

THE FEW AND FADING

This section of the book details the forces used by the Squats - their weapons, their units, and the special characters that lead them to war. Each entry describes a unit and gives the specific rules you will need to use it in your games. The army list (pages 13 - 22) refers back to these entries.

**Please also note that all toughness and strength modifiers due to default wargear are already accounted for in the unit's profile. **

**Please note that any additional attacks for having 2 or more close combat weapons are not included in a model's profile and need to be accounted for separately. **

SQUAT SPECIAL RULES

A Squat army uses a number of special rules that are common to several units, collected here for convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of your *Warhammer 40,000* rulebook.

Fat of Foot

Squats plod along on shorter and stronger legs than most, causing their armies to always advance at a slow yet steady pace.

A unit with this special rule can only move 4" in the Movement Phase, Run D3+1", must roll 3D3 for determining charge range, and Falls Back 3D3.

Short & Stocky

The Squat race evolved on gravity-heavy worlds which compressed and condensed their figures over the generations. While their stunted height has made them the butt of many jokes, it does noticeably affect the way they plan their battle strategy.

A unit with this rule also has a Feel No Pain of 6+ and the Stubborn special rule.

Ancestral Hatred

There are two races that are responsible for the near-extinction of the Squats, and all Squats that have survived their onslaughts carry a truly heroic grudge against them.

A unit with this special rule has Hatred (Orks and Tyranids) and treats all models from Codex: Orks and Codex: Tyranids as having the Fear special rule.

WARLORD TRAITS

When generating a Warlord Trait, a Squat Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook or on the table below.

D6 WARLORD TRAIT

- 1 Legendary Stubbornness:** *This Warlord is renowned for their incredible obstinance, leading their armies with a fearsome determination.*
The Warlord has the Eternal Warrior special rule.
- 2 Expert Fieldcraft:** *Years of fighting on numerous planets and widely varying terrain have gifted this warlord with an uncanny ability to find suitable cover.*
The Warlord gains Stealth. If the Warlord already has Stealth, it is replaced with Shrouded.
- 3 Glorious Ancestry:** *This Warlord sees hand-to-hand combat as an art form, one which he can use in battle to bring honor to his forefathers.*
Warlord gains +2 Initiative and Crusader special rule.
- 4 Master Weaponsmith:** *This Warlord has perfected the art of the forge, his weapons rumored never to miss.*
The Warlord's close combat weapons gain the Master-Crafted special rule and his ranged weapons gain the Twin Linked special rule.
- 5 Rabble-Rouser:** *Such is this Warlord's ability to inspire his troops that it is said his men can fight with the ferocity of wild animals.*
One use only. Declare your Warlord is using this ability at the start of any player's Assault phase. For the duration of that phase, a single friendly unit from *Codex: Squats* within 18" of the Warlord has the Furious Charge or Counter-Attack special rule.
- 6 Familiar Ground:** *This Warlord has fought across the same stretch of space for decades, and he and his men know every secret passage and hidden gate these worlds have to offer.*
During deployment, all models in this army have additional 6" of deployment range.

FEUDAL LORDS

A Squat Commander is a seasoned and tenacious warrior whose rank requires not only military prowess but also the skills necessary to keep whole planets or even entire star systems prosperous. While these leaders often inherit their positions through noble ancestors, none attain their position without first proving themselves to their peers, in theatres of both war and politics. Indeed, before earning their place at the head of a Squat force many Commanders spend decades on the battlefield fighting in ferocious hand-to-hand combat with their most hated foes.

The High King

The most respected and powerful figure in a Squat society is its monarch. Selected by the collective Stronghold Lords of a League to serve for life, it is the duty of a High King to guide his League to prosperity and lead its largest armies in battle against the gravest threats. Depending on the size and resources of their League, the wrath of a High King may direct a force ranging anywhere from hundreds of thousands to hundreds of millions, both in trade and in war.

Stronghold Lords

It has been said that Leagues are only as great as the Strongholds which they consist of. To ensure that a League remains strong, only Stronghold Lords whose systems have long and celebrated legacies are deemed worthy to undertake self-serving campaigns into hostile territory. Otherwise, if a Stronghold Lord allows their holdings to perform poorly, they will often be instructed to send their warriors to defend worlds far from their own for the protection of families they know not.



Each Stronghold Lord has the general authority to act as they wish within their own dominion, being directly answerable only to the High King they've sworn fealty to. Solely by the political machinations of a League Council may a Stronghold Lord's actions be influenced in any way by a peer, a decades-long and arduous affair typically undertaken by none but the most tenacious of Lords.

Vassal Lord

Within the Leagues of the Galactic Core, each Stronghold Lord derives his right to rule from the collective will of their Stronghold Council, comprised of the lesser lords of their realm. Though obliged to serve at the pleasure of their Stronghold Lord, these Vassal Lords typically derive their titles from entrenched traditions that have been handed down the generations for centuries – or in some rare cases several millennia. For a Stronghold Lord to revoke a title, or even veto the traditional transfer of one, is considered one of the most egregious sanctions they can impose.

A given Vassal Lord's title could be charged with the oversight of a region as menial in size as that of a small country, or as vast as a whole continent, world, or even group of worlds. Regardless of the size of their realm however, or even the prestige of their ancestry, all Vassal Lords are held to the same lofty standards as spiritual, militaristic, and political leaders of their people.

	WS	BS	S	T	W	I	A	Ld	Sv
Vassal Lord	5	4	3	3	4	3	3	9	4+
Stronghold Lord	6	4	3	3	5	3	4	10	3+

Unit Type: Infantry (Character).

Wargear:

Vassal Lord: Plasteel battleplate, lasblaster, heavy heat hammer, deflector shields.

Stronghold Lord:
Remnant battleplate, lasblaster, power weapon

Special Rules:

Fat of Foot, Short & Stocky, Independent Character, Relentless

Stronghold Lord Only: Living Legacy, Ancestral Hatred

‘We have no words to describe our suffering, nor the centuries of progress we have lost. The only language we can speak is one of rage and defiance, and it will guide us well as we set out to rebuild what once was.’

-High King Einar Rachefügel
Of the League of Galgorok

THE CLERGY

Much like Space Marines, Squats reject the Imperial Cult that worships the Emperor of Mankind as a god. Instead they adhere to the Imperial Truth, which holds the Emperor was an extremely powerful being, rightful ruler of all Mankind, and the perfect physical, mental and spiritual embodiment of humanity, but still only a mortal. Across the Leagues, a myriad of druids from all manner of Clergy tirelessly defend this Truth against the encroachment of the Imperial Cult, reminding their brethren through oral tradition of the deeds of their mighty ancestors (over whom the spirit of the Emperor keeps watch). The most radical of such Druids are among the Psykers of the Squat race, Living Ancestors, who commune with their ancestors' spirits directly.

Living Ancestors

Their connection with the collective wisdom of the Ancients combined with the rarity of Psyker powers amongst the Squats make the Living Ancestors doubly venerated, and at times their word can be as influential, if not more so, than that of a feudal lord. Though some see such status as a threat, most League Lords welcome the wandering Psykers as advisors, taking full advantage of the sway each Living Ancestor holds over the masses.

For their part, Living Ancestors have few qualms over exploiting their own revered position amongst the common folk, as any personal ties they once held have been eroded by the passing of time. Due to their psychic gifts, it is common for Living Ancestors to reach



ages upwards of 800 years – more than three times the standard lifespan for Squats – and feel more akin to those who have passed than those who have now inherited the land.

Kaker Psykers

Living Ancestors of the House Kaker are perhaps the most reclusive and insidious, ancient beyond reckoning and colder than stone after a winter rain. To them power is the ultimate goal, and knowledge is power. However, when the Emperor of Mankind himself called the Council of Nikaea in the midst of the Great Crusade, it was ultimately decreed that all Psyker activity was to be heavily regulated by agents of the Imperium – and that “sorcery”, the unrestricted research and use of psychic abilities, was officially banned. But while Magnus, Primarch of the Thousand Sons, fumed at this decision and defiantly pursued the forbidden arts in secret, House Kaker acquiesced, on one condition – that its Matriarch receive formal training within the nascent Scholastica Psykana so she could serve as the foremost Imperial agent overseeing the Psykers of her House.

So it was that when Trunni Kaker returned from her five-year training on Terra, the Imperial Aquila had been branded unto her skin. For more than a thousand years since, House Kaker has followed the Imperial code to the letter, handing down its wards & tenants from generation to generation as they guard carefully against the Ruinous Powers of Chaos & their Daemonic agents. Yet the letter of the law is not its spirit, and the Kaker Psykers have proven themselves quite skilled at finding ways to legally probe ever deeper into the Warp...

	WS	BS	S	T	W	I	A	Ld	Sv
Living Ancestor	4	5	3	3	3	3	2	9	4+
Kaker Psyker	5	5	3	3	4	4	3	10	4+

Unit Type: Infantry (Character).

Wargear: Carapace armor, lasblaster, deflector shields, force stave (Living Ancestor only), master-crafted force weapon (Kaker Psyker only).

Special Rules:

Fat of Foot, Short & Stocky, Ancestral Hatred, Independent Character, Eternal Warrior, Psyker (Mastery Level 1) (Living Ancestor Only)

Kaker Psyker Only: Psyker (Mastery Level 3), Deep Strike, Branded by the Warp

Branded by the Warp (Kaker Psyker only):

Confers the Fear, Stealth, and Night Vision special rules, as well as +1 Attack & Initiative (already accounted for in profile). If chosen as Warlord, re-roll results of Glorious Ancestry.

THE GUILDS

First established by artisans seeking to protect their common interests, the Squat Guilds have amassed a vast treasure trove of knowledge & artifacts over the long centuries since. Jealously hoarding their secrets, they clutch the art & mystery of their crafts tightly to their chests. In short, while membership within one of these fraternal orders is the best path for the common Squat to enlightenment & luxury, being inducted is no small feat. The Guilds are highly particular, only admitting the best of the craftsmen or archaeologists available after lengthy investigations, evaluations, and interrogations. Yet even upon admittance, the protection & blessings of a Guild come at steep price, with Guildserfs spending decades toiling away as little more than indentured servants before earning the title, and freedoms, of a Guildsmith. Not even in death will the pledge of a Guildserf dissolve, for when a Squat promises his years to a Guild the liberty of his progeny are held as quite effective collateral.

