

SQUATS

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Foreword

What this is and what this isn't

This is just a revision of the RT-list for Squats from the Warhammer Compendium, and not meant to be an official substitute to proxy-lists using other armylists to represent the Squats. As such it clings to the past, and is influenced more of how the Squats used to be, rather than what GW would make of them, should they ever be reintroduced. Great steps have been taken to ensure that the list is balanced and playable, but it is just for fun, and not something that should be viewed as the "Official Return of the Squats!". It might also contain some tragic flaws, but I hope you will enjoy it anyway.



Why collect a Squat force?

The Squats are the lost sheep of the Warhammer 40000-world. They have been removed from the game by Games Workshop; a tragedy in its own right, but still retain a fanbase, due to their unique theme and history. Their models are among some of the most splendid and humorous of GW's collection, and their armylist and history is intriguing, fascinating and unique.

Background

Of all the Abhuman strains, the Squats are perhaps the closest to normal Humans in physiological terms. After being stranded on worlds far away from Terra during Age of Strife they have now emerged, and are allowed great freedom by the Imperium for the services they provide the Adeptus Mechanicus and the Imperial Guard.

The Squats have become a bitter race after their long wars with the Orks, unaided by the Humans or the Eldar in the area, and have since then also had to deal with an ever-increasing Tyranid threat. In response to this the Squat Homeworlds have become closed fortress-worlds, where no traffic is allowed, hoping that the minimized traffic will allow them to be undetected by nearby Tyranid splinterfleets. Elsewhere, however, the Squats have expanded, and taken custody of several ravaged Imperial worlds, constructing mining-camps and forgeworld-like constructions in several starsystems.

The Imperium has so far ignored this, as the Squats have not engaged in wide-scale hostile actions against humans, and it is better the worlds are kept working against the Tyranids than left desolate.

The Squats are all lead by a Lord (or King) of each system, a reclusive individual who governs the vast political and cultural structure of the world. By his side he has several Thaners, each controlling a stronghold or fortress. He is aided by a Warlord, who burns for the thrill of combat, and is selected for his ability to lead.

In order to prevent the Warlord from growing overly ambitious his own kin is selected as the forerunners in every campaign, and act as the Warlord's Hearthguard.

The rest of the Squats are divided into two groups; the Brotherhood and the Guild. The Brotherhood forms the massive bulk of the Stronghold population, fighting side by side to the bitter end to defend their homes. They trust each other implicitly, trusting in their Warlord, Thane or Lord to safeguard them from traitors.

The Guild, however, are almost entirely nomadic in their life-style, travelling from system to system; building, repairing, tinkering and learning. They are the engineers of this race, and there are Guilders in every stronghold. These are often struck by wanderlust and then mount their bikes and, lead by a Guildmaster, form an expeditionary force to explore new areas. It is thanks to these expeditions the Squats have made some of their more profitable finds, both in mineral deposits and technology.

The oldest members of the Strongholds are sometimes psychically empowered, and are then revered as the Living Ancestors. These may be centuries, if not millennia old, and fight alongside the Brotherhood or the Guild. They are not weakling cripples though, but hardened warriors, powerful psykers and cunning strategists.

Imperial Entanglements

The Imperium, while grateful for the support of the Squats in the wars against Orks and Tyranids in their ravaged sectors, are weary of their allies, and have placed Imperial Guard Commissars as advisors and spies among the Squats. These are largely tolerated, after a few died horribly after trying to impose their leadership on Squat ranks. The Squats are a proud race, and do not take lightly to such things. The Imperium have also sent Techpriests from the Adeptus Mechanicus to the Squats to study their technology, and while some return enriched by their studies, other "go native" and remain with the Squats for the rest of their lives.

Some of the Imperial Guard abhuman strains have also joined ranks with the Squats. Under the motto "Us short'ems gotta stick together" shiploads of Ratling snipers have joined the Squats after abandoning their former regiments. This has been left "without formal comment" by the Lords of Terra, but Imperial Guard Commanders in nearby sectors are told to not interfere if any further such "defections" should occur. The support of the Squats in these hopeless wars is too vital to throw away over the loyalties of some Abhumans.

STC-relics

Perhaps one of the greatest powers of the Squats is their access to several STC (Standard Template Constructs) left behind during the Age of Strife. These have provided the Squats with vital technological acumen that they have used to build their warmachines, refineries, mining-equipment and other equipment in a way that the Imperium have long forgotten. The mining-facilities of the Squats outproduce the Imperial counterparts by thousands of percents each year since the STC-base machines are simply far more advanced. The STCs also include blue-prints for several vehicles and weapons the Squats utilize that are otherwise only found among the Marines. Some weapons, like the Conversion Beamer and Mole mortar, are even more advanced, and not even found among the oldest of the Space Marine Chapters. As the keepers of this technology, the Imperium fears that the extinction of the Squats at the talons and claws of the Tyranid would allow this technology to be lost again, and are taking steps to safeguard the Squats continued existence in their sectors.



Forces of the Squats

This section details the forces of the Squats as they go to war. They include a rundown of the special rules, a complete description of unit and vehicles of the Squats as well as wargear-descriptions.

Force organisation

The Squats follow the Standard Force Organisation-chart with a single HQ and two Troops being the legal minimum to play a standard game. Please note that at least one of these two Troops has to be a Brotherhood Combat squad.

Guild Forces

There is an alternate Force-organisation for the Squats as well, allowing for the player to create a Guild Expeditionary force. This has the Guildmaster as mandatory HQ, and does not allow a Warlord, Hearthguard, Commissar, Ratling snipers, or Brotherhood Weaponteam. This force uses Guild Bikes and Heavy Weapon Trikes as Troops, while the Brotherhood Combat-, Assault- and Support-squads are moved to Elite, Fast Attack and Heavy Support respectively. Also, the mandatory Combat-squad and limitation on having Combat-squads to have Assault- or Support-squads is removed for this force.

Special rules

Note that not all units and models in the army are affected by all of these rules; some benefit from only some. Any special rules not listed are found in the rulebook.

