

WARHAMMER

40,000

SQUATS

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40,000

CODEx

GAMES
WORKSHOP

SQUATS

By Ironmonger



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Designer's Note: This codex has been created for the express purpose of allowing players and model collectors of Warhammer 40,000 to use their Squat miniatures and vehicles in the 5th edition of that game. What this is *not* is a 'new' interpretation of the Dwarf archetype in the Warhammer 40,000 universe, nor is it an attempt to 'progress' the forces of the Squats by introducing new troops, vehicles and background. This is merely an updating of the Squats as a usable force from the 2nd edition of Warhammer 40,000, Nercomunda, and Space Marine/Epic game, drawn primarily from the iteration of those forces between 1992-1995. I have remained true to the Squats as much as possible, and feel as though this work is a fair representation of that army in a modern gaming environment without substantially altering either the composition or character of the army from those games or those years.

INTRODUCTION

Descendants of human miners in the galactic core, the **Squat Homeworlds** boast high-tech weaponry and stalwart warriors. This codex is the definitive guide to collecting and playing with a Squat army in the Warhammer 40,000 wargame.

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures set in the war-torn universe of the 41st millennium. Every army has its own codex book that works with these rules, allowing you to turn your collection of miniatures into an organised force ready for your games of Warhammer 40,000. This codex details everything you need to know about the forces of the Squats.

WHY COLLECT A SQUAT ARMY?

That's probably one of the best questions you can ask yourself. The miniatures are no longer sold by Citadel, the army itself hasn't been supported in Warhammer 40,000 since the 2nd edition of the game, and the very background of the game has been altered in recent years to make it seem as though the race never existed! Why then would you want to collect and use an army that (for all intents and purposes) has ceased to exist?!

The basic answer is a love of the models and character of this disabused race. Called even within the background 'Dwarfs,' the archetype of that proud race inhabits the dark battlefields of the 41st millennium with honour and courage, mixing rock-solid troops, powerful psykers, advanced technologies and heavy fire power. Maneuverable, versatile, dependable: the forces of the Squat Lodge, Guild, Stronghold and Brotherhood can fill any role needed across the war-torn fields of the galaxy from the depths of the galactic core to the furthest reaches of the spiral arms.

The second reason for playing the Squats could best be summed up with the single phrase '*underdog*.' Given limited support during the 2nd edition of Warhammer 40,000, the Squats lingered on in the background of the game, as well as being a still very playable force in the 'Epic' scale game of *Space Marine*. However, by the transition from 2nd to 3rd edition of Warhammer 40,000 the army ceased to be either supported or even fieldable. This left a sour taste in the mouths of many dedicated Squat players,

and unbeknownst at the time planted the first seeds of nostalgia in the hearts and minds of those who favoured bikes, trikes, and heavy weaponry. After more than a decade of neglect more and more players have been drawn to this race of noble and hearty warriors, once again desiring to prosecute their battles with these doughty Clansmen!

Whether drawn to the models and background, or intrigued by the history, Squats have never been more popular!

HOW THIS CODEX WORKS

Codex: Squats contains the following sections:

- The Squats:** The first section introduces the Squats, descendants of human miners and colonizers in the galactic core. It includes details of their history, society, organizational structure and fighting forces.

- Forces of the Homeworlds:** Each and every troop type, vehicle and support weapon of the Homeworlds is examined in this section. Firstly, you shall find a full description of the unit, describing its role within the army and its specialized combat abilities. Following that you shall find complete rules for the unit, and details of any unique skills, wargear and abilities they can use to defend their Strongholds and uphold their honour.

- Wargear:** This section contains full details and rules for the battle heirlooms, armour and weaponry used by the Stronghold's Brotherhood and Engineer's Guild

- A League of Their Own:** This sections contains colour photographs of the extensive range of Citadel Miniatures available for your Squat army painted by various individuals and groups.

- Squats Army List:** The army list takes all of the units presented in the 'Forces of the Homeworlds' section and arranges them so you can choose an army for your own games. Each unit type also has a point value attached so you can pit your force against an opponent's in a fair match!



THE SQUATS

Of all the Abhuman strains, Squats are perhaps the closest to normal Humans in physiological terms. They are allowed great freedom by the Imperium, supplying warriors and machine crews for the Imperial Guard in exchange for the comparative autonomy of their Home Worlds.