Guildserfs

Laboring at the feet of massive blast furnaces to the deafening sounds of the forge, the Squats who dedicate themselves to weaponscraft make up the core of the Smithing Guilds. Known amongst the Guildserfs of other orders as Berzerkers, it is not uncommon for their ceaseless work to drive many among them to become impatient & ornery, known to violently overreact to any perceived slight. Still, despite doubts as to their sanity, each Berzerker's skill with a hammer is beyond question, and it is common for Lords to commission their services for the battlefield when they are not too busy at the forge. For their own part, Berzerkers consider their work mirrors of the glory of their ancestors, obsessively crafting what they consider to be the most beautiful works of art in the known galaxy, unshakeable in their belief in their own inherent superiority. To this end, it matters little to the Berzerker whether he bends steel or breaks bone, and to the more open-minded, blood is just another paint.

	WS	BS	S	T	W	I	A	Ld	Sv
Guildserf	3	3	3	3	2	3	1	7	5+
Overseer	3	3	3	3	2	3	2	8	5+

Unit Type: Infantry. Overseer is Infantry (Character).

Wargear: Mining armor, lasblaster, blasthammer.

Special Rules: Fat of Foot, Short & Stocky.



‘Wood burns, stone crumbles, iron rusts, and steel buckles. Yet such things can be undone, as we are still our father’s sons!’

*-Chant of the Grognard Berzerkers
Penned by Guildsmith Norrund of House Gereon*

Guildsmiths

Former Guildserfs one & all, Guildsmiths are veterans of the manufactorums, rugged survivalists who - through either cunning, skill, or sheer brutality - managed to distinguish themselves from amongst the laboring masses. They are the most tenacious of the Squats, desperate souls who endeavor each day to meet the ever-growing quotas necessary to maintain their status & privileges. For this dogged loyalty Guildsmiths are permitted a small degree of autonomy, allowed at times to embark on expeditions deep into space in search of lost artifacts or arts of their choice.

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

Unit Type: Infantry (Character).

Wargear: Carapace armor, heavy heathammer, deflector shields, lasblaster.

Special Rules: Fat of Foot, Short & Stocky, Independent Character, Dedicated Craftsman.

Dedicated Craftsman: Guildsmiths can only be deployed within units consisting exclusively of Troops.

NURI STEINMAHN

Lord Nuri Steinmahn exemplifies the traits of cruelty, guile, and unbridled pride that define House Steinmahn. Calculated & methodical, Nuri's ascension to nobility lasted decades but never faltered, his ambition dragging his rivals & superiors down as he slowly climbed the rungs of power. Nuri scorned the concepts of honor & loyalty that hindered his competitors, even seeking out aid from the Imperium of Man to gain an advantage over his brethren & elevate his standing. It was there, in the skinning labs of the Adeptus Biologis, Nuri found his only other passion in life besides dominion: the fields of biological & chemical warfare.

In Nuri's absence, the minor house of Steinmahn faded much from the public eye. Its brief moment in the spotlight died among whispers that its once-hero now sailed across the stars with the Imperium's Explorer Fleets, a traitor to his ancestors & League. The popularity of House Steinmahn fell to its lowest point when rumors spread that Nuri the Indomitable found his end as a Clawed Fiend maimed his face & ate his right eye before Imperial Agents left him for dead in the depths of the Koronus Expanse.

When Waaagh! Urgok invaded the planet Corbis, Nuri Steinmahn finally returned to the Galactic Core at what his detractors called "the most opportune moment." Armed with sacred knowledge gleaned from Imperial archives, the Steinmahn crushed the Ork invaders & any outspoken dissidents with the debut of his magnum opus: effluvium gas. Designed to repel the hordes of Orks & swarms of Tyranids plaguing the Galactic Core, effluvium gas serves as a lighter alternative to the chemicals spewed by Imperial Bane Wolves, meant to blind & suffocate infantry rather than melt armor or corrode metal. Few among the living noticed, & fewer still cared, that when the green gas cleared & they stood victorious, the silhouette of Nuri Steinmahn now occupied the office of planetary governor.



	WS	BS	S	T	W	I	A	Ld	Sv
Nuri Steinmahn	4	4	5	8	4	3	4	9	-

Unit Type: Monstrous Creature (Character).

Wargear: Golem Mining Suit, Fumigator, Reaper Autocannon, Extraction Vice.

Warlord Trait: Legendary Stubbornness.

Special Rules: Short & Stocky, Crusader, Hatred (Forces of the Imperium).

Cruel and Unusual: Units suffer -D3 Leadership when rolling for Fear tests caused by Nuri Steinmahn.

Legendary Remnant

Fumigator: *This heavy weapon spouts effluvium gas, choking the air from the lungs of xenos & dissidents alike as they claw at their burning eyes & the acidic taste of death fills their mouths. As effluvium enters the bloodstream, its victims' bones expand & crack while the skin shrinks & shrivels, tearing itself from muscle. The grotesque nature of this bioweapon strikes fear in the heart of every Eldar, for the agony of such a death acts as a shining beacon to the Dark Prince who devours all Eldar that perish by it.*

Range	Strength	AP	Type
Template	2	-	Assault 2, Fleshbane, Blind

JOLGUS LISTERBURG

Born & raised as House Listerburg's golden child, Jolgus "the Just" adorns posters all across the Galactic Core, a knight in shining armor whose blonde hair shimmers like the gilded halls of yore. He stubbornly lifts his people up from the depths of ruin to stand over the Xenos foe & crush their Ancestors' enemies with righteous glory. Jolgus' wealth is immeasurable & his favor coveted throughout League Galgorok.

However, few among the Squats understand the cost of their savior's grace: in return for their salvation, Jolgus demands absolute, unquestioning loyalty. Where that hedonist holds back an Ork WAAAGH! with one hand, he extends the other for payment, ransoming entire worlds in bargains to increase his already obscene personal wealth. Listerburg's immense, interstellar political machine ensures common Squats see only a man of mercy & compassion for his people who even risks his life to save planets devoid of strategic value & material wealth. Meanwhile, worlds who lack the material resources to repay Jolgus must instead surrender millions of their citizens to the Slaver Guilds of the Lords of Listerburg. In exchange for being spared eradication at the hands of the Eldar, the Steinmahn Klan learned this unfortunate truth when Jolgus demanded the indentured servitude of all its people as payment.

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

Unit Type: Jet Infantry (Character).

Wargear: Plasteel Battleplate, Trench Lance, Deflector Shields.

Special Rules: Fat of Foot, Short & Stocky, Crusader, Independent Character, Hatred (Forces of the Imperium).

Cleaving the Sky: Confers Hammer of Wrath to Jolgus & all Jet Infantry in his unit. Furthermore, a unit of Hearthguard Bombardiers deployed with Jolgus may exchange their Coilstuffers for Trench Lances for free.

Warlord Trait: Stand Your Ground!

When an enemy unit charges Jolgus, Jolgus can order his unit to stand their ground. A unit standing its ground cannot fire Overwatch, but if treated as having charged the enemy unit with the Furious Charge special rule in the Fight sub-phase (if the enemy's charge was successful). Jolgus must accept challenges in the same turn he issues this order and cannot issue this order while locked in combat.



ARMOR & WARGEAR

This section of *Codex: Squats* lists the weapons and equipment used by the Squats along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Few and Fading section (pages 36 to 46), while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

BOLTGUNS

The boltgun fires small missiles known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated the target. There are many variations of boltguns, from the short-barreled bolt pistol to the Vulcan mega-bolter often mounted on Titans and other super-heavy vehicles.

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Vengeance bolter	18"	4	3	Rapid Fire, Gets Hot



CONTRABAND

Some weapons prove too precious to lose, and so at times when their population dwindles into scarcity the Guilds will declare a monopoly upon their possession and use. Only the most brazen of brigands risk open defiance of these Orders of Contraband, flirting with a tortuous execution should the Guilds enforce it.

	Range	S	AP	Type
Harpoon	18"	8	5	Assault 1, Split Head, Amber A.I.
Hot-shot volley gun	24"	4	3	Salvo 2/4

GUILDVAULT WEAPONS

To befriend the Guilds comes with rich reward, for at the very least the Stronghold gains access to a new & meticulously upkeep armory.

	Range	S	AP	Type
Bazooka				
-Frag rocket	36"	4	6	Heavy 1, Blast, Amber A.I.
-Krak rocket	36"	8	3	Heavy 1, Amber A.I.
-Flakk rocket	36"	7	4	Heavy 1, Skyfire
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Heavy bolter	36"	5	4	Heavy 3
Hot-shot volley gun	24"	4	3	Salvo 2/4
Lasculvern	36"	9	2	Heavy 1, Amber A.I.
Meltagun	12"	8	1	Assault 1, Melta

HEAVY WEAPONS

In Squat armories, most weapons are organized by rank in terms of their weight & recoil. Those impressive enough get classified as heavy weapons, in some cases just one step short of being considered fully-fledged field artillery.

	Range	S	AP	Type
Chainstubber				
-Burst Fire	24"	4	6	Heavy 4, Pinning
-Full Auto	18"	4	6	Heavy 5, Rending
Heavy flamer	Template	5	4	Assault 1
Maser	18"	4	3	Heavy 1, Blast, Haywire
Mining laser	18"	6	3	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta

LAS WEAPONS

Las weapons fire packets of explosive laser energy – the larger the gun, the more powerful the shot. Regardless of size, las weapons are incredibly reliable, making them favored tools of war across the 'verse.

	Range	S	AP	Type
Hot-shot volley gun	24"	4	3	Salvo 2/4
Lasblaster				
-Standard	12"	3	3	Pistol
-Overcharge	8"	4	3	Pistol, Gets Hot, Blind
Lasculvern	36"	9	2	Heavy 1, Amber A.I.
Lasgun	24"	3	-	Rapid Fire
Las-Turret				
-Multi-laser	36"	6	6	Heavy 3
-Lascannon	48"	9	2	Heavy 1



MINING EQUIPMENT

Built to withstand the immense pressures of underground mining, these tools are best described as durable and rugged. It is with no hesitation then that the Squats bring to bring these tools into the theater of war, as despite being designed for gathering & refinement of resources they are perfectly suited for the battlefield.

	Range	S	AP	Type
Blasting Missiles	15"	7	2	Heavy 1, Blast, Ignores Cover
Maser	18"	4	3	Heavy 1, Blast, Haywire
Mining laser	18"	6	3	Heavy 3

SPECIAL ISSUE WEAPONS

Many weapons the Squats possess require intricate machinery & specialized knowledge to manufacture or replicate. These weapons get hoarded greedily, so none end up in enterprising hands.

	Range	S	AP	Type
Blazebelcher				
-Standard	18"	4	4	Assault 1, Blast, Gets Hot
-Overcharge	12"	4	4	Assault 4, Misfire
Coilstubber				
-Burst Fire	24"	3	6	Assault 2
-Full Auto	18"	3	6	Assault 3, Shred
Lasblaster				
-Standard	12"	3	3	Pistol
-Overcharge	8"	4	3	Pistol, Gets Hot, Blind



STUBBERS

A stubber is a fully automatic ballistic projectile weapon. Its rapid fire causes a heavy recoil, generally considered too unwieldy for the average Imperium citizen. These hefty and powerful guns are just perfect for the hardy Squat however, even if overcharging them can sometimes prove lethal to the wielder.

