 against that model (1CP) or all models using that Datasheet (2CP). In either case, you may expand the effects of this stratagem to all of your **Zek Warpnaut** models' ranged weapons for double the CP cost.

Archaeotek Discipline

Before the battle, generate the psychic powers for **Psykers** that can use powers from the Archaeotek Discipline. You can either roll a D6 to generate their powers randomly (re-roll the duplicate results), or you can select the psychic powers you wish the psyker to have.

Note: Many of these powers can be manifested while the psyker is embarked upon a **transport**. When doing so, other models measure to the transport's base for any abilities (such as Deny the Witch) that might be triggered by the manifesting of this power.

1 Fuel for the Furnace

The psyker pours raw warp energy into their conveyance, giving it a boost of power.
Fuel for the Furnace has a **warp charge value of 6**. This power may be manifested while the psyker is embarked upon a **transport**. If manifested, choose a **<Stronghold> <Warpvessel>** within 12" of the psyker. If the psyker is embarked on a transport, then target that unit instead. Choose one of the following three effects: 1) Move the unit 2d6" as if it were the movement phase. 2) add +1 strength to all of its ranged weapons. 3) add +1 to all its saves.

2) Immaterium Bolts

With a wave of their hand, the psyker activates the dormant psychoreactive energies in a weapon's ammunition magazine.
Immaterium Bolts has a **warp charge value of 6**. This power may target a model within 3" of the psyker. All weapons borne by that model with the word "Immaterium" in its title are enhanced. Instead of their normal Strength and AP, they do 1 Mortal Wound per successful roll to hit. If you target the psyker with this power, their melee attacks are also affected.

3) Deep Dive

With a loud pop and a puff of ozone, the psyker disappears. Whether they will return or not is anyone's guess.
Deep Dive has a **warp charge value of 7.** This power may be manifested while the psyker is embarked upon a **transport**. This power targets the Psyker. If the psyker is embarked on a transport, then target that unit instead. Remove the spell's target from the battlefield and roll a dice. On a **1**, the unit (and any models embarked upon it if it is a transport) are considered destroyed for the purposes of this battle as they are lost in the Warp. On a **2-3,** the unit is placed in Reserve and you repeat this roll again at the end of the next turn. On a **4-5**, the unit is returned to the battlefield and placed anywhere further than 9" from enemy units. On a **6**, place the unit in any legal location on the battlefield, even within 1" of enemy models.

4) Gateway of Doom

Reality screams as the Psyker rends the fabric of space and time, tearing a small gateway to the immaterium. The grasping pseudopods of warp entities reach out for whatever unfortunate soul happens to be nearby.
Gateway of Doom has a **warp charge value of 8** and may target any **enemy** unit within 12". If the psyker fails this power by 4 or more, they are targeted by it instead. If the psyker succeeds on the check by 4 or more, they may select a different target up to 24" away instead. Selecting the new target before any Deny the Witch rolls are attempted. The target of this power suffers **d3 Mortal Wounds** and is, then, placed in **Reserves**. In Matched Play, this unit isn't automatically destroyed after Turn 3. The unit returns to play within 6" of their own battlefield edge at the end of their controlling player's next Movement Phase.

5) Unthreading

Immaterium Navigators are highly intelligent and perceptive individuals. Their natural abilities are augmented by the technology they employ in their scientific arts. The longer a Navigator studies their enemy, the easier it is to disassociate that foe from reality. In essence, given enough time, an Immaterium Navigator can totally unmake their foe.

Unthreading is a **warp charge 5** power unless it targets a Character. It is harder to unravel a **Character** because their role in the fate of the universe is more pronounced than the common soldier. Increase the warp charge value of Unthreading to 8 for Characters. The target suffers **1 mortal wound**. The second time that same Psyker successfully manifests Unthreading on the same unit, the target suffers **d3 mortal wounds**. The third time, it suffers **d6 mortal wounds**. The fourth time, it suffers **2d6 mortal wounds**. If the psyker manages to successfully manifest Unthreading a fourth time on the same unit, the psyker is **instantly slain** by the backlash from reality and all units within 2d6" of that psyker suffer d6 mortal wounds.