Ancestral Hatred

The squats are slow to anger, but once betrayed and angered they carry the scorn forever. Two foes among all others stand out in this hatred; Orks and Tyranids.

Squats get Preferred Enemy when facing Orks and Tyranids. Tyranids gain Preferred Enemy when facing Squats.

Berserker

Anger towards the enemies is important to the Squats in battle, and sometimes they forgo firepower and dive into battle, foaming at the mouth and shouting ancestral battlecries.

If a unit forgoes shooting any weapon it may use Furious Charge in the assault phase.

Superior Technology

Squats have unrivalled mastery of weapon-making and maintenance. They can produce things in their forges and workshops that make most Imperial weaponmakers weep with envy.

Squat plasmaweapons do not Get Hot.

Brothers in Arms

Squats band together, and this is never more evident than when they are in battle. They draw strength from each other and fight on despite terrible odds.

If within 12" of any non-fleeing Squat, any fleeing Squat may always test to regroup, regardless of circumstances, with Leadership 10.

Fat of Foot

The Squats are not a fast race, but move rather sluggishly. They are never rushed or running naturally and this behaviour is reflected in how they move about in battle.

Squats cannot Run. Models in Exo-armour always suffer from this, even if they didn't have it before, and even if they are on a bike.

Warlord

The Warlord is the hand of the King or Thane on the battlefield, and is often picked from a noble or powerful family within the Stronghold, even though this is not always the case. Sometimes an especially tactical astute individual catches a Thane's or King's eye, and becomes a valued extension of the might of the Stronghold onto the battlefield. They are a focus of morale, tactical skill and determination for the entire force.

On one side of me stand my Homeworld, Stronghold and Brotherhood; On the other, my ancestors. I cannot behave otherwise than honourably.
 - Warlord Kettri son of Egil, Grindel Stronghold

	WS	BS	S	T	W	I	A	Ld	Sv
Kinghand	5	4	5	4	3	3	3	10	3+
Thanehand	5	4	4	4	2	3	2	9	3+

Special Rules

Ancestral hatred, Berserker, Brothers in Arms, Independent character

- Inspiring - Any Squat within 12" of the Warlord may use his Leadership for any Morale- or Pinning-test.



Hearthguards

In order to maintain discipline, all of the more powerful families within their Stronghold have to contribute to the Hearthguard, the elite bodyguard of the Warlord. This is not only a way to get the nobles out into the stars and mines to see for themselves what things are all about, but also a way to ensure that the more powerful families do not back the decision of war without knowing that they have to contribute, and may lose their own sons, brothers and fathers in such a war.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguards	4	4	4	4	1	2	2	8	3+

Special Rules

Ancestral hatred, Berserker, Brothers in Arms

- Command squad - If used as a Command-squad for the Warlord he may join them in their Transport before the start of the game.
- Heavy Charge - If mounted on a bike and wearing Exo-armour the unit may elect to forgo normal attacks and attack once per member with their power- weapon at +1 S and +4 I on the turn they charge. This is added to any possible Furious Charge.



Wargear

Assault vehicle

Some of the technical acumen of the Squats is channelled into making better assault systems for their transports. Improved ramps, handrailings and explosive bolts placed in hatches all make for quicker, safer disembarkations.

Disembarking models may assault.

Living Ancestor

Empowered by not only years of experience on the battlefield and extraordinary cunning and acumen, the Living Ancestor is also a focal-point of the belief and culture of Squat society. He is imbued with massive psychic powers, allowing him to act as a man three centuries younger; stronger and more resilient than even an augmented Adeptus Astartes Marine. While they often are reluctant to go to battle, and never lead the war by himself, he is a truly ferocious fighter, and can tear both Orks and Tyranids limb from limb with nothing but his cane in hand.

	WS	BS	S	T	W	I	A	Ld	Sv
Living Ancestor	5	5	5	5	3	2	3	10	5+

Special Rules

Ancestral hatred, Berserker, Brothers in Arms, Fat of Foot, Independent character, Psyker



Living Ancestor Psychic powers

The psychic powers of the Living Ancestor functions using the rules for Psychic power in the rulebook. A Living Ancestor may use any number of powers per turn, but may never use the same power twice in any turn.

Domination

Exerting his extraordinary willpower, the Living Ancestor may strike fear and terror into the heart of even the most stalwart warrior, making him cower in the dirt.

This power is used in the Shooting Phase instead of firing a weapon. An enemy squad within 12" must take a Pinning test at its unmodified Leadership (discounting things as Voxes and such). Units immune to pinning are unaffected.

Force Dome

Projecting his protective thoughts towards his brethren, the Living Ancestor may erect a powerful mental barrier around a unit or vehicle, to safeguard it from harm.

This power is used at the start of the turn on a Squat-unit/vehicle within 24". The squad or vehicle has a 4+ invulnerable save versus shooting attacks until the beginning of the next Squat turn.

Hammer of Fury

Channelling his anger outwards, the Living Ancestor pushes enemies away, stunning and killing them.

This power is used in the Shooting Phase instead of firing a weapon. All enemy models within 6" of the Living Ancestor suffer a S5 hit (no AP) and unless their base-strength is 6 or more they are forced to take a Pinning-test. Any enemy vehicle within range suffers an automatic glancing hit.

Mental Fortress

The Squats draw strength from the Living Ancestor as it is, but using this power the Living Ancestor may do even more, and inspire valour in his brethren from far away.

This power is used at the start of the turn and affects all Squat models within 18" of the Living Ancestor. They all count as having Ld 10 until the beginning of the next Squat turn.

Wargear

Force rod

Often mistaken for a simple walking-cane, the weapon of choice for the Living Ancestors harness his psychic powers to smash and destroy his enemies.

This is a force-weapon.

Sidecar

The Living Ancestor is too old (and possibly too dignified) to ride a bike himself, and instead rides in a special sidecar so that he can concentrate on more important matters than the terrain. Only a Living Ancestor may be mounted in a sidecar; it is below the others not to drive themselves!