THE HOME WORLDS

The origins of the Squats, like those of other Abhuman strains, lie in the Age of Strife, when warpstorms cut off many areas of the Imperium. Even Terra itself was isolated for a time, and the group of star systems known as the Home Worlds were cut off from the rest of the Imperium for several millennia.

The Home Worlds are in one of the oldest areas of Human expansion. The planets have a surprising number of common features - notably high gravity and a bleak, inhospitable environment - which some scholars have claimed are responsible for the development of the set of mutations which define the Squat Abhuman strain.

The surfaces of the Home Worlds are invariably rocky and barren, with few if any native life forms. Atmosphere is either thin or non-existent, and where an atmosphere is present the surface is lashed by violent storms.

Despite (or perhaps because of) their bleak, forbidding nature, the Home Worlds are rich in mineral deposits - these were the main factor behind the early colonisation of the planets. The richness of deep lodes, coupled with frequent magnetic and radioactive storms, led the miners to develop an underground culture. These underground settlements were dependent on vast arrays of machinery to keep them alive and to work their mines, and while physical strength and resilience were still important, a compact, stocky build was more practical than the normal Human frame in the low tunnels and cramped machine-rooms. Thus developed the two main features which distinguish Squats from normal Humans: their mechanical aptitude and their short, powerful build.

THE HISTORY OF THE SQUATS

Despite the fact that the Home Worlds were cut off for millennia, an almost complete history of the Squats survives, thanks to the painstakingly-maintained records and chronicles of each Squat stronghold. Scholars of the Administratum are still engaged in analysing the millions of individual records from the Squat Home Worlds and assessing their significance to the Imperium, but the broad history of the Squats, divided into five ages, is common knowledge.

The earliest of the Squat ages is the Age of Founding, which corresponds roughly to the Imperial Dark Age of Technology. During this period, the Squats had not emerged as a distinct race, and indeed some scholars argue that the Age of Founding should not be counted as part of Squat history. This is the age, some twenty millennia before the present day, when the first mining colonies were established on the Home Worlds. Contact with Terra was almost constant, and the Home Worlds were well-supplied for their task of winning mineral wealth from the bleak planets.

The first age of Squat history proper is the Age of Isolation which corresponds to the earlier phase of the Imperial Age of Strife, some eighteen millennia before the present. The mining colonies which would later become the Squat Home Worlds were isolated from the rest of the Imperium by terrible warpstorms. So close, indeed, did these storms come to the mining colonies that some planets and small systems were sucked into the seething Chaos and never seen again. The severing of contact with Terra led to continual shortages of fuel and foodstuff, and the miners were forced to become self-sufficient, developing considerable technical expertise in the process. The mining colonies became independent strongholds, trading amongst themselves and sharing resources and discoveries. It was during the Age of Isolation that the Engineers Guild first developed as a social and political power within Squat society, and strongholds began to group together in

Leagues formed by complex political and trading agreements.

A slight abating in the warp storms led to encounters with alien races in the Age of Trade. While the rest of the Imperium was still locked in the wars of the Age of Strife, the Squats made contact with both Orks and Eldar. At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realised that the Squats were determined and tenacious fighters, and that trade was a more practical arrangement. The Squats took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. To this day, Squat hydroponic plants, developed with Eldar help, are among the most efficient food sources in the Imperium. The Squats remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Squats' complex structure - of treaties and trade agreements maintained a stable peace.

The Age of Trade lasted for nearly three millennia, but finally collapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Home Worlds. Losses on both sides were astronomical, with vicious tunnel-fights through the mine workings and bloody pitched battles in the Squats' underground settlements. The Squats appealed to their Eldar trading partners for help against the invading Orks, but none was received.

The Age of Wars, as it became known, is regarded by the Squats as the blackest chapter in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity which still persists. Many strongholds were wiped out by the Orks, and the traditional epic ballad known as The Fall of Imbach commemorates one such destruction. Even today expeditions are mounted from the Squat Home Worlds in search of lost strongholds, and these expeditions are often accompanied by Adeptus Mechanicus personnel, eager to rediscover lost Squat technology.

The final phase of Squat history is the Age of Rediscovery, which continues during the present day. As the Imperium recovered from the Age of Strife and began to re-unite the scattered worlds of Humanity the Squat Home Worlds were rediscovered and contact

with the Imperium was reestablished. The Imperium found that a distinct culture had developed on the Home Worlds, and that the Squats had moved outwards through the galaxy, extending their domains. Often they settled harsh planets similar to their own Home Worlds, but they also occupied more conventional worlds able to support normal Human civilization.