6) Warp Wind at Our Backs

The primary role of an Immaterium Navigator is to safely guide Warpvessels wherever they may go. Warpnaut Captains treasure their Navigator comrades and keep them close in case they need to make a daring maneuver or bolster the ship's capabilities in battle.

Warp Wind at Our Backs has a **Warp Charge Value of 5** and may only be manifested while the Psyker is embarked on a transport. The Psyker may issue a Flotilla Command to the vessel upon which they are embarked.

Archaeotek Constructs

If your Warlord is chosen from a Squat Warpnaut Detachment, then any one **Squat Warpnaut Character** or **Warpvessel** in your army may choose one of the Archaeotek Constructs below. Note that some constructs require the model to be equipped with a piece of warger before you select it.

Archaeoforged Plate

Much like the Squat Exo-Armour of old, the Archaeoforged Plate is uniquely resilient to both damage and the rigors of the Warp. Only one such suit of armour is thought to be in operation today, though it is said that it was once standard issue aboard every Leviathan Cruiser. The Archaeoforged Plate is protected by a personal Gellar Field, allowing the wearer to venture outside a Warpvessel to affect repairs while it is translated into the Immaterium. The Archaeoforged Plate's batteries are only good for a short time, however, and must be recharged after each excursion.

A model bearing the Archaeoforged Plate has a 2+ armour save. Furthermore, the bearer has access to the Personal Gellar Field stratagem (see below).

Personal Gellar Field - 1CP

Archaeoforged Plate Stratagem
Use this stratagem when the model bearing the Archaeoforged Plate is the target of a psychic power, but after the psyker has determined the power's success or failure. The bearer of the Archaoforged Plate may attempt to Deny the Witch on 3d6. This ability is not limited by range to the Psyker.

Book of Grudges

Many of the greatest Squat Warlords of old kept a chronicle of all the nefarious villains who wronged them. It is said that there are some tomes which are so ancient and meticulously maintained that the information contained therein is priceless.

Warlord only. Whilst your Warlord lives, your opponent may not be refunded Command Points.

Hand of Lightning

This mighty sidearm was Gifted the commander of a large Skolor fleet who came to the aid of a Galhrad expeditionary force when it was beset upon by Ork raiders. When every last sign of the Xenos had been atomized by heavy fusillades from the Skolor fleet, the Galhrad shared their cargo with their saviors and also gifted their Captain, Frieze Kurdag the Hand of Lightning. The weapon has been given away many times over the years as a symbol of personal appreciation from one captain to another. Although every Captain covets the weapon, it is only because they want the honor of giving it away as a display of their quality.

Archaeoshot Claw only. The Hand of Lighting replaces the bearer's Archaeoshot Claw and has the following profile:

Weapon	Range	Type	S	AP	D	Abilities
Hand of Lightning	16"	Rapid fire 2	-	-2	1	Change this weapon's Type to Pistol 3 at a range of 1" or closer. This weapon automatically wounds on a roll of 2+

Hullcracker Warpcannon

Warptek Master Ulris Stembolt was renowned for her expertise with the destructive energies wrought by the Warpcannon. Her swan song was the Hullcracker Warpcannon which, in its debut battle, destroyed

no less than three Drukhari fighters before the vessel was overwhelmed and wrecked. The Warpcannon itself survived the battle and has been salvaged and mounted aboard many ships since.

Warpvessel mounting any type of Warpcannon only. The Hullcracker Warpcannon has the following profile:

Weapon	Range	Type	S	AP	D	Abilities
Hullcracker Warpcannon	48"	Heavy 3	*	-4	2d3	On a hit roll of a 1 or less, the bearer of this weapon suffers a mortal wound. On a wound roll of 6 or more, the target suffers 1 mortal wound in addition to any other damage.

* The Hullcracker Warpcannon is still limited by the power supply feeding it. Its strength is equal to the weapon it replaced.

Seethe

Many Immaterium Khemists are content to simply burn their foes to cinders, but during the Great Void War of M38 224, several Strongholds risked extinction at the hands of the WAAGH! Krorg. The Warpnauts assembled an armada of Warpvessels to hunt down the WAAGH!'s warboss and put an end to the Ork menace once and for all. All the while, Khemist Gnolf Starforge toiled without little rest and not even a drop of ale for succor. When Warlord Krorg's Kommand Kroozer was finally located, Gnolf emerged from his workshop with a dozen Immaterium Conflagrators specifically designed to augmented to incinerate vast swaths of Orks. Gnolf and an entire platoon of Immaterium Khemists burned their way to the heart of Krorg's Kroozer. Of their company, only Gnolf survived to face the mighty Ork Warlord whom he roasted alive upon his own bridge. Gnolf was never able to reproduce the Conflagrator design. In his fevered and exhausted reverie, he had failed to take any notes.