The Living Ancestor is mounted in a sidecar attached to a Guild Bike. He is no longer counted as Infantry. This does not in any way hinder the bike from operating. The sidecar confers a +1 to Toughness and +1 Armoursave to the Living Ancestor. If the bike is hit then it is assumed the Sidecar with its passenger is hit, and if killed, the entire bike is removed.

The bike and rider has the same stats as a guild biker, and may not be upgraded in any way.

Note that the bike with sidecar is treated as an IC in close combat, and all hits has to be resolved against the Living Ancestor. The driver may still attack in close combat though.

If mounted in a sidecar the Living Ancestor may never join a non-bikemounted squad.

The young Warlord turned to the ancient Squat beside him.
 - Revered Ancestor, what is our best course in this situation?

The Living Ancestor half-closed his rheumy eyes.

- I have seen this but once before. Six hundred years before your birth, your revered ancestor Lord Thynggrim, whose name you bear in your turn, was on the world of Dioscis Theta. I was younger then, undistinguished amongst the mass of the Brotherhood.

- And how did Lord Thynggrim win the day? *asked the Warlord with some impatience. The Orks were getting closer. The Ancestor shook as he chuckled.*

- I cannot tell you how to win as he did, but if you don't mind uncomfortable truths, I can tell you how to avoid losing as he did.



An Engineer travels light because it's easier. Instead of lugging several thousand tools around with you, get where you're going, look at the job, decide what tools you need, and make them on the spot. Far more practical.

- Engineer Sindri, Massunich Lodge, Engineers Guild

Guildmaster

The Guilds are lead by a council of Guild Spokesmen and the head of this council is a Guildmaster. He is the master engineer, and is often the subject of great envy and curiosity within the Adeptus Mechanicus. When the engines are revved and the guild goes to war they are more often than not lead by a Guildmaster, if he can be torn from his latest project, tinkering with one thing or another. Not only are they master engineers and respected leaders, but also powerful warriors in their own right, something many careless orks have realised as they have tried looting vehicles the Guildmaster still thought "salvageable".

	WS	BS	S	T	W	I	A	Ld	Sv
Guildmaster	5	5	4	4	2	3	3	9	4+

Special Rules

Ancestral Hatred, Brother in Arms, Independent Character, Skilled Rider

- Tinkering skills - The Guildmaster is a master-engineer, and can easily field-repair any vehicle in the Squat army. To represent this he possesses the Techmarine "Blessing of the Omnissiah"-rule, but will affect repairs on 4+ instead of 5+. If he is in a squad of Guild bikers/Heavy weapon trikes he adds +1 to this roll. If in base-to-base contact with a Brotherhood Weapon-team he can re-roll a single miss or non-hit Scatter per turn as well.

Wargear

Graviton gun

Harnessing the powers of sciences lost to the Imperium the squats can construct a weapon to pull a target down to the ground by magnifying the gravitational forces around it. This can crush lesser targets, and stop vehicles dead in their tracks.

The graviton gun uses the Sniper weapon-rules and inflicts an automatic glancing result on any vehicle it hits. This is roll with a 2D6 and picking the lowest on a normal vehicle, and a D6 against a skimmer.

The Brotherhood

The Brotherhood is the armed majority of working Squats in a Stronghold, ranging from craftsmen to miners, from administrators to truckers. In times of war they don heavy flakarmour, exchange their mininghelmets for signature headgear, replace miningpicks with lasguns, and either take to the field on foot (and short legs) or crewing a vehicle or another. They form a diverse force, capable of both defensive firelines and lighting assaults, depending on the settings and orders. They stick together, trust in one another, and form cohesive units on the battlefield.



Veterans

Squats can live for a long time, even in times of war, and they are not prone to repeating their mistakes. Once they have faced a foe and studied them in battle they grow more cunning, and better prepared for the next engagement. Some Squats, who have survived a few campaigns, tend to lead their units in an unofficial capacity. There are no ranks or commissions to be earned within the Brotherhood, only the recognition and respect from their peers. Veterans fight harder and longer than any other squat, often arming themselves in a different way than their squad, just to compliment their function.

Veteran Advisors

Once a veteran has fought and won for his squad, and fostered another in the squad to replace him, they tend to band together to lend expertise to the Warlord or Living Ancestor. They form their own unit, picking among the deepest caches of weapons the Stronghold has to achieve their objective on the battlefield.

	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Squat	3	3	3	4	1	2	1	7	5+
Veteran	4	4	4	4	1	2	2	7	5+
Veteran Advisor	4	4	4	4	1	2	2	8	4+
Weaponteam	3	4	3	4	1	2	1	7	5+

Combat Squads

The core of the surface- and tunnel-fighting forces of the Squats are composed of Combat squads; multi-purpose fighting units that can handle several combat-roles. They are often lead by veteran fighters.

Special Rules

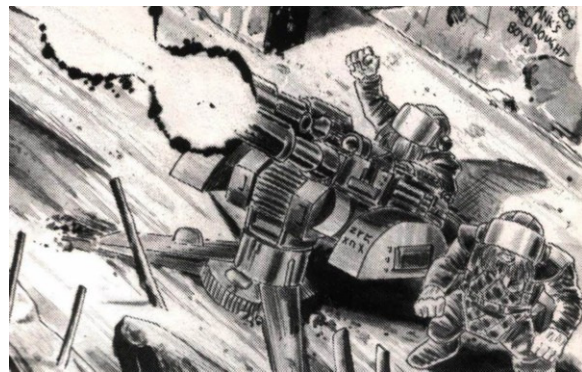
Ancestral hatred, Brothers in Arms, Fat of Foot

Assault Squads

In the intense fast-paced combat-situations of tunnelfighting against both Orks and Tyranids the Brotherhood devotes resources to assaultsquads to clear off sections so that they can be resealed and barricaded off.