	Range	S	AP	Type
Stubber				
-Burst Fire	18"	3	-	Assault 2
-Full Auto	12"	3	-	Assault 3, Shred
Coilstubber				
-Burst Fire	24"	3	6	Assault 2
-Full Auto	18"	3	6	Assault 3, Shred
Heavy Stubber	36"	4	-	Heavy 3
Chainstubber				
-Burst Fire	24"	4	6	Heavy 4, Pinning
-Full Auto	18"	4	6	Heavy 5, Rending

STOCKPILE WEAPONS

Each Stronghold maintains an impressive collection of war reserve stock, vehicles & munitions scattered across a myriad of rapid access storage sites so it can respond threats from any direction in a timely manner. These stockpiles typically consist of scavenged, low-quality materials which are easily lost or replaced.

	Range	S	AP	Type
Autogun	24"	3	-	Rapid Fire
Heavy Stubber	36"	4	-	Heavy 3
Lasgun	24"	3	-	Rapid Fire
Shotgun	12"	3	-	Assault 2
Stubber				
-Burst Fire	18"	3	-	Assault 2
-Full Auto	12"	3	-	Assault 3, Shred



MELEE WEAPONS

FORCE WEAPONS

Force weapons are potent psychic weapons used exclusively by Psykers. By instilling a portion of their mental might into the weapon, a Psyker can strike the foe with an incredible storm of power that ravages and overloads their enemy's nervous system, leaving them a mindless shell.

	Range	S	AP	Type
Force sword	-	User	3	Melee, Force
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Force, Concussive

GRAV-BLUDGEON

The secrets of grav-weapon construction are known only to a precious few; only Guildsmiths who show the greatest promise are entrusted with the assembly and maintenance of such weapons. In battle, grav-weaponry affects the local gravity field, using its victim's own mass against them, an ordeal that will stun those it does not kill outright. Heavily armored targets find themselves crushed, while vehicles are left as crumpled, smoke-belching wrecks.

	Range	S	AP	Type
Grav-bludgeon	-	*	4	Melee, Graviton, Concussive

MINING EQUIPMENT

Built to withstand the immense pressures of underground mining, these tools are best described as durable and rugged. It is with no hesitation then that the Squats bring to bring these tools into the theater of war, as despite being designed for gathering & refinement of resources they are perfectly suited for the battlefield.

	Range	S	AP	Type
Blasthammer	-	User	-	Melee, Blind
Extraction Vice				
-Pincer Mode	-	+1	-	Melee, Crush
-Jewel Cutters	-	User	5	Melee, Multi-Tool, Master-crafted
Heavy heathammer	-	+2	-	Melee, Rending, Two-Handed



POWER FIST

A power fist is an armored gauntlet surrounded by a disruptive energy field. It is an incredibly destructive, but bulky, weapon.

	Range	S	AP	Type
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy



POWER WEAPONS

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armor, flesh, and bone with ease.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User	3/4	Melee

Note: Power lances have two profiles for both Strength & AP. The first is used only on a turn in which a model charges; the second is used at all other times.

RELIC BLADE

Relic blades are two-handed swords or axes sheathed in an armor-sundering power field. Most originated in the dark days of the Age of Wars, although some have been crafted in the long centuries since. Only Squats of great renown or desperation dare bear them in open combat.

	Range	S	AP	Type
Relic blade	-	+2	3	Melee, Two-handed

STOCKPILE WEAPONS

Each Stronghold maintains an impressive collection of war reserve stock, vehicles & munitions scattered across a myriad of rapid access storage sites so it can respond threats from any direction in a timely manner. These stockpiles typically consist of scavenged, low-quality materials which are easily lost or replaced.

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
Cudgel shield	-	User	-	Melee, Multi-purpose

TOXBLADE

Centuries of death at the hands of Splinter Fleet Lyndwyrn did not come without silver lining. For the Squats have now unlocked the secrets of some of the Tyranids most virulent toxins, coating their blades & bullets in the same vile fluids which poisoned their worlds & choked their very air. Toxblades are perhaps the most extreme example of this, edged weapons which at the click of a button begin to excrete vaporous gases that not only paralyze the muscles, but in short order liquifies them along with any skin or bone which may have been exposed.

	Range	S	AP	Type
Toxblade	-	User	-	Poisoned (3+)

SPECIAL ISSUE WARGEAR

ACTIVE CAMO PACK

Active camo packs bend light around their bearers, conforming to their form and rendering them almost invisible. However, this technology has yet to be perfected, and only prevents visual detection; those using this wargear can be observed by other means, including motion tracking, noise, and environmental disturbances (such as footprints).

Confers the Shrouded special rule, and enemies hitting this unit in close combat suffer -2 WS.

DEFLECTOR SHIELDS

Originally designed to enhance the effectiveness of Mining Armor against flying debris, Deflector Shields emit powerful energy fields that excel at redirecting, rather than absorbing, the energy of projectiles.

A unit with Deflector Shields counts its armor save as being 1 point better when determining if AP weapons penetrate their armor.

GRENADES

Grenades are small hand-held canisters packed with explosive charges and, sometimes, a more exotic payload, such as stumm gas. Grenades can be used to drive troops out of cover, set up smokescreens, or even cripple tanks.

Assault Grenades

Assault grenades, like the ubiquitous frag grenade, can be hurled at the enemy as your warriors charge into battle. The lethal storm of shrapnel from these grenades drives opponents further under cover for a few precious moments, allowing attackers more time to close in and, hopefully, get the first blow in against a disoriented foe.

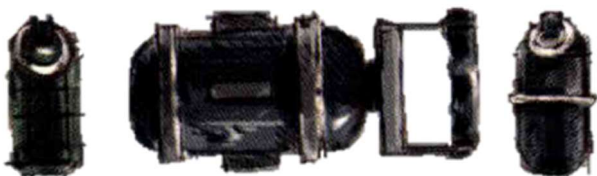
SHOOTING

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Frag grenade	8"	3	-	Assault 1, Blast

ASSAULT

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.



Haywire Grenades

Haywire grenades release electromagnetic pulses that disable or destroy vehicles.

SHOOTING

When a unit armed with haywire grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Haywire grenade	8"	2	-	Assault 1, Haywire

ASSAULT

Unless used in assaults against vehicles, Krak grenades have no effect. When used in assaults against vehicles, haywire grenades have the following profile:

	Range	S	AP	Type
Haywire grenade	-	2	-	Haywire

Krak Grenades

Krak grenades are shaped charges, excellent for cracking the armor on light vehicles.

SHOOTING

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Krak grenade	8"	6	4	Assault 1

ASSAULT

Unless used in assaults against vehicles or Monstrous Creatures, Krak grenades have no effect. When they are used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

	Range	S	AP	Type
Krak grenade	-	6	4	-

Melta Bombs

Melta bombs are fusion charges designed to burn through an armored hull in a matter of seconds.

VEHICLES AND MONSTROUS CREATURES

When used in assaults against vehicles or monstrous creatures, melta bombs have the following profile:

	Range	S	AP	Type
Melta bombs	-	8	1	Armorbane, Unwieldy



CARAPACE ARMOR

Carapace armor is made up of large, rigid plates of armaplas or ceramite molded to fit the wearer.

Carapace armor confers a 4+ armor save.

FLAK ARMOR

Many layers of ablative and impact-absorbent material go into weaving each flak armor jacket, enough to deflect or negate most low-level attacks such as small arms, shrapnel, and proximity blasts.

Carapace armor confers a 4+ armor save.

GOLEM MINING SUIT

Several precious resources are found very close to planet cores, places so deep and so hot that no Squat could normally venture there without fear of gruesome death. To survive in such oppressive heat, and to avoid getting crushed by sudden cave-ins, the Squats have built specialized Golem Mining Suits capable of withstanding all but the most blistering temperatures and strongest of blows.

A Golem Mining Suits confers Deflector Shields, a 3+ armor save, and the It Will Not Die special rule.

PLASTEEL BATTLEPLATE

Each member of the aristocratic Hearthguard is gifted with his very own set of armor upon completing his training. This battleplate is a scaled down and heavily modified version of Space Marine power armor,

Plasteel Battleplate confers a 4+ armor save, as well as the Bulky special rule.

WARPCLOAK

The refractive chemical substance Cameleoline is a holdover from the Dark Age of Technology, having been in continuous use since at least the Great Crusade and Horus Heresy of the late 30th and early 31st Millennia. Psykers of the Kaker Clan have hoarded it jealously since those days, and it serves as one of the ingredients in their infamous Warpcloaks, which hide them from all but the keenest of eyes.

Confers a 4+ invulnerable save.

Microsignum: Before rolling To Hit, use the Microsignum instead of shooting to give the other models in the unit +1 BS for the rest of the phase.

Minefield: If the Squat player takes a minefield, he gets six minefield markers (each an 8" by 4" rectangle), and these can be placed anywhere on the table outside the enemy's deployment zone. They are deployed as for normal Troops. Mines are never in reserve, they are always deployed on the tabletop at the start of a game.

When any model first moves over a minefield, roll to see if the marker is a minefield or a dummy. Roll a dice for each marker.

On a 4+ it is a minefield, on a 1-3 it a dud and removed with no further effect on the game. On any other result, that minefield is

ARMOR

MINING ARMOR

Mining is a dangerous occupation, and most Squats wear protective ceramite plating to shield them against flying debris. These suits can easily be converted into combat gear, and it is common practice for Squats to do so.

Mining Armor confers Deflector Shields and a 5+ armor save.

REMNANT BATTLEPLATE

Only the highest ranking in Squat society can boast of having the honor of charging into battle donned in ornate remnant battleplate. Each set is a masterpiece, crafted from the finest and rarest metals available, imbued with powerful enchantments and energy shields.

Remnant Battleplate confers Deflector Shields, a 3+ armor save, and a 5+ invulnerable save. Also confers the Bulky special rule.

SCRAP ARMOR

Some equip themselves with whatever they can scavenge, and their armor provides scant protection at best.

Scrap armor confers a 6+ armor save and Deflector Shields.



VEHICLE EQUIPMENT

Advanced Targeting System: Sky Swipes hit their target on a D6 roll of 4+ and all scatter distances are reduced by 3".

Assault Bay: Up to two units may embark or disembark per turn. If only one unit embarks or disembarks during a given movement phase, if it disembarked it may charge in the subsequent assault phase (as if having disembarked from an assault vehicle). If the vehicle is Wrecked or Explodes, only up to two units may make Emergency Disembark moves – any other embarked unit is destroyed.