Immaterium Conflagrator only. Seethe has the following profile:

Weapon	Range	Type	S	AP	D	Abilities
Seethe	9"	Assault 2d6	4	-1	1	This weapon automatically hits its target.

Warp-Hardened Mainsail

Squat Warpnauts who build Warpvessels do so more out of a love of the craft than anything else. There is no greater pinnacle of engineering than a perfectly tuned mainsail, the device which captures the winds of chaos within the warp and bears it across the galaxy unharmed.

Warpvessel only. Instead of deploying this unit on the battlefield, it may be set up in the Warp. At the end of any of your movement phases, you may deploy this anywhere on the battlefield outside of 9" from enemy models. Furthermore, this vessel enjoys a 5+ invulnerable save.

Warpdelve Augur

Most Warpnaut technolgy has a more practical use than playing at war, but sometimes a device can bridge the two paradigms. Warpdelve Augurs are rare and exceptional constructs which are capable of detecting a mouse sneezing at a thousand paces. Most Warptek Masters assume the devices use some kind of powerful sensor technology. The truth is even more impressive. Warpdelve Augurs sniff the winds of the warp, predicting near future events. This not only alerts the operator to any dangers they might come across, but also gives them a lay of the land before they even cross into it. How this is accomplished without instigating a cascading paradox is anyone's guess.

When enemy models are set up from Reserves during the movement phase, they may not be set up within 16" of a unit bearing The Warpdelve Augur. Furthermore, units charging the bearer of a Warpdelve Augur must subtract 2" from their charge roll.

Warlord Traits

If your army is Battleforged and your Warlord is chosen from a Squat Warpnauts Detachment, you may select one of the following Warlord Traits when building your army:

Battlefield Anchor

While many Warpnaut commanders lead from the decks of their ships, your warlord can see the great value in boots on the ground. After the dice has been rolled to seize the initiative, but before the first movement phase, you may remove your Warlord and up to three units of **<Stronghold> Infantry** within 12" of them, then set them up anywhere in your deployment zone. Furthermore, add +2 to the Leadership characteristic of any **<Stronghold> Infantry** within 12" of your Warlord.

Fleet Admiral

Your warlord has mastered not only the art of managing not only the Squats under their command, but their fleets of Warpvessels as well. Whenever your Warlord uses a Stratagem that affects the movement, shooting, or saves of one of any **<Stronghold> Warpvessels** in your army, roll a dice for each Command Point spent. On a 5+ you are refunded that Command Point.

Giant Killer

Your Warlord is renowned for their prowess in the orchestration of the elimination of powerful creatures and they take great pride in doing so. Whilst your Warlord is alive, whenever you would earn Victory Points for destroying a **Monster**, you earn an additional Victory Point. You may only score this additional Victory Point if your warlord is within 12" of or embarked upon the unit which scored the kill.

Phyrric Defeat

Your warlord is a mean, old scallawag. Even in defeat, they manage to force their enemy to dine on ashes. When your warlord is slain, their final vengeance is enacted and the nearest enemy unit suffers d6 mortal wounds. If multiple units are the closest enemy unit, you may pick which one suffers the wounds. Furthermore, whenever your opponent would score Victory Points for killing your warlord, you roll a dice for each Victory Point they would be awarded. On a 3+, they are not awarded that Victory Point.

Scars on Scars

Your Warlord is the veteran of so many conflicts that their scars have scars. Add +1 to their Toughness characteristic.

Warpvessel Master

Although your Warlord may not have the knack of commanding a fleet of ships like the Fleet Admiral, they know their own vessel better than they know themselves. Increase the Movement characteristic of any **<Stronghold> Warpvessel** your Warlord is embarked upon by 2". Furthermore, when your Warlord is embarked upon a **<Stronghold> Warpvessel**, roll a dice each time that vessel would lose a wound. On a 6+, that wound is not lost.