Special Rules

Ancestral hatred, Berserker, Brothers in Arms, Fat of Foot



Support Squads

The Squats excel at weapon-construction and outfit entire squads with heavy weapons to blast apart enemies that threaten their territory.

Special Rules

Ancestral hatred, Brothers in Arms, Fat of Foot

Weaponteams

The Brotherhood masses firesupport into weaponteams which controls artillery-pieces and other static firepower-assets. These lend heavy firesupport to the Squat army as it goes into battle.

Special Rules

Ancestral hatred, Brothers in Arms, Fat of Foot

Veteran Advisor Squads

The Veterans of the fighting Brotherhood of a Stronghold often band together to become an advisory-squad and support for their brethren. They may also serve as bodyguard for the Warlord or Living Ancestor.

Special Rules:

Ancestral hatred, Berserker, Brothers in Arms, Fat of Foot

- Medic - As long as the Advisor-medic is alive, the squad benefits from the Feel no Pain-rule.
- Standard-bearer - As long as the Advisor-standardbearer is alive and not fleeing the squad may re-roll any Morale or Pinning-test they are forced to take.

The Guild

The Guild is the know-how of the Squat Stronghold, culture and race. They are nomadic by nature, moving from place to place, from Stronghold to Stronghold, even from system to system to gather and practice their skills. They pick up a lot of knowledge this way, sampling each Stronghold's unique understanding of technology and studying whatever STC they have. Then they move on, learning and teaching at the next place. Some members of the Guild stay at a single Stronghold for a longer period of time, but it is never a permanent arrangement, merely a break in travel to study or complete some pet project before moving on.

Veterans

Some of the Guild rise above the rest both in technological skill, tactical knowledge and acumen. They don't attain a rank as such, merely gain a greater amount of respect among their peers, and develop their gear and physical power to represent (and in some case justify) that earned respect.

	WS	BS	S	T	W	I	A	Ld	Sv
Guilder	3	3	3	4(5)	1	2	1	8	4+
Veteran	4	4	4	4(5)	1	2	2	8	4+
Heavy trike	3	3	3	4(5)	1	2	2	8	4+

Guild bikers

The Guild leads a nomadic way of life with the bike as a central way of life. They travel from area to area in order to study, learn and tinker wherever they can.

Special Rules

Ancestral hatred, Brothers in Arms

Guild Heavy Weapon Trikes

The Guild bikers sometimes modify the design of their bikes to carry heavy weapons, so that they can move through and around cover to bring firepower to bear on enemy vehicles and heavy armour.

Special Rules

Ancestral hatred, Brothers in Arms



Imperial Presence

The Imperium of Man has long wanted to study the Squat and re-acquire some of their technological knowledge. Squat regiments have also been formed to serve with the Imperial Guard in desperate defensive campaigns where their worlds were threatened. Meanwhile the Imperium have sent Commissars to “train and advice” the Squats, while they are really there to monitor the Squats for traitorous actions or such. Ratling Snipers flock to the Squats to escape the rampant “height-ism” they experience within their Imperial Guard Regiments, and Space Marine Techmarines are often found within Guild workshops to study the Squat Technology.

Note that none of the Imperial units benefit from any Squat special rules.

Ratling Snipers

Ratlings sometimes joins squats as "Us short'ems gotta stick together". They serve as scouts and snipers among the Squats, where they are appreciated in a way they are not among the humans.

Commissar Advisors

Commissars are sometimes dispatched from Imperial Guard regiments to make sure that the Squats are not doing anything that would constitute heresy. They are, however, more humble among the Squats than among humans.

Techpriests

As the Squats possess great technological skills and several STCs the Imperium is very interested in learning from them for themselves. They therefore send Techpriests and Techmarines to study and be educated by the Squat engineers and Guilds.

Squat Motor-pool

The Squats are master engineers, and have long since discovered a multitude of STCs, allowing them to construct, build and maintain a diverse pool of vehicles. Some are found within the Imperium, others, like the Colossus, the Landtrain and the Termite Drill-torpedo which is found among the Squats exclusively.



Rhino

The Rhino is among the best surface-transports that the Squats have access to. It is reliable, sturdy and easily maintained. It operates exactly as its Imperial counterpart except for their ability to be outfitted with explosive bolts on their hatches, ramps and improved handrailings to become true assault vehicles.

Land Raider

Among the most powerful of all surface-vehicles, the Landraider carries an impressive array of weapons, and can transport half a company of Squats into combat. It operates exactly as its Imperial counterpart.

Predator Annihilator and Predator Destructor

These twin foundations of firepower are found among the collections of vehicles at the Squats' disposal. While it does not offer the same range of capabilities as the Landraider, it is still an effective warmachine. They operate exactly as their Imperial counterparts.

Vindicator and Whirlwind

These two tanks both represent surface warfare for the Squats with their high arched ballistics and barrage capabilities. They have served the Squats extremely well in both the Ork wars and in Tyranid invasions, cratering the surface and blasting apart attacking waves of hostiles. They operate exactly as their Imperial counterparts.

Termite Drill-torpedo

Along with a lot of other Squat gear and technology the Termite is a modified mining-tool. It was originally made from plans in a discovered STC for an ore mine-to-surface delivery system. However, with some added armour and speed, the ore-capsule is now used as a troop transport instead. It burrows up from underneath, but the tactical use is much the same as the Imperial Drop Pod; to place troops onto the field behind enemy lines and surprise defenders relying on frontal assaults.

		Armour			
	Type	Front	Side	Rear	BS
Termite	Vehicle, Immobile	13	13	13	3

Crew: One Squat Guild Engineer with a cowboy hat.

Weapons: None

Transport: A termite may carry up to 12 Squats or 6 Squats in Exo-armour. Once passengers have disembarked they may not re-embark.

Firepoints: None

Access points: Three - evenly distributed around the circumference of the torpedo base as it protrudes from the ground.

Special Rules

Deep Strike: The Termite and its passengers are placed in Reserve, even if the mission does not allow this, and makes a Deep Strike in a subsequent turn as normal. When it does it emerges violently from the ground, spewing rocks and dirt everywhere. It then remains immobile for the rest of the game.