SQUATS AND THE IMPERIUM

The Squat Home Worlds are almost unique in the Imperium, as they are not directly controlled by the Administratum. Instead, they are allowed a certain amount of autonomy, being ruled by their strongholds and Leagues just as they were before the Age of Rediscovery. The experiences of the previous millennia has left the Squats with a strong sense of cultural unity and a fiercely independent nature, and instead of rejoining the Imperium as subject worlds, the Home Worlds negotiated a series of treaties which enabled them to keep their independence. The racial character of the Squats - hardworking, tenacious, honourable, and inimical to alien races - is almost perfect from the Imperial point of view, and the Imperium is content to allow them a great degree of self-government.

In exchange for their comparative freedom, the Home Worlds provide troops for the Imperial forces, and trade their mineral wealth exclusively with the Imperium - trade that has made the Squats a wealthy race. They also undertook at the start of the Age of Rediscovery to allow the Adeptus Mechanicus unrestricted access to their technology; it is significant that the Squat Home Worlds have a higher incidence of working Standard Template Construct equipment from the Dark Age of Technology than any other group of worlds known to Humanity.

The Squats rule themselves in all internal affairs, but are expected to follow Imperial policy on wider matters. There has never been any conflict on this point, largely because Squats as a race are not greatly interested in what goes on beyond their strongholds and Home Worlds - their long period of isolation has made them an inward-looking race.

Perhaps the most surprising aspect of the relationship between Squats and the Imperium is that Squats do not

follow the Imperial cult, Instead, they practise a form of ancestor-worship, venerating the dead of their clan and their family. Every Squat joins his ancestors on his death, adding his honour to that of his forebears, but a part of his name and his honour remains with his living descendants, forming a constant link between the living and the dead. Squats are very careful to ensure that their deeds in life will add to the glory of the clan and its ancestors; they guard their reputation fiercely, and will go to great lengths to blot out a disgrace to their honour or the honour of their clan.

When Squats serve alongside the Imperial Guard, they adopt certain aspects of the Imperial cult, incorporating them into their own ancestor-worship. The Imperial line, as preached by the Imperial Guard Commissars who come into contact with Squat forces, is that the ancestor-spirits of the Squats are watched over by the Emperor, and Squats are happy to accept this idea and participate in the rituals of Emperor-worship on those terms.



It has even been rumoured that some of the strongholds which were lost to the warpstorms in the Age of Isolation may have survived, their horribly mutated inhabitants raiding into the Imperium from time to time...

SQUAT PHYSIOLOGY

The Squats are the most Human-like of the Abhuman races, standing about two-thirds the height of a normal Human with a stocky, powerful build. Their hair is very strong and fast-growing, and most Squats cultivate short-pointed beards, or at least moustaches and sideburns. Despite their short, thick-fingered hands, Squats have a very high degree of manual dexterity, and are able to operate the most intricate machinery with ease.

Squats are extraordinarily long-lived by normal Human standards. A lifespan of three hundred years is normal, and some Squats, known as Living Ancestors, are often so ancient that their true age can only be guessed at.

In character, Squats are an honourable race, but they are also irascible and often short-tempered. In battle they are renowned for their doughty resolve and tenacity as warriors. Coupled with their amazing abilities as miners and workers of metals, this has made them a valuable asset for the Imperium.

SQUAT SOCIETY

Squat society is based on the stronghold. A stronghold may be a surviving mining community from the original colonisation, or a so-called newbold, founded



SQUATS AND CHAOS

To the shame of the Squat race, there are many strongholds and Brotherhoods who have sided with Chaos. During the wars of the Horus Heresy, Squat forces fought on both sides, and inevitably some fell prey to the corruption of Chaos. Like the other followers of Horus, these have now largely been banished to the Eye of Terror, but there are always rumours of isolated groups of Chaos Squat raiders in various parts of the Imperium.

when the race expanded during the latter part of the Age of Isolation and the early part of the Age of Trade.

Strongholds are self-contained, autonomous communities, ruled by a hereditary Squat Lord and an aristocratic class known as the Hearthguard. They are comparable to the city-states of early Terran cultures, and a great number of strongholds may coexist close together.