Gunfire Ports: For the purpose of firing in the shooting phase, embarked units act as if they were embarked upon an open-topped vehicle.

Magnetic Recoil Absorbers: A Crawler equipped with Magnetic Recoil Absorbers can move and shoot in the same Game Turn.

Reinforced Ram: A vehicle with a reinforced ram can Tank Shock and Ram, and it treats its front Armor Value as two higher than normal when Ramming. Furthermore, the vehicle may re-roll failed Dangerous Terrain tests.

Thrillium Battle Plating: Ignores Crew Shaken.

Stubber Rack: Models equipped with Stubber weaponry in a unit with access to a Stubber Rack may re-roll results of 1 on failed To Hit rolls. Only one unit may use a given Stubber Rack per Shooting Phase.

Thrillium Drilltip: When resolving Ram attacks with its front armor value, the Heavy Transport Drill has a +3 Strength modifier and an AP of 2.

**This section transcribed from the Warhammer 40,000 Rulebook (6th Edition) - See Page 56 therein.*



LEGENDARY REMNANTS

Scrolls of Listerburg

Due to its constantly growing population, the Stronghold Listerburg has had a long history of trading Hearthguard services for goods and political favors – even with the High King!

A single unit of Hearthguard without upgrades may be taken as a troops choice.

Yöseppen Pendant

A huge gleaming emerald lies at the heart of each of these amulets, ringed with sparkling diamonds and pearls. Few such heirlooms were meticulously crafted by the twins Kalb and Cael as gifts for their fellow Stronghold Lords as a show of unity and their personal wealth. To reclaim such a relic would be to restore a primeval sovereignty.

The Warlord of this detachment may choose his warlord trait directly from the Squat table without having to roll. Additionally, D3 friendly units in the controlling player’s army gain the Outflank special rule.

Bogner’s Toll

More craftsman than king, Siedel IV spent most of his reign amongst the forges of the Guildhalls. It was there he smithed with abandon, pouring endless time & resources into his personal collection. Dubbed Bogner’s Toll for the staggering cost of its construction, Siedel’s hoard was finally bequeathed to the Guilds of Galgorok after nearly 200 years of his tinkering. To this day the man’s love for his craft shines clearly through his works as these aged weapons still aim true.

This Warlord has curried favor with the Guilds & thus gained access to a weapon from Bogner’s Toll. Roll 1D6 on the table below for weapon’s Type, then roll 1D3 to determine both its Strength & AP.

Bogner’s Toll: Roll Tables

D6 Result	Range & Weapon Type	S	AP
1	12” Pistol	D3+2	D3+1
2	18” Assault 2	D3+2	D3+2
3	24” Rapid Fire	D3+3	D3+3
4	30” Salvo 2/3	D3+2	D3+2
5	30” Ordnance 1, Blast	D3+4	D3+1
6	36” Heavy 2	D3+3	D3+1

The Morning Star

The most infamous of the Hands of Breaking is known amongst the survivors of the Yöseppen clan as ‘Bane of the Baddblud’ – a dreaded power fist last wielded by Kægar the Terrible, directly descended of the mighty Kalb. After being used by his ancestors to strike down the infamous Warboss Zargut, Kægar took advantage of its power to slay his rebellious cousin Rordic somewhere on the world of Vorneth – though it was lost shortly thereafter as Orks swarmed the planet and slew the young Stronghold Lord in turn.

Range	Strength	AP	Type
-	User+3	-	Melee, Blind, Soul Blaze, Magne-Core

Magne-Core: Armour-saves of 3+ or better suffer -1 to the results of saving throws made against Wounds from this weapon.

Lutgard’s Battleplate

Lutgard III Gereon wore his armor nearly everywhere he went, his fellow Stronghold Lords laughing behind his back at its ridiculous proportions and seemingly excessive emergency protocols – that is until the ork invasions proved his battleplate to be a prudent precaution.

Confers a 2+ armor save, Deflector Shields, and the Very Bulky special rule.

SQUAT WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold) exactly which of these lists you may use.

Special Issue Weapons

A model can take one of the following, in addition to their normal wargear:

- Coilstubber..... 2 pts
- Lasblaster**..... 3 pts
- Heavy Heat Hammer..... 5 pts
- Grav-Bludgeon**..... 8 pts
- Blazebelcher¹ 8 pts

¹ A squad may never purchase more than three Blazebelchers.

Ranged Weapons

A model can replace its ranged and/or melee weapon with one of the following:

- Lasgun, Autogun, or Shotgun free
- Stubber..... 1 pt
- Heavy Stubber 3 pts

Guildvault Weapons

A model can replace its ranged and/or melee weapon with one of the following:

- Meltagun..... 10pts
- Heavy Bolter¹..... 10 pts
- Bazooka¹..... 10 pts
- Grav-gun or **Hot-shot volley gun**..... 15pts
- Lasculvern¹..... 20 pts

¹May not be taken by Characters.

Heavy Weapons¹

A model can replace its ranged and/or melee weapon with one of the following:

- Chainstubber..... 5 pts
- Multi-melta 12pts
- Heavy Flamer 10 pts
- Maser 12 pts
- Mining Laser 15 pts

¹A squad may never purchase more than three of the same Heavy Weapon.

Contraband Weapons

A model can replace its ranged and/or melee weapon with one of the following:

- Hot-shot volley gun**..... 8 pts
- Harpoon 15 pts



Legendary Remnants

Only one of each Legendary Remnant may be taken per army. A model can replace one weapon with:

- Bogner's Toll 12 pts
- Scrolls of Listerburg¹ 30 pts
- Yöseppen Pendant^{1,2} 30 pts
- Bane of the Baddblud 35 pts
- Lutgard's Battleplate¹ 50 pts

¹ Does not replace one of the character's weapons.

² May only be taken by the Warlord.

Squat Vehicle Equipment

A model may take up to one of each of the following:

- Searchlight..... 1 pt
- Stubber..... 3 pts
- Smoke Launchers or Thrillium Battle Plating..... 5 pts
- Extra Armor..... 10 pts
- Camo Netting..... 15 pts
- Upgrade to Assault Vehicle..... 20 pts

HQ

Nuri Steinmahn											175 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Nuri Steinmahn	4	4	5	8	4	3	4	9	-	Monstrous Creature (Character)	1 (Unique)	

Wargear:

Golem Mining Suit
Fumigator
Reaper Autocannon
Extraction Vice

Special Rules:

Short & Stocky
Crusader
Cruel and Unusual
Hatred (Forces of the Imperium)

Warlord Trait:

Legendary Stubbornness

Options:

May take one Minefield¹.....50pts
¹You may only have one minefield for every 750 points in your army.

Mardol's Breachers											150 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Mardol Bogner	3	3	3	3	3	3	2	9	4+	Infantry (Character)	1 (Unique)	(21)
Stuntie	3	3	2	2	2	3	1	6	6+	Infantry	14 Stunties	

Wargear (Mardol):

Carapace armor
Lasblaster
Power Fist
 With Force
Cudgel shield
Melta bombs

Options:

All Stunties may swap their scrap armor & combat shields for carapace armor.....10 pts
Up to four Stunties may take a power weapon and lasblaster.....10 pts/model

Warlord Trait (Mardol):

Rabble-Rouser

Special Rules:

Fat of Foot, Short & Stocky, Scout, Ancestral Hatred (Mardol only),
Psyker (Mastery Level 1) (Mardol only)

Wargear (Stuntie):

Scrap armor
Shotgun
Combat shield
Krak grenades

Psyker: Mardol Bogner knows Rock Skin & Pebble Storm from the Discipline of Stone, as well as Ancestor's Antipathy from the Discipline of Sciomancy.

HQ

Jolgus Listerburg

80 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Jolgus Listerburg	4	4	3	3	4	4	3	9	4+	Jet Infantry (Character)	1 (Unique)	(19?)

Wargear:

Plasteel Battleplate
Trench Lance
Deflector Shields

Special Rules:

Fat of Foot
Short & Stocky
Ancestral Hatred
Fearless

Stand Your Ground:

When an enemy unit charges Jolgus, Jolgus can order his unit to stand their ground. A unit standing its ground cannot fire Overwatch, but is treated as having charged the enemy unit with the Furious Charge special rule in the Fight sub-phase (if the enemy unit's charge is successful). Jolgus must accept challenges in the same turn he issues this order and cannot issue this order while locked in combat.

Warlord Trait:

Stand Your Ground!
Cleaving the Sky
Independent Character

Cleaving the Sky:

Confers Hammer of Wrath to Jolgus & all Jet Infantry in his unit. Furthermore, a unit of Hearthguard Bombardiers deployed with Jolgus may exchange their Coilstubbers for Trench Lances for free.

Trench Lance: Master-crafted power lance with built-in storm bolter.

Ömner the Guildmech

45 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ömner Bohenburg	5	3	3	3	3	3	2	8	5+	Infantry (Character)	1 (Unique)	(19?)

Wargear:

Mining Armor
Lasblaster
Servo-Arm

Special Rules:

Fat of Foot
Short & Stocky
Tinkerer
Independent Character

Warlord Trait:

Master Weaponsmith

Tinkerer

In each of your Shooting Phases, regardless of having fired his weapon, Ömner may choose to tinker with a single vehicle within 3". Ömner cannot use this ability if he has gone to ground or is falling back.

- To tinker with a friendly vehicle, Ömner can be embarked upon it. Roll a D6, and on a 4+ you may either restore a Hull Point lost earlier in battle or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle, effective immediately.
- To tinker with an enemy vehicle, roll a D6. On a result of 3 or less, nothing happens. On a 4+, roll a D3 and consult the Tinker Table below:

Tinker Table

1 – Sabotage!

The enemy vehicle is treated as being Immobilized until the end of the Game Turn. Note that this cannot cause the loss of a Hull Point. Immobile Vehicles instead treat all of their shooting weapons as having the Gets Hot special rule until the end of their next turn.

2 – Hotwire!

Roll a scatter die and move the enemy vehicle 6" in a straight line in the indicated direction (Direct Hit!s result in Ömner choosing the direction). Note that this can remove the enemy vehicle from combat.

3 – Overload!

The enemy vehicle is reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn.

HQ

Stronghold Lord

120 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Stronghold Lord	6	4	3	3	5	3	4	10	3+	Infantry (Character)	1 Stronghold Lord	(19)

Wargear:

Remnant Battleplate
Power Weapon
Lasblaster

Options:

May power weapon and/or lasblaster with a Relic Blade or Power Fist..... 10 pts
May take items from the **Legendary Remnants, Guildvault Weapons, Ranged Weapons, and/or Special Issue Weapons** sections of the wargear list.
May take any of the following:

Special Rules:

Fat of Foot
Short & Stocky
Ancestral Hatred
Living Legacy
Independent Character

Frag and Krak Grenades.....5 pts
Melta bombs.....8 pts



Hearthguard

75 points

Normally, only one unit of Hearthguard may be taken per army. However, you may take one additional unit of Hearthguard for each Scroll of Listerburg and/or Stronghold Lord in your army (including Unique characters).