When it emerges nominate a spot anywhere on the table not in impassable terrain or within 1" of an enemy model. Roll a scatter die. If a hit is scored the torpedo arrives on target, otherwise it moves 2D6" in the direction shown. If this movement takes it into impassable terrain or off the board reduce the distance by the minimum necessary to avoid it.

Once the torpedo has emerged the passengers must immediately disembark (but not move beside disembarking). They may not assault in that turn, but may fire normally, counting as moving.

Remember that the Torpedo blocks line of sight.

As the torpedo breaches the surface it showers surrounding terrain and units with rocks and debris. Any enemy model within 6" are hit on 4+ and then suffer a S5 hit with AP -.

If the Termite drills up under an enemy unit they must move out of the way, the shortest route to get 1" away from the torpedo, but must take a Pinning-test to see if they are active during the next turn. Any enemy vehicle is shoved violently out of the way, and suffers an automatic glancing hit. Skimmers are only shoved to the side, and no hit is caused.

Armoury of the Squats

Weapons

Conversion beamer

The Conversion beamer uses arcane technology lost to the Imperium that converts hard matter into energy, blasting the target apart. The harder you are, the harder the weapon hits, as it were. This makes the weapon unfit for firing on snotlings, but can blast mega-armoured orks apart with ease.

See Master of the Forge in the Space Marine Codex.

Mole mortar

The Mole-mortar is another mining-tool adapted to combat-use. It fires a torpedo, not through the air as a normal mortar but through the ground. It drills itself through the ground and emerges at a target from beneath.

Before rolling for Scatter consult the below table for effect upon arrival.

D6 Effect

- 1 Subterranean detonation, S5, AP 5, Blast, Re-roll successful Pinning-roll.
- 2-3 Ground detonation, S6, AP 5, Blast
- 4-5 Surface detonation, S5, AP 4, Large Blast
- 6 Airburst, S4 AP 4, Large Blast, Ignores Cover

If the mole mortar hits a vehicle it always resolves hits against its rear armour, no matter where the hit actually occurs, as it burrows up underneath.

Rapier Laser Destroyer

The double- or quad-linked rapier laser destroyer is a perfect example of how the Squats have adapted mining-technology for combat-use. The heavy lasers eat away at armour, but has a slow rate of fire.

A Rapier laser destroyer rolls 2D6 and picks the highest to add to its Strength to determine armour penetration and adds +1 to the damage-roll against vehicles.

Tarantula

The tarantula is not a weapon as such, but a way to mount weapons for maximized effect. It does not allow for much mobility, but allows the gunners to target their enemies with deadly firepower.

Only two weapons of the same kind may be mounted on the tarantula (no mixing weapons such as a heavy bolter+lascannon). The weapon is considered to be twin-linked. In addition, it fires D2 (D6/3 rounded up) times per turn. That is, a Tarantula-mount with lascannons fire 1-2 times with one shot each, twin-linked, whereas a tarantula-mounted heavy bolter fires 1-2 times with 3 twin-linked shots each.

Thudd gun

The Thudd-gun, when the Imperium first encountered it in Squat hands thought it was arcane and antiquated, but as they saw it in combat against the Orks they wanted it for their own. However, the Squats will not part with this weapon which is part of their favourites.

Due to the multiple blasts of the Thudd gun, units testing against Pinning does so with -1 Ld.

Weapon stats

Most are found in the Imperial Guard and Space Marine Codices, but some are unique to the Squats, and are listed below.

Name	Range	Str	AP	Type	Note
Graviton gun	12"	n/a	3	Assault 1	Sniper *
Mole mortar	48"	var.	4	Heavy 1	Barrage *
Rapier l. dest.	90"	9	1	Heavy 1	*
Thudd gun	60"	5	5	Heavy 4	Barrage, Blast

* - special rules exists for this weapon. See above.

Other Equipment

Bike

Among all above-ground transports, the motorbike is the most cherished by the Squats. This is particularly true for the Guilds, who have built much of their mobile existence upon the culture of these hawgs.

The model is mounted on a bike, does not count as Infantry but as a Bike, armed with twin-linked bolters, and may Turboboost. This confers a +1 to Toughness and +1 Armoursave. A bike-mounted character may never join a non-bikemounted squad. A model on a bike in an Exo-armour loses Turboboost as the weight is too much.

Stuntie

Just as there are shorter humans there are shorter Squats, and these are affectionately nicknamed "Stunties". These are fierce and minute warriors often brought along to the battlefield.

A character with a Stuntie may re-roll a single coversave, hit- or to wound-roll per turn. If a character has more than a single stuntie he/she may make more than one re-roll, but may never re-roll a single die more than once.

A Guildmaster may choose to re-roll his Tinkering Skills-roll, and if he has more than one each additional one may be used for a +1 to both rolls, up to a total of +3 (4 Stunties or 3 Stunties and accompanying Guild bikers). Stunties used in this fashion are often labelled "Servitors".

Armour

Exo-armour

Adapted from the heavy mining-protection used in asteroid-refineries and orehandling, these heavy suits of armour are now primarily used in tunnelfighting.

The model has a 2+ Armour save and a 5+ Invulnerable save. The Exo-armour comes equipped with a stormbolter and a powerweapon and the wearer suffers from Fat of Foot, even if not indicated in their original profile. They also gain +1 to their Strength. A model in Exo-armour may not use grenades.



Ornate breastplate

Some armourplates survive generations of fighting, and undergo repairs and reinforcements, growing from a suit of normal armour into a treasured heirloom. Many observers have thought Guildmasters in these to be Techmarines, only a lot shorter, which of course amuses the Squats greatly!

The model has a 2+ Armour save.

Refractor-field

Refractor-fields channel incoming energy to the sides, lessening the impact of flying rocks within the mines. This technology is also used on the battlefield, to counter incoming heavy artillery.

The model has a 5+ Invulnerable save.