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Hearthguard	4	4	3	3	4	3	2	8	4+	Infantry	3 Hearthguard	(23)
Hearthguard Veteran	4	4	3	3	4	3	3	9	4+	Infantry (Character)		

Wargear:

Plasteel Battleplate
Storm Bolter

Options:

May include up to three additional Hearthguard.....25 pts/model
Any normal Hearthguard may purchase a power weapon.....15 pts/model
For every three models in the squad, one normal Hearthguard may replace his

Special Rules:

Fat of Foot
Short & Stocky
Fearless
Relentless

Storm Bolter with one of the following:

Heavy Flamer.....5 pts/model
Bazooka (with Frag and Krak Rockets).....10 pts/model
May upgrade one Hearthguard to Hearthguard Veteran.....10 points
A Hearthguard Veteran may exchange his Storm Bolter for a **Lasblaster and a Power Fist**.....10 pts
Any model may take a Cudgel Shield.....7 pts/model
The entire unit may take any of the following:
Biologis Alterations.....*free*
Deflector Shields.....4 pts/model
Ancestral Hatred.....5 pts

HQ

Vassal Lord											80 points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vassal-Lord	5	4	3	3	4	3	3	9	4+	Infantry (Character)	1 Vassal-Lord

Wargear:

Carapace armor
 Lasblaster
 Heavy Heathhammer
 Deflector Shields

Options:

May replace Heavy Heat Hammer with one of the following:
 Grav-bludgeon.....3pts
 Power Maul.....10pts
 May take items from the **Contraband Weapons, Ranged Weapons,**
 and/or **Special Issue Weapons** sections of the wargear list.

Special Rules:

May take any of the following:
 Independent Character Stealth or Haywire Grenades.....5 pts
 Fat of Foot Melta-bombs or Cudgel Shield.....8 pts
 Short & Stocky Locator Beacon or Microsignum.....10 pts
 Relentless May take one of the following:
 Frag and Krak Grenades.....5 pts
 Minefield¹.....50 pts
 May take Ancestral Hatred.....free

¹ You may only have one minefield for every 750 points in your army.



Ogryn Escort 40 points
 You may take one Ogryn Escort for each Vassal Lord in your army.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ogryn Bodyguard	4	3	5	5	3	2	3	6	5+	Infantry	1 Ogryn Bodyguard
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+	Infantry (Character)	

Wargear:

Flak Armor May include up to two additional Ogryn Bodyguards 40 pts/model
 Ripper Gun May upgrade one Ogryn Bodyguard to a Ogryn Bone 'ead 10 pts
 Frag Grenades The entire squad may take Deflector Shields 4 pts/model

Options:

Special Rules

Hammer of Wrath, Stubborn, Very Bulky

HQ

Living Ancestor											55 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Living Ancestor	4	5	3	3	3	3	2	9	4+	Infantry (Character)	1 Living Ancestor	(19)
Kaker Psyker	5	5	3	3	4	4	3	10	4+	Infantry (Character)		

Wargear (Ancestor): Options:

- Carapace armor A Living Ancestor may take up to two additional Mastery Levels.....25 pts/level
- Force Stave A Living Ancestor may take melta bombs or a Cudgel Shield.....8 pts
- Lasblaster A Living Ancestor may take a single item from the **Legendary Remnants** list.
- Deflector Shields Any model may take items from the **Ranged Weapons** and/or **Special Issue Weapons** lists. Once per detachment, a Living Ancestor with Mastery Level 3 may swap all its wargear and upgrade to a Kaker Psyker.....10pts

Wargear (Kaker):

- Carapace armor A Kaker Psyker may take one of the following:
- Master-crafted
 - Melta Bombs.....8 pts
 - Power fist or a Warpcloak.....15 pts
- Lasblaster A Kaker Psyker may upgrade his Master-Crafted Force Weapon with one of the following:
- Deflector Shields
 - Daemonbane.....8 pts
 - Rending.....10 pts

Special Rules:

Fat of Foot, Short & Stocky, Ancestral Hatred, Independent Character, Psyker (Mastery Level 1), Branded by the Warp (Kaker Psyker Only), Deep Strike (Kaker Psyker Only), Eternal Warrior

Psyker:

Living Ancestors generate their powers from the **Pyromancy** and **Stone Disciples**. Kaker Psykers generate their powers from the **Pyromancy**, **Stone**, and **Sciomancy** Disciplines.

HQ

Guildsmith

65 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guildsmith	4	4	3	3	3	3	2	8	4+	Infantry (Character)	1 Guildsmith	(20)

Wargear:

Carapace armor

Heavy Heat Hammer

Lasblaster

Deflector Shields

Options:

A Guildsmith may master up to two of the following Lost Arts:

Thrillium Smithing.....20 pts

Biotoxin-Lacing or Magma Shielding.....25 pts

Warp Crystal Jeweling.....30 pts

Electro-Magnetic Rifling.....35 pts

May take Ancestral Hatred.....free

Special Rules:

Fat of Foot

Short & Stocky

Dedicated Craftsman

Independent Character

Lost Arts

Thrillium Smithing:

Though largely believed to be lost forever, the secrets of making Thrillium still exist, scribbled in forgotten logs hidden on worlds long abandoned and desolate. A handful of Guildsmiths still seek out these tomes, and the few who find them immediately begin producing what they can to aid their war-bound brethren.

The Guildsmith and the unit he is deployed with increase their armor value by one. Note that this effect cannot stack.

Biotoxin-Lacing:

After centuries of battling the Tyranid menace, the Squats have learned to use any weapon they can to defend themselves. One such armament comes directly from the Tyranids themselves, as certain Guildsmiths have perfected the art of extracting poisons from fallen Venomthropes and carefully lacing the weapons of their allies with them.

The ranged and melee weapons of the Guildsmith and the unit he is deployed with have the Poisoned (5+) special rule.

Magma Shielding:

Heat rapidly disperses against the quantum shielding projected by the nodes nestled in the Guildsmith & his underlings' annealed armor, allowing Squats to walk among flames unscathed.

The Guildsmith and the unit he is deployed with have +2 Toughness against Melta, Plasma, Flamer, and Pyromancy attacks.

Warp Crystal Jeweling:

This Guildsmith travels far and wide in search of Warp Crystals, powerful gems he will enchant and set into the trim of armor. Despite their small size they are incredibly potent and project a protective field about their bearer.

The Guildsmith and the unit he is deployed with have an invulnerable save of 5+.

Electro-Magnetic Rifling:

Utilizing ancient methods lost to many, this Guildsmith heavily modifies the barreling of the firearms brought to him, extending the range of the weapons by incorporating small electrical generators and kinetic magnetic systems to increase spin and exit velocity.

The Guildsmith and the unit he is deployed with increase the range of their shooting weapons by 6", and gain AP6 (null if base AP better). Note that this effect cannot stack & does not affect Coilstuffers.

TROOPS

Militiamen											50 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Militiaman	3	3	3	3	2	3	1	7	5+	Infantry	4 Militiamen	(21)
Bannerman	3	3	3	3	2	3	2	8	5+	Infantry (Character)	1 Bannerman	

Wargear:

Mining Armor
Stubber

Options:

May include up to five additional Militiamen.....8 pts/model
The Bannerman may take items from the **Special Issue Weapons** section of the wargear list.
The Squad may take a Transport Drill as a Dedicated Transport.
The unit may take Ancestral Hatred.....*free*

Special Rules:

Fat of Foot
Short & Stocky

Guildserfs											55 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guildserf	3	3	3	3	2	3	1	7	5+	Infantry	4 Guildserfs	(20)
Overseer	3	3	3	3	2	3	2	8	5+	Infantry (Character)	1 Overseer	

Wargear:

Mining Armor
Lasblaster
Blashtammer

Options:

May include up to five additional Guildserfs.....9 pts/model
The Overseer may take items from the **Special Issue Weapons** section of the wargear list.
The Squad may take a Transport Drill as a Dedicated Transport.
The unit may take Ancestral Hatred.....*free*

Special Rules:

Fat of Foot
Short & Stocky

DEDICATED TRANSPORT

Transport Drill	35 points			
Armor				
BS	F S R HP	Unit Type	Unit Composition	Page
3	11 10 10 3	Vehicle (Transport)	1 Transport Drill	(22)

Wargear: Twin-Linked Stubber
Fire Points: None
Transport Capacity: Six models.
Access Points: One, on the front.

Special Rules: Burrowing Tool
Debris

Options: May take Gunfire Ports.....15 pts
May take items from the **Squat Vehicle Equipment** list.

Ram	80 points			
Armor				
BS	F S R HP	Unit Type	Unit Composition	Page
3	13 10 11 3	Vehicle (Tank)	1 Ram	(22)

Wargear: Searchlight
Smoke Launchers
Meltagun
Reinforced Ram

Fire Points: One; top hatch.
Transport Capacity: Seven models.
Access Points: Two; one right, one rear.

Options: May take a **Black Belch Engine** or Locator Beacon.....10pts
May take one additional pintle mounted melta-gun.....15pts
May take items from the **Squat Vehicle Equipment** list.

Black Belch Engine: Once per game, this vehicle may choose to activate its Black Belch Engine and roll a D6. On a 3+, the vehicle may Flat Out 12". On any other result, the vehicle may Flat Out 9" and then suffer the loss of a single Hull Point.

ELITES

Grenadiers

80 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Grenadier	4	4	3	3	2	3	2	7	4+	Infantry	4 Grenadiers	(24)
Baron	4	4	3	3	2	3	2	8	4+	Infantry (Character)	1 Baron	

Wargear:

Carapace armor
Coilstubber
Frag Grenades
Krak Grenades
Deflector Shields

Options:

May include up to five additional Grenadiers.....14 pts/model
Up to five Grenadiers may take items from the **Heavy Weapons** list.
Any model may take a Cudgel Shield or a Grav Bludgeon.....3 pts/model
Any model may swap their Coilstubber for Heavy Heat Hammer & Lasblaster.....*free*
The unit may take any of the following:
 Deep Strike.....2pts/model
 Ancestral Hatred.....*free*
The Baron may take items from the **Special Issue Weapons** section of the wargear list.
The Baron may take any of the following:
 Melta bombs.....5 pts
 A locator beacon.....10 pts
One unit of Grenadiers without Heavy Weapons in the army may replace their Baron with Wessel Mugwump, exchanging their Carapace armor and Coilstubbers for Mining Armor and Sniper Rifles.....40 pts

Special Rules:

Fat of Foot
Short & Stocky
Relentless

Wessel Mugwump

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wessel Mugwump	2	4	2	2	2	4	1	6	5+	Infantry (Character)	1 (Unique)

Wargear:

Mining Armor
Two lasblasters
Sniper Rifle

Special Rules:

Scout
Acute Senses
Stealth
Sly Fixer
Fat of Foot
Short & Stocky

Sly Fixer:

Models in Mugwump's unit lose Relentless but gain Move Through Cover, and Mugwump's unit may choose to reroll Leadership tests.

ELITES

Blackguards

75 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Pirate	4	3	3	3	2	3	1	(2D3+3)	5+	Infantry	3 Pirates	(24)
Buccaneer	4	3	3	3	2	3	1	(2D3+3)	5+	Infantry	2 Buccaneers	
Marauder	4	4	3	3	2	3	2	8	5+	Infantry (Character)		

Wargear (Pirate):

- Flak Armor
- Active Camo Pack
- Toxblade
- Close combat weapon

Options:

- May take up to three additional Pirates.....15 pts/model
- May take up to two additional Buccaneers.....15 pts/model
- For every two models in the unit, one Buccaneer may take an item from the **Contraband Weapons** section of the wargear list.
- Any model may take items from the **Special Issue Weapons** section of the wargear list.

Wargear (Buccaneer):

- Flak Armor
- Active Camo Pack
- Lasblaster
- Cudgel Shield

- Any Pirate may swap their close combat weapon for a chainaxe..... 1pt/model
- One Pirate may be upgraded to a Marauder.....10 pts
- A Marauder may take one of the following:
 - Vengeance Bolter instead of a Toxblade.....*free*
 - Melta bombs.....5 pts
 - Locator Beacon.....10 pts
- The unit may take Ancestral Hatred.....*free*

Special Rules:

- Fat of Foot
- Short & Stocky
- Soldiers of Fortune
- Monster Hunter (Marauder only)

Soldiers of Fortune: *Confers Scout. At the beginning of the game, before deployment and after roll-off, randomly determine all power weapons (axe, maul, or sword). All non-Marauder Leadership for the duration of the game is (2D3+3).*

ELITES

Planetary Defense Unit											65 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Draftee	2	2	3	3	2	3	1	6	-	Infantry	9 Draftees	(21)
Draft Sgt	3	3	3	3	2	3	2	8	6+	Infantry (Character)	1 Draft Sgt.	
Ordnance Team	2	2	3	3	4	3	1	6	-	Infantry		
Brewster	4	3	3	3	3	3	2	8	4+	Infantry (Character)		
Abt Rallyman	4	4	3	3	2	3	2	8	5+	Infantry (Character)		

Wargear (Draftee):

Autopistol
Close combat weapon

Options:

May include up to five additional Draftees.....6 pts/model
Any model may swap their Autopistol for an Autogun.....*free*
The entire unit may take one of the following:

Wargear (Draft Sgt.):

Heavy Heat Hammer
Frag Grenades
Scrap armor
(Sgt. only)
Carapace armor
(Brewster only)
Mining armor
(Rallyman only)

Scrap Armor.....18 pts
Mining Armor.....2 pts/model
For every five models in the unit, one Draftee may take items from the **Ranged Weapons** and/or **Special Issue Weapons** sections of the wargear list.
For every five models in the unit, a Draftee may swap its close combat weapon for one of the following:
Grav-bludgeon or Chainaxe.....1pt/model
Blasthammer.....3pts/model

If the unit numbers less than fifteen models, two Draftees may form an Ordnance Team...20pts
If the unit numbers fifteen models, up to two Ordnance Teams may be formed.....20 pts/team
Each Ordnance Team may take an Amber AI.....5 pts/team

Special Rules:

Fat of Foot
Short & Stocky
Combat Detachments
Ordnance Team
(Ordnance Team only)
First Round's on Me
(Brewster only)
Everyman's Hero
(Rallyman only)

May upgrade the Draft Sgt. to one of the following:
Voltsschluenkastein Brewster.....10pts
Abt Rallyman.....15pts
Any Character may take items from the **Ranged Weapons** and/or **Special Issue Weapons** sections of the wargear list.
The unit may take **Ancestral Hatred**.....*free*

Combat Detachments:

At any point, a Planetary Defense Unit may break down into two separate units of at least six models each, which are treated as separate units for all purposes, for the remainder of the game.

Ordnance Team:

For all game purposes, each Ordnance Team is treated as a single model with the Bulky special rule – it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

First Round's on Me:

Once per game, the player may declare they are using this special rule at any point. For the remainder of the Game Turn, the unit has the Rage and Counter-attack special rules.

Everyman's Hero:

Confers Fleet to the unit. The unit may run and then shoot Snapshots. The Abt Rallyman must issue and accept challenges. If the Abt Rallyman slays an enemy character in a challenge, his unit gains the Fearless special rule for the remainder of the game.

HEAVY SUPPORT

Golem											150 points	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Golem [V4]	4	3	5	8	4	3	4	9	-	Monstrous Creature	1 Golem	(8?)

Wargear:

Golem Mining Suit
 Mining Laser
 Blasting Missiles
 Extraction Vice
 Searchlight

Options:

May take Magma Shielding.....20 pts
 May take Ancestral Hatred.....free
 May exchange its Mining Laser for a Maser or Hot-shot volley gunfree

Special Rules:

Short & Stocky, Crusader

Golem Mining Suit

Several precious metals are found very close to planet cores, places so deep and so hot that no Squat could normally venture there without fear of gruesome death. To survive in such oppressive heat, and to avoid getting crushed by sudden cave-ins, the Squats have built specialized Golem Mining Suits capable of withstanding all but the most blistering temperatures and strongest of blows.

A Golem Mining Suits confers 5+ invulnerable save, Night Vision, Deep Strike, & It Will Not Die.

Extraction Vice:

Pincer Mode - User+1 - Melee, Crush
 Jewel Cutters- User 5 Melee, Multi-Tool, Master-crafted

Crush: If a model suffers an unsaved wound from this weapon, it must take a Crush Test. A Crush Test is an Initiative Test – if the test is failed, the model suffers Instant Death.

Multi-Tool: When using its Jewel Cutters, a Golem does not benefit from the Smash special rule but has +2 attacks.

Magma Shielding

Magma Shielding consists of tremendously powerful heat-dispersion fields that protects noticeably well against Meltas, Plasma, Flamers, and Pyromancy – a Golem with Magma Shielding has +2 Toughness against these attacks.

Crawler											245 points
	Armor										
	BS	F	S	R	HP	Unit Type	Unit Composition	Page			
Crawler	3	13	13	12	3	Vehicle (Tank, Heavy)	1 Crawler Tank	(22)			

Wargear:

Crawler Cannon
 Stubber

Options:

May take an Advanced Targeting System.....20pts
 May take Magnetic Recoil Absorbers.....50pts
 May take items from the **Squat Vehicle Equipment** list.

Special Rules:

Move Through Cover
 Behemoth

HEAVY SUPPORT

Thudd Gun Battery

75 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Thudd Gun	-	-	-	7	2	-	-	-	3+	Artillery	1 Thudd Gun	(22)
Loader Crew	3	3	3	3	2	3	1	7	6+	Infantry	2 Loader Crew	

Wargear:

Thudd Gun:

Thudd Gun

Scrap Armor

Lasblaster

Options:

May include one additional Thudd Gun.....75 pts

May take up to three additional Loader Crew.....9 pts/model

The entire unit may exchange its Scrap Armor for Flak Armor.....5pts

May take Ancestral Hatred.....free

Special Rules (Loader Crew):

Fat of Foot, Short & Stocky

Thudd Gun

Thudd Gun Indirect Fire Mode 12-36" S5 AP- Heavy 2, Blast, Barrage, Shrapnel, Amber AI
 Direct Fire Mode 18" S6 AP- Heavy 4, Shrapnel, Amber AI

Shrapnel: When firing Indirectly, each unit hit by this weapon suffers an additional D3 automatic hits at S3 AP-. When firing Directly, each successful To Hit rolled by this weapon causes an additional D3 automatic hits at S3 AP-.

FAST ATTACK

Jünker Squadron								80 points
Armor								
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Jünker	3	11	11	10	3	Vehicle (Skimmer)	1 Jünker	(22)

Wargear:

Melta Cannon
Stubber

Options:

May include up to two additional Squat Jünkers.....80 pts/model
May take items from the **Squat Vehicle Equipment** list.

Hearthguard Bombardiers										80 points		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Bombardier	4	4	3	3	4	3	2	8	4+	Jet Infantry	3 Bombardiers	(23)
Bombardier Veteran	4	4	3	3	4	3	3	9	4+	Jet Infantry (Character)		

Wargear:

Plasteel battleplate
Coilstubber

Options:

May upgrade one Bombardier to Bombardier Veteran.....10 pts
Any model may take items from the **Guildvault Weapons** section of the wargear list.
The entire Bombardier Squad can take Deflector Shields.....10 pts
The unit may take Ancestral Hatred.....5 pts
The unit may take Biologis Alterations.....*free*

Special Rules:

Fat of Foot
Short & Stocky
Ancestral Hatred
Fearless
Relentless
Wing-Clippers

FAST ATTACK

Tarantula Sentry Gun 50 points

	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
Tarantula	2	10	10	10	4	Vehicle (Heavy)	1 Tarantula Sentry Gun	(22)

Wargear:

Twin-Linked Heavy Bolter
 Deep Strike
 Searchlight

Options:

May replace Twin-Linked Heavy Bolter with one of the following:

Twin-Linked Multi Melta **or Hot-shot volley gun**.....*free*
 Lasculvern.....10 pts
 Reaper Autocannon..... 15 pts

May include an additional Tarantula.....50 pts

Special Rules

Sentry Fire: A unit of Tarantulas will always turn to fire at the nearest enemy target to which it can draw line of sight in any direction, while respecting the Targeting special rule. The controlling player cannot designate a different target.

Targeting: Which enemy unit a Tarantula will target is dictated by its armament. Heavy Bolter or Reaper Autocannon equipped Tarantulas will fire at the nearest non-vehicle within range and line of sight. Lascannon or Multi-Melta equipped Tarantulas will fire at the closest enemy vehicle or monstrous creature within range and line of sight. If there is no preferred target, then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilized vehicles will still continue to be targeted.

Spall Lining: Penetrating shots against Tarantulas suffer -2 to their rolls on the Vehicle Damage Table.

REFERENCE

ARMY SPECIAL RULES (PG 3)

Ancestral Hatred: Unit has Hatred (Orks and Tyranids), and treats all models from Codex: Orks & Codex Tyranids as having the Fear special rule.