Squat Army List

HQ

Warlord

Kinghand.....75 Points

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Thanehand.....55 points

	WS	BS	S	T	W	I	A	Ld	Sv
Kinghand	5	4	5	4	3	3	3	10	3+
Thanehand	5	4	4	4	2	3	2	9	3+

Options:

- Replace bolt pistol with:
 - Plasma pistol +15 points
- Replace close combat weapon with:
 - Powerweapon +15 points
 - Powerfist +25 points
- Take a:
 - Bolter +1 point
 - Stormbolter +3 points
 - Meltagun +10 points
 - Plasmagun +15 points
- Take meltabombs +5 points
- Take an ornate breastplate +15 points
- Take a Refractor-field +7 points
- Replace all wargear with an exo-armour, a stormbolter and a powerweapon. +25 points
- Take up to four Stunties +10 points each
- May be mounted on a bike +15 points

Unit Composition:

- 1 Warlord

Special Rules:

- Ancestral Hatred
- Berserker
- Brothers in Arms
- Independent character
- Inspiring

Unit type:

- Infantry

Wargear:

- Bolt pistol
- Frag grenades
- Krak grenades
- Close-combat weapon

Guildmaster.....65 Points

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A Guildmaster may only be selected if the force includes at least one Guild Bike Squad. Options:

	WS	BS	S	T	W	I	A	Ld	Sv
Guildmaster	5	5	4	4	2	3	3	9	4+

- Replace bolt pistol with:
 - Plasma pistol +15 points
- Replace close combat weapon with:
 - Powerweapon +10 points
 - Powerfist +20 points
- Replace boltgun with:
 - Stormbolter +3 points
 - Meltagun +7 points
 - Plasmagun +10 points
 - Graviton gun +15 points
- Take meltabombs +5 points
- Take an Ornate Breastplate +15 points
- Take a Refractor-field +7 points
- Take up to four Stunties +10 points each
- Take a bike +15 points

Unit Composition:

- 1 Guildmaster

Special Rules:

- Ancestral Hatred
- Brother in Arms
- Independent Character
- Skilled Rider
- Tinkering skills

Unit type:

- Infantry

Wargear:

- Boltgun or Boltpistol
- Close combat weapon
- Frag grenades
- Krak grenades

Living Ancestor..... 140 points

The Living Ancestor may never be the only HQ of the army, but may only be selected if another HQ leads the army. He may not be selected in armies under 1500 points.

	WS	BS	S	T	W	I	A	Ld	Sv
Living Ancestor	5	5	5	5	3	2	3	10	5+

Unit Composition:

- 1 Living Ancestor

Special Rules:

- Ancestral hatred
- Berserker
- Brothers in Arms
- Fat of Foot
- Independent character
- Psyker

Unit type:

- Infantry

Wargear:

- Bolt pistol
- Close combat weapon (cane)
- Frag grenades

Psychic powers:

- Domination
- Mental Fortress

Options:

- Replace close combat weapon with:
 - Powerweapon +15 points
 - Force rod +25 points
- Replace bolt pistol with:
 - Plasma pistol +15 points
- Take up to two Stunties +10 points each
- Take an ornate breastplate +15 points
- Take a Refractor-field +7 points
- Mounted in a Sidecar +20 points
- Replace Domination with:
 - Hammer of Fury +15 points
- Replace Mental Fortress with:
 - Force Dome +15 points

Command Squad..... 75 points

For every Living Ancestor or Warlord a Squad force includes it may include a Brotherhood Veteran Advisor-squad.

A Warlord may instead of getting an Advisor Squad designate a Hearthguard-unit as his Command Squad. It then does not count as an Elite-choice, but as an part of his HQ-choice, just like another Command Squad would.

Brotherhood Veteran Advisor-squad

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Advisor	4	4	4	4	1	2	2	8	4+

Independent Characters on bikes/sidecars may not lead or join a Brotherhood Veteran-squad.

Unit Composition:

- 5 Veteran Advisors

Special Rules:

- Ancestral hatred
- Berserker
- Brothers in Arms
- Fat of Foot

Unit type:

- Infantry

Dedicated Transport:

Wargear:

- Bolter or close combat weapon
- Bolt pistol
- Frag grenades
- Krak grenades

- May be mounted in a Rhino or Termite Drill-torpedo

Options:

- May include up to five more Advisors to the squad: +15 points/model
- Up to two Advisors may replace their bolt pistol with:
 - Plasma pistol +10 points/model
- Up to two Advisors may replace their bolter or close combat weapon with:
 - Powerweapon +10 points
 - Powerfist +25 points
- Up to two Advisors may replace their bolter or close combat weapon with:
 - Flamer +7 points/model
 - Meltagun +8 points/model
 - Plasmagun +13 points/model
- One Advisor may upgrade to:
 - Medic +10 points
- One Advisor may upgrade to:
 - Standard-bearer +10 points
- The squad may learn:
 - Counter-charge +5 points/model

Elites

Hearthguards..... 100 points

Page 4

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	4	4	1	2	2	8	3+

Unit Composition:

- 5 Hearthguards

Unit type:

- Infantry

Wargear:

- Laspistol
- Close-combat weapon
- Frag Grenades
- Krak Grenades

Special Rules:

- Ancestral hatred
- Berserker
- Brothers in Arms
- Command squad

Options:

- May include up to five additional Hearthguards +20 points/model
- The entire squad may replace their laspistols with:
 - Boltpistols +1 point/model
- The entire squad may exchange their close-combat weapon:
 - Powerweapon +12 points/model
- The entire squad may be equipped with:
 - Exo-armour, this includes a stormbolter and a powerweapon. +20 points/model
- The entire squad may be mounted on:
 - Bikes +11 points/model
- Take meltabombs +4 points/model

Transport:

- Unless equipped with Exo-armour the Hearthguard may be mounted in a Rhino, Landraider or Termite drill-torpedo.
- If equipped with Exo-armour they may be mounted in a Landraider or Termite drill-torpedo.
- If mounted on bikes they may not use any transport.
- A rhino used in this manner may become an Assault Vehicle at +20 points.

Ratling Snipers

See Codex Imperial Guard page 43.

Commissar Advisors

See Codex Imperial Guard page 41.

Note that the Commissar disregard the "Advisory"-rule and become an Independent Character, and disregards the Transport-option as well as the Summary Execution-rule.

Techpriests

See Techmarine in Codex: Space Marine.

Note that a Techmarine may never have Servitors when in a Squat army. They may repair STC-constructs and Rhinos.

Troops

Brotherhood Combat Troops..... 40 points

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	WS	BS	S	T	W	I	A	Ld	Sv
Combat squad	3	3	3	4	1	2	1	7	5+
Veteran	4	4	4	4	1	2	2	7	5+

You MUST have at least ONE Combat squad in your army unless using the alternate Guild Force-organisation.

Unit Composition:

- 1 Squad leader
- 4 Troopers

Special Rules:

- Ancestral hatred
- Brothers in Arms
- Fat of Foot

Unit type:

- Infantry

Dedicated Transport:

- The squad may select a Rhino transport. See the Transport Vehicles entry for details.

Wargear:

- Lasgun

Options:

- The squad may include up to five additional squats: +8 points/model
- The squad may be equipped with
 - frag grenades: +1 point/model
 - krak grenades: +2 points/model
- Any member of the squad may upgrade the lasgun to:
 - Bolter +2 points/model
- One member may replace his lasgun with:
 - Flamer +6 points
 - Meltagun +8 points
 - Plasmagun +8 points
- Up to two members of the squad may be armed with:
 - Heavy bolter +4 points
 - Conversion beamer +16 points
 - Lascannon +15 points
 - Multi-melta +11 points
- The Squadleader may become a Veteran for +5 points. A Veteran may select to replace his lasgun with:
 - Laspistol & Close combat weapon free
 - Laspistol & Powerweapon +7 points
 - Laspistol & Powerfist +15 points

Brotherhood Assault Squad..... 40 points

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	WS	BS	S	T	W	I	A	Ld	Sv
Assault squad	3	3	3	4	1	2	1	7	5+
Veteran	4	4	4	4	1	2	2	7	5+

You may never have more Assault squads than Combat squads.

Unit Composition:

- 1 Squad leader
- 4 Troopers

Special Rules:

- Ancestral hatred
- Beserker
- Brothers in Arms
- Fat of Foot

Unit type:

- Infantry

Dedicated Transport:

- The squad may select a Rhino transport. See the Transport Vehicles entry for details.

Weapons:

- Lasgun
- Frag grenades
- Krak grenades

Options:

- The squad may include up to five additional squats: +8 points/model
- The squad may upgrade the krak grenades to:
 - Meltabombs +2 points/model
- Any member of the squad may upgrade the lasgun to:
 - Bolter +2 points/model
- Up to half (rounded down) of the squad may replace his lasgun with:
 - Flamer +6 points/model
 - Meltagun +8 points/model
 - Plasmagun +8 points/model
- The Squadleader may become a Veteran for +10 points. A Veteran allow the squad to gain Countercharge for +3 points per model. A Veteran may select to replace his lasgun with:
 - Laspistol & Close combat weapon free
 - Laspistol & Powerweapon +7 points
 - Laspistol & Powerfist +15 points

Brotherhood Supportsquad..... 40 points

	WS	BS	S	T	W	I	A	Ld	Sv
Supportsquad	3	3	3	4	1	2	1	7	5+
Veteran	4	4	4	4	1	2	2	7	5+

You may never have more Supportsquads than Combat squads.

Unit Composition:

- 1 Squad leader
- 4 Troopers

Special Rules:

- Ancestral hatred
- Brothers in Arms
- Fat of Foot

Unit type:

- Infantry

Wargear:

- Lasgun

Options:

- The squad may include up to five additional squats: +8 points/model
- The squad may be equipped with
 - frag grenades: +1 point/model
 - krak grenades: +2 points/model
- Any or all members of the squad (except a veteran) may replace his lasgun with:
 - Heavy bolter +13 points/model
 - Conversion beamer +22 points/model
 - Lascannon +18 points/model
 - Multi-melta +15 points/model
- The Squadleader may become a Veteran for +10 points. A Veteran allow the squad to gain Tankhunter for +5 points per model. A Veteran may select to replace his lasgun with:
 - Laspistol & Close combat weapon free
 - Laspistol & Powerweapon +7 points
 - Laspistol & Powerfist +15 points

Transport vehicles

- Rhino (see Codex: Space Marine).
- Land raider (see STC-constructs below)

■ Termite Drill-torpedo.....40 points

Armour			
Front	Side	Rear	BS
13	13	13	2

Transport Capacity:

- 12 Squats or 6 Squats in Exo-armour.

Unit Composition:

- 1 Termite Drill-torpedo

Special Rules:

- Deep Strike

Type:

- Vehicle, Immobile

Weapons: None

Fast Attack

Guild Bike squad.....75 points

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Guild Bikes	3	3	3	4(5)	1	2	1	8	4+
Veteran	4	4	4	4(5)	1	2	2	8	4+

Options:

- The squad may include up to five additional squats: +15 points/model
- The squad may be equipped with krak grenades: +2 points/model
- The Squadleader may become a Veteran for +10 points. A Veteran allow the squad to gain Skilled Riders for +10 points. A Veteran may select to replace his close-combat weapon with:
 - Powerfist +15 points
 - Powerweapon +7 points

Unit Composition:

- Guild Spokesman
- 4 Guild bikers

Wargear:

- Laspistol
- Close-combat weapon
- Frag grenades
- Bike with Twin-linked bolters

Unit type:

- Bikes

Special Rules:

- Ancestral hatred
- Brothers in Arms

Note: While some Guildmembers prefer to ride on a trike rather than a bike they are treated as bikes, regardless of how many wheels they have.