Fat of Foot: A unit with this special rule can only move 4" in the Movement Phase, Run D3+1", must roll 3D3 for determining charge range, and Falls Back 3D3.

Short & Stocky: Unit has Feel No Pain 6+ and Stubborn.

SPECIAL RULES

Amber AI: A weapon or model equipped with an Amber AI may re-roll one failed To Hit roll per Shooting Phase. Blast weapons with this special rule instead only scatter D6.

Behemoth: A Crawler cannot move and shoot its Crawler Cannon, and penetrating shots against it suffer -1 to their roll on the vehicle damage table.

Branded by the Warp: Confers the Fear, Stealth, and Night Vision special rules. If chosen as Warlord, re-roll results of Glorious Ancestry.

Burrowing Tool: A Transport Drill and its unit can begin in Reserves and make a Deep Strike. While moving, it ignores Difficult, Dangerous, and Impassable Terrain. If it ends its movement in base contact with a non-flyer vehicle, the enemy vehicle suffers D3 S7 AP- automatic hits and the Transport Drill cannot move Flat Out. If it ends movement under any non-vehicle unit, the unit moves 1" away.

Cleaving the Sky: Confers Hammer of Wrath to Jolgus & all Jet Infantry in his unit. Furthermore, a unit of Hearthguard Bombardiers deployed with Jolgus may exchange their Coilstuffers for Trench Lances for free.



Combat Detachments: At any point, a Planetary Defense unit may break down into two separate units of at least six models each, which are treated as separate units for all purposes, for remainder of the game.

Cruel and Unusual: Enemy units suffer a -D3 modifier to their Leadership when making Fear tests against Nuri.

Dedicated Craftsman: Guildsmiths can only be deployed with units consisting exclusively of Troops. Up to two Guildsmiths can be deployed per unit.

WARLORD TRAIT TABLE

D6	Warlord Trait
1	Legendary Stubbornness: Eternal Warrior.
2	Expert Fieldcraft: Confers Stealth, or upgrades Stealth to Shrouded.
3	Glorious Ancestry: +2 Initiative and Crusader.
4	Master Weaponsmith: The Warlord's close combat weapons are Master Crafted and his shooting weapons are Twin Linked.
5	Rabble-Rouser: One Use Only. Use at the start of an Assault phase. A friendly unit from <i>Codex: Squats</i> within 18" of the Warlord gets either the Counter-Attack or Rage special rule that phase.
6	Familiar Ground: +6" Deployment.

Debris: If a Transport Drill moves at Cruising Speed but does not move Flat Out, it receives a 6+ Cover Save until its next Movement Phase. This effect is nullified if the Transport Drill ends Cruising Speed under a non-flyer vehicle. This effect also confers a 6+ Cover Save on the turn a Transport Drill arrives via Deep Strike, following the same rules.

Everyman's Hero: Confers Fleet to the unit. The unit may run and then shoot Snapshots. The Abt Rallyman must issue and accept challenges. If the Abt Rallyman slays an enemy character in a challenge, his unit gains Fearless for the remainder of the game.

First Round's On Me: Once per game, the player may declare they are using this special rule at any point. For the remainder of the Game Turn, the unit has the Rage and Counter-attack special rules.

Graviton: The roll needed To Wound when attacking with a grav weapon is always equal to the armor save of the target, to a minimum of 6+. For example, when resolving a hit against a Space Marine in power armor, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armor penetration as normal. On a 1-5 nothing happens, but on a 6 the target suffers an Immobilized result and loses a single Hull Point. Grav weapons have no effect on buildings.

Misfire: A unit choosing to fire weapons with their Overcharge profile must first roll a single D6 before firing. On a 3+, fire with the Overcharge profiles normally. For each roll of 1 or 2, at least one of the weapons Misfires; the firing unit first suffers and resolves D3 automatic Wounds (allocated randomly, armor or invulnerable saves can be taken) before firing the Overcharge profiles with any surviving models. A vehicle instead suffers a glancing hit on a further roll of 1, 2, or 3 each time the weapon Misfires.

Multi-purpose: Confers the Concussive special rule and a 5+ invulnerable save.

Ordnance Team: For all game purposes, each Ordnance Team is treated as a single model with the Bulky special rule - it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

Shattershot: Any unit hit by an Explosive Bombard also suffers an additional 3D3 hits at S4 AP5.

Shrapnel: When firing Indirectly, each unit hit by this weapon suffers an additional D3 automatic hits at S3 AP-. When firing Directly, each successful To Hit rolled by this weapon causes an additional D3 automatic hits at S3 AP-.

Sly Fixer: Models in Mugwump's unit lose Relentless but gain Move Through Cover, and Mugwump's unit may choose to reroll Leadership tests.

Solid Shot: To use the Solid Shot profile of the Crawler Cannon normally, target an enemy unit by placing a small blast over it and rolling for scatter (following targeting restrictions for blast weaponry). Once the blast's final location is determined, trace a line (about 1in thick) between the center of the blast and the Crawler. All units touched by the small blast or under the line (friend or foe) are hit, with the exception of Zooming Flyers, Swooping Monstrous Creatures, and the Crawler itself, and each suffer D3+1 hits. Alternately, the Solid Shot profile may be used to attempt a Sky Swipe; when electing to make a Sky Swipe, the target unit must be either a Zooming Flyer or Swooping Monstrous Creature. On a D6 roll of 6, the target unit is hit and suffers D3+1 hits (no other units are hit).

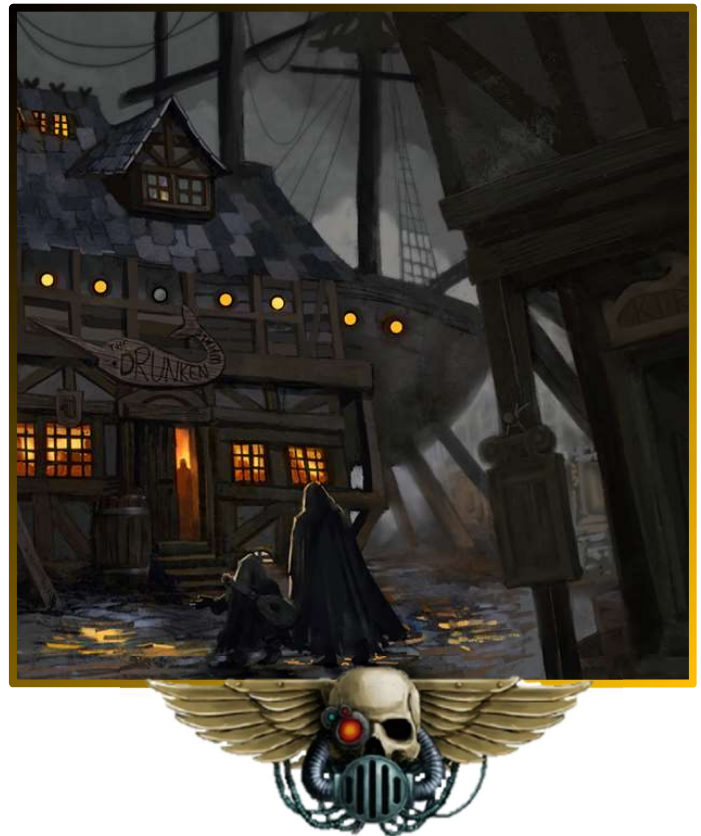
Soldiers of Fortune: Leadership for all Mercenaries in the unit is 2D3+3, rolled once for the unit at the beginning of the game before deployment and after roll-off. Also confers the Scout, Fleet, and Monster Hunter special rules.

Split Head: If a Harpoon shot hits an enemy model, multiply the hits by D3. Note that these hits cannot be allocated to other models in the target unit.

Tinkerer: In each of your Shooting Phases, regardless of having fired his weapon, Ömner may tinker with a single vehicle within 3". Ömner cannot use this ability if he has gone to ground or is falling back.

- Friendly vehicle: Roll a D6. On a 4+ restore a lost Hull Point or repair an Immobilized or Weapon Destroyed result.
- Enemy vehicle: Roll a D6. On a 4+, roll a D3 and consult the Tinker Table below:
 1. The enemy vehicle is Immobilized until the end of the Game Turn. This does not cause the loss of a Hull Point. Already Immobile Vehicles gain Gets Hot on their shooting weapons until the end of the Game Turn.
 2. Roll a Scatter Die and move the vehicle 6" in a straight line in the indicated direction (you choose direction on a Direct Hit!). This can remove a vehicle from combat.
 3. The vehicle is reduced to WS1 & BS1 until the end of their next turn.

Wing-Clippers: A model with this rule can choose whether or not to have the Skyfire rule each time it makes a shooting attack (choose once for all weapons).



Living Legacy: Confers Fearless & Relentless. All friendly units from this codex within 12" of the Stronghold Lord use his Leadership for Fear, Morale, Pinning, and Regroup tests. Furthermore, those friendly units also gain the Feel No Pain (5+) special rule. However, if the Stronghold Lord is removed as a casualty in a mission that uses Victory Points, your opponent gains one additional Victory Point.

Biologis Alterations: Each model of a unit of Hearthguard which has undergone Biologis Alteratis changes to Toughness 5 and 2 Wounds.

PSYCHIC POWERS



Discipline of Pyromancy

Primaris Power

FLAME BREATH

Warp Charge 1. Witchfire.

Range Template. *Flame Breath* is a Witchfire with the following profile: S5 AP4, Assault 1, Soul Blaze.

1. FIERY FORM

Warp Charge 1. Blessing.

The Psyker has +2 Strength, a 4+ invulnerable save, and his close combat attacks have the Soul Blaze special rule.

2. FIRE SHIELD

Warp Charge 1. Blessing.

Range 24". A friendly unit has a 4+ cover save against all shooting attacks that have neither the Soul Blaze nor the Melta special rule. If the blessed unit is successfully charged, the charging unit suffers 2D6 Strength 4 AP- hits, resolved at the same time as Hammer of Wrath attacks.

3. INFERNO

Warp Charge 1. Witchfire.

Range 24". *Inferno* is a **Witchfire** with the following profile: S4 AP5, Assault 1, Soul Blaze, Blast, Ignores Cover.

4. SPONTANEOUS COMBUSTION

Warp Charge 1. Focused Witchfire.

Range 18". Target suffers a wound with no armor or cover saves allowed. If slain, center a small blast over the model and all other models under it suffer a S4 AP5 hit with Ignores Cover.

5. SUNBURST

Warp Charge 1. Witchfire.

Range 6". *Sunburst* is a **Nova Witchfire** with the following profile: S4 AP5, Assault 2D6, Blind, Ignores Cover.