Guild Heavy weapon Trike.....29 points each

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	WS	BS	S	T	W	I	A	Ld	Sv
Guild Trikes	3	3	3	4(5)	2	2	2	8	4+

Options:

- Any or all members of the squad may exchange the multi-melta for a:
 - Conversion beamer +15 points
 - Heavy bolter free
 - Lascannon +10 points
 - Missile launcher +10 points
 - Plasmacannon +5 points

Not all trikes have to be armed in the same way.

Unit Composition:

- 1-3 trikes per squad

Wargear:

- Laspistol
- Multi-melta
- Bike

Unit type:

- Bikes

Special rules:

- Ancestral hatred
- Brothers in Arms

Heavy Support

Brotherhood weaponteam.....24 points per team

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	WS	BS	S	T	W	I	A	Ld	Sv
Weaponteam	3	4	3	4	1	2	1	7	5+

You may not have more than one unit per Brotherhood Combat-squad you include in the army. Note that the Weaponteam form their own units, and the multiples of the same weapon does not form "batteries".

Each team is comprised of two Brotherhood Gunners and a supportweapon. The teams are deployed at the same time, but do not have to maintain coherency with each other, only within the team, and operate separately once the game starts.

Unit Composition:

- 1-3 Weaponteam.

Wargear:

- The gunners have a lasgun each.
- One Mole mortar per two gunners

Unit Type:

- Artillery

Special rules:

- Ancestral hatred
- Brothers in Arms
- Fat of Foot

Options:

- The mole mortar can be upgraded to one on the following list.
 - Rapier Laser Destroyer +14 points
 - Tarantula with conversion beamer +24 points
 - Tarantula with heavy bolters +14 points
 - Tarantula with missile launchers +29 points
 - Tarantula with multi-meltas +24 points
 - Tarantula with lascannons +24 points
 - Tarantula with plasmacannon +24 points
 - Thudd gun +20 points
- The weaponteam may get a Refractor-field at a cost of +7 points per Team. This affects both the weapon as well as gunners.

STC-construct

The Squats may take any of the following vehicles as a Heavy support choice. Each vehicle counts as a single Heavy Support Choice.

- Landraider
- Predator Annihilator
- Predator Destructor
- Vindicator
- Whirlwind

These use the same rules as the vehicles under the same name in the Space Marine Codex, including pointcost, upgrades and stats (including the BS). They are not crewed by Marines though, but by Squat engineers with cowboy-hats.

The Landraider may transport 12 Squats or 6 Squats in Exo-armour. If the squad is mixed, count an Exo-armoured squat as two squats.

Summary

Troop Types

	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Squat	3	3	3	4	1	2	1	7	5+
Guild Bikes	3	3	3	4(5)	1	2	1	8	4+
Guild Trikes	3	3	3	4(5)	2	2	2	8	4+
Guildmaster	5	5	4	4	2	3	3	9	4+
Hearthguards	4	4	4	4	1	2	2	8	3+
Kinghand	5	4	5	4	3	3	3	10	3+
Living Ancestor	5	5	5	5	3	2	2	10	5+
Thanehand	5	4	4	4	2	3	3	9	3+
Veteran	4	4	4	4	1	2	2	7	5+
Veteran Advisor	4	4	4	4	1	2	2	8	4+
Veteran biker	4	4	4	4(5)	1	2	2	8	4+
Weaponteam	3	4	3	4	1	2	1	7	5+

Vehicles

		Armour			
	Type	Front	Side	Rear	BS
Termite	Vehicle, Immobile	13	13	13	2

Ranged Weapons

Name	Range	Str	AP	Type	Note
Graviton gun	12"	n/a	3	Assault 1	Sniper *
Mole mortar	48"	var.	Var.	Heavy 1	Barrage *
Rapier l. dest.	90"	9	1	Heavy 1	*
Thudd gun	60"	5	5	Heavy 4	Barrage, Blast

* - special rules exists for this weapon.

Designer's Notes

I have tried to be as true to the original list of the Squats in the Rogue Trader Compendium as possible. There are some errors in "translation" as it were, but all things considered I think it is about as good as it gets without going off towards other goals. I have seen other lists, but none have kept close to the original list, but instead have opted for a greater Fantasy-touch, or elaborated on points of their own. I felt this was such a shame as the Squats are a great concept in themselves. Some allowances have been taken to make them playable, and through adding options I hope that the list can still retain its original "feel" while still being a balanced playable list.

If you have any suggestions on improving the list or have other comments about it, feel free to visit www.40konline.com and post your comments there.

Version-history

This list is abbreviated. Some editions have been removed as they added very little that was new.

- 0.02 050412 - Basic math
- 0.03 050415 - Background added
- 0.04 050514 - Balancing
- 0.05 050526 - Bikes and psychic powers checked
- 0.07 051020 - Ancestral hatred added
- 0.08 051023 - Veteran-upgrades added
- 0.09 051030 - Typos edited. Hearthguard updated
- 0.10 051106 - Balancing
- 0.2 051114 - Trait-system
- 0.21 051119 - Superior Technology added
- 0.23 060119 - Balancing
- 0.24 060120 - Veteran Advisors added
- 0.25 060129 - Berserker added
- 0.26 060206 - Balancing
- 0.27 060208 - Termite revised
- 0.28 060210 - Balancing
- 1.0 070429 - Reformatted, traits removed
- 1.1 070517 - Inserted illustrations
- 1.11 070617 - Added Assault Vehicle
- 1.12 070620 - Balancing
- 1.13 070624 - Balancing
- 1.14 070629 - Reformatting
- 1.15 070701 - Balancing
- 1.16 070706 - Reformatting
- 1.17 070712 - Balancing
- 1.18 080206 - Added Summary
- 1.19 081226 - Converted to 5th ed
- 1.20 090102 - Reformatting
- 1.21 090108 - Balancing
- 1.22 090118 - Balancing
- 1.23 090214 - Added pictures to armylist
- 1.24 090928 - Reformatted to 5th Edition Codex Standard
- 1.25 091107 - Continued reformatting
- 1.30 100317 - Reformatted armylist.

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