6. MOLTEN BEAM

Warp Charge 2. Witchfire.

Range 12". *Molten Beam* is a **Beam Witchfire** with the following profile: S8 AP1, Assault 1.

Discipline of Sciomancy

Primaris Power

ANCESTORS' ANTIPATHY

Warp Charge 1. Blessing.

Range 18". A friendly unit gains Preferred Enemy (Everything!).

1. TERRORS OF THE TOMB

Warp Charge 1-3. Malediction.

Range 30". Target unit must pass a Morale test on 2D6 if you use 1 Warp Charge point or 3D6 if you use 2 Warp Charge points. If you use 3 Warp Charge points, non-vehicles units must roll 3D6 & may not automatically pass.

2. ENSHROUD

Warp Charge 1. Blessing.

Range 18". A friendly unit gains +1 to its Cover Save, and enemy models striking the unit in close combat suffer -1 to their To Hit rolls.

3. MURDER OF CROWS

Warp Charge 1. Witchfire.

Range Torrent. *Murder of Crows* is a **Witchfire** with the following profile: S5 AP-, Assault 1, Rending, Soul Blaze.

4. LIVE BURIAL

Warp Charge 2. Witchfire.

Range 18". *Live Burial* is a **Witchfire** with the following profile: S4 AP-, Assault 2, Large Blast, Armorbane.

5. DEATH GRIP

Warp Charge 2. Focused Witchfire.

Range 48". *Death Grip* is a **Focused Witchfire** with the following profile: S7 AP4, Assault 2, Ignores Cover.

6. SOULRENDER

Warp Charge 2. Blessing.

The Psyker gains the following close combat weapon until his next Psychic Phase: S+1 AP2, Decapitating Blow, Two-Handed. Daemon Weapon.

Discipline of Stone

Primaris Power

ROCK SKIN

Warp Charge 1. Blessing.

A friendly unit within 18" adds +1 to its Feel No Pain.

1. PEBBLE STORM

Warp Charge 1. Witchfire.

Range 24". *Pebble Storm* is a **Witchfire** with the following profile: S3 AP-, Assault 10.

2. DWARVEN MIGHT

Warp Charge 1. Blessing.

The Psyker has +2 Attacks and +2 Strength.

3. FISSURE

Warp Charge 1. Focused Witchfire.

Range 30". Target suffers a S7 AP5 hit with the Rending and Strikedown special rules.

4. WEIGHT OF THE MOUNTAIN

Warp Charge 2. Malediction.

Range 24". Target unit suffers -2 WS, -1 BS, and moves as if in Difficult Terrain.

5. FORGEHAMMER

Warp Charge 1. Witchfire.

Range 24". *Forgehammer* is a **Witchfire** with the following profile: S5 AP-, Assault 1, Large Blast, Ignores Cover.

6. EYES OF THE ANCIENTS

Warp Charge 2. Blessing.

Range 18". A friendly unit has +2 WS, +1 BS, and Fleet.

Sources:

- Citadel Journal 20, "Epic 40K: Squats," by Warwick Kinrade, pp. 35-46
- Citadel Journal 14, "Epic 40K: Steel and Stone - The Steel Hawk & War Hawk Gyrocopters, Specialist Land Train Battlecars," and "Ahoy There! Ye Mutinous Dogs! - Pirate Armies, Part 2," by Phil Lowles, pp. 27-31, 43, 49
- Codex Imperialis (1st Edition), pp. 71-75
- Codex: Titanicus (2nd Edition), pg. 60
- Ork and Squat Warlords (Warhammer: 40,000 Epic Supplement)
- Warhammer 40,000 Chapter Approved: Book of the Astronomican (1st Edition), pg. 42
- Warhammer 40,000: Compendium (1st Edition), "Warhammer 40,000: Squats - Space Dwarf Warriors & Mercenaries," by Bryan Ansell, Nigel Stillman & Graeme Davis, pp. 164-183
- Warhammer 40,000: Rulebook (6th Edition), pg. 405
- Warhammer 40,000: Rogue Trader (1st Edition), pg. 175
- White Dwarf 170 (UK), "Squat Cyclops," by Andy Chambers & Gavin Thorpe, pp. 11-13
- White Dwarf 154 (UK), "Space Marine Battle Report: The Battle for Golgotha - Orks vs. Squats," by Andy Chambers & Jervis Johnson, pp. 34-49
- White Dwarf 153 (UK), "Eavy Metal - Epic 40K: Squat War Machines," by Games Workshop Studio Staff, pg. 11
- White Dwarf 151 (UK), "Cover: Warlords," by Dave Gallagher, "Mekboyz & Squats - The Land Train & Iron Eagle Attack Gyrocopter," by Andy Chambers, "Eavy Metal - Epic: Squats - Land Trains & Squat Warrior Brotherhoods," pp. 45-48, 50-53
- White Dwarf 127 (UK), "Squats: How To Design A Squat War Host," by
- White Dwarf 113 (UK), "Volskheim Brotherhood," by Paul Bonner, pp. 6-7
- White Dwarf 111 (UK), "Squats," by Bryan Ansell, Nigel Stillman & Graeme Davis, pp. 27-46, 48-50
- Extinction of the Squats, Jervis Johnson

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Stronghold Lord	6	4	5	5	3	5	3	10	3+	In (ch)	??
Vassal-Lord	4	4	4	5	2	4	3	9	4+	In (ch)	??
Hearthguard	4	4	4	5	2	4	2	8	4+	In	??
Hearthguard Vt.	4	4	4	5	2	4	3	9	4+	In (Ch)	??
Living Ancestor	4	5	3	4	3	4	2	9	4+	In (Ch)	??
Kaker Psyker	5	5	4	4	3	5	3	9	4+	In (Ch)	??
Guildsmith	4	4	4	5	2	4	2	9	4+	In (ch)	??

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Trooper	3	4	3	4	1	3	1	7	5+	In	??
Vt. Trooper	3	4	3	4	1	3	2	8	5+	In (ch)	??
Berzerker	4	3	3	4	1	3	1	7	5+	In	??
Berzerker Ovr	4	3	3	4	1	3	2	8	5+	In (ch)	??
Draftee	3	3	3	4	1	3	1	6	-	In	??
Draft Sgt.	3	3	3	4	1	3	2	8	6+	In (ch)	??

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Heavy Trooper	4	4	3	4	1	3	1	8	4+	In	??
Hvy Trooper Sgt	4	4	3	4	1	3	2	8	4+	In	??
Mercenary	4	3	3	4	1	3	1	X	2+	In	??
Marauder	4	3	3	4	1	4	2	8	2+	In (Ch)	??
Pirate	4	3	3	4	1	3	1	X	5+	In	??
Stunty	3	3	2	3	1	3	2	6	6+	In	??
Militia Cmdr	3	4	2	3	1	3	2	7	6+	In (Ch)	??
Volt. Brewster	4	4	3	4	2	3	2	8	5+	In (Ch)	??
Abt Rallyman	4	4	3	4	1	3	2	8	4+	In (Ch)	??

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
HG Bombardier	4	4	4	5	2	4	2	8	4+	Jp In	??
Bombardier Vt.	4	4	4	5	2	4	3	9	4+	JpIn(ch)	??

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Thudd Gun	-	-	7	2	-	-	-	-	3+	Ar	??
Loader Crew	3	4	3	4	1	3	1	8	5+	In	??
Mole Lnchr Team	3	4	3	4	2	3	1	8	5+	In	??
Golem	3	3	5	7	3	3	3	8	3+	Mc	??

VEHICLES

	BS	Armor				HP	Unit Type	Pg
		F	S	R	T			
Crawler	3	13	13	12	3	Tk, Hv	??	
Junker	3	11	11	10	2	S	??	
Transport Drill	3	11	10	10	3	T	??	

UNIT TYPES

Heavy = Hv, Infantry = In, Skimmer = S, Tank = Tk, Transport = T, Character = (ch), Artillery = Ar, Jp = Jet Pack

RANGED WEAPONS

Weapon	Range	S	AP	Type
Autogun	24"	3	-	Rapid Fire
Bazooka				
- Frag Rocket	36"	4	6	Heavy 1, Blast, Amber A.I.
- Krak Rocket	36"	8	3	Heavy 1, Amber A.I.
Blasting Missiles	15"	7	2	Heavy 1, Blast, Ignores Cover
Blazebelcher				
- Standard	18"	4	4	Assault 1, Blast, Gets Hot
- Overcharge	12"	4	4	Assault 4, Misfire
Crawler Cannon				
- Shattershot	12-42"	7	4	Ordnance 1, Barrage, Large Blast, Shattershot
- Solid Shot	24"	10	2	Ordnance 1, Concussive, Solid Shot
Coilstubber				
- Burst Fire	24"	3	6	Assault 2
- Full Auto	18"	3	6	Assault 3, Shred
Stubber				
- Burst Fire	18"	3	-	Assault 2
- Full Auto	12"	3	-	Assault 3, Shred
Lasblaster				
- Standard	12"	3	3	Pistol
- Overcharge	8"	4	3	Pistol, Gets Hot, Blind
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Harpoon	18"	8	5	Assault 1, Split Head, Amber A.I.
Heavy bolter	36"	5	4	Heavy 3
Chainstubber				
- Burst Fire	24"	4	6	Heavy 4, Pinning
- Full Auto	18"	4	6	Heavy 5, Rending
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	-	Heavy 3
Hot-shot volley gun	24"	4	3	Salvo 2/4
Lasgun	24"	3	-	Rapid Fire
Lasculvern	36"	9	2	Heavy 1, Amber A.I.
Las-Turret				
- Multi-laser	36"	6	6	Heavy 3
- Lascannon	48"	9	2	Heavy 1
Melta Cannon	24"	8	1	Heavy 1, Blast, Melta
Maser	18"	4	3	Heavy 1, Blast, Haywire
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Mining Laser	18"	6	3	Heavy 3
Ripper Gun	12"	5	-	Assault 3
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2
Thudd Gun				
- Indirect Fire	12-36"	5	-	Heavy 2, Blast, Barrage, Shrapnel, Amber A.I.
- Direct Fire	18"	6	-	Heavy 4, Shrapnel, Amber A.I.
Vengeance Bolter	18"	4	3	Rapid Fire, Gets Hot

MELEE WEAPONS

Weapon	Range	S	AP	Type
Cudgel Shield	-	User	-	Melee, Multi-purpose
Grav-Bludgeon	-	X	4	Melee, Graviton, Concussive
Harpoon	-	8	5	Melee, Two-Handed, Unwieldy, Split Head
Blasthammer	-	User	-	Melee, Blind
Hvy Heat Hammer	-	+2	-	Melee, Rending, Two-Handed
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Toxblade	-	User	-	Melee, Poisoned (3+)