Strongholds join into Leagues for mutual defense, trade and other dealings with the Imperium. A League may vary in size considerably; the League of Emberg, for instance, consists of four strongholds, while the powerful Kapellan League is made up of over three thousand. Each League is ruled by a High Council, comprising the Lords of each member stronghold. The High Council debates all matters which affect the League as a whole, and ratifies trade and other agreements on behalf of its member strongholds; it also serves as a court of appeal for cases which involve the death sentence.

There is no formal organisation between the Leagues on any Home World, although they maintain constant communications and act together in time of war.

STRONGHOLDS

Traditionally, each stronghold centres around a mine and the underground settlement associated with it, although as the race expanded in the Ages of Isolation and Trade, different types of world were colonised by the Squats and some strongholds are not associated with mining activity.

Each stronghold is ruled by a hereditary Lord, who is supported by a powerful body of retainers known as the Hearthguard. It is the Hearthguard which provides the elite core of a Squat military force, as well as providing servants and advisors to the Lord himself. When the Lord takes to the battlefield in person, the Hearthguard fights as a unit under his command. In most strongholds, the Hearthguard has become an aristocracy, composed of a limited number of families or clans.



The principal military force of a Squat stronghold is its Brotherhood or War-Brethren. Each Squat has an obligation of military service to his stronghold, and can be called to serve for a period of 30-70 years in the Brotherhood. However, because Squats live long and breed slowly, a tradition requires that a Squat may not be called to the Brotherhood until he has sired and raised two sons to maturity, which in Squat terms is the age of 70 Terran Standard years. Thus, the continuity of the race is not threatened by its military activities.

When his period of service has expired, a Squat returns to his stronghold with honour (and hopefully not a little wealth). He then takes up a position of responsibility in his family's business, having reached full adulthood by virtue of his military experience.

Although the Brotherhoods are the main defense forces of the strongholds, they are far better known for their mercenary activities. In time of peace a stronghold's military forces are traded in the same way as its other resources, either to fight for the Imperium or to other strongholds. As war is an honourable profession for a Squat, these mercenary adventures are

rarely resented - indeed, they are regarded as an integral part of every Squat's life.

On occasion, unscrupulous or incompetent Squat Lords have sent Brotherhoods into impossible situations, especially in the inter-League squabbles which were widespread during the Ages of Isolation and Trade. This problem has been largely resolved by the practice of placing one of the Lord's close relatives - known as a Warlord - in command of the Brotherhood, ensuring that no undue risk is taken and that the honour of the stronghold is not compromised.

The young Warlord turned to the ancient Squat beside him.

"Revered Ancestor," he said, "What is our best course in this situation?" The Living Ancestor half-closed his rheumy eyes.

"I have seen this but once before," he began. "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 Living Ancestor shook as he chuckled, a sound like pebbles clacking together.

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

Some particularly adventurous Lords may send out their stronghold's Brotherhood on expeditions, regarding these as little more than an extension of their other business activities. The term 'expedition' is rather loosely defined, and these ventures can range from a search for a stronghold that was wiped out in the Age of Wars, to an expansionist action against alien races, to a full-blown campaign of piracy. Some Brotherhoods have turned to buccaneering as a profession, amassing wealth for an honourable return home, the booty being distributed between the pirates themselves and the Lord of their stronghold. Squat Reavers, as they are known, are strange by normal

Human standards - their single-minded attention is directed purely on financial gain, and they will attack any worthwhile target with grim and implacable resolve, but completely without prejudice or malice.

In the Age of Rediscovery, the Squat Home Worlds have undertaken to provide the Imperium with a tithe, which takes the form of Brotherhoods being sent to serve with the Imperial Guard, or indeed as complete Squat forces under the Imperial banner. Space Marines are noted for their intolerance to Abhuman races, whom they see as tainted and genetically impure, and the Administratum will not generally post Squat troops to areas where they will be in close contact with Marines.

THE ENGINEERS GUILD

Like so much of Squat culture, the Engineers Guild traces its origins back to the Age of Isolation. Squats as a whole developed a considerable technical expertise in order to survive without support from Terra, and there was a regular traffic between strongholds in mechanical supplies and techniques. From this traffic arose a distinct class of traveling engineer, moving constantly between strongholds, spreading knowledge and solving technical problems. The Guild arose to protect these individuals, who often found themselves caught up in inter-League wars a long way from their native strongholds.

The Guild soon developed into a real power throughout Squat society, and Engineers enjoy a considerable prestige. The most gifted offspring of each stronghold are inducted into the Guild at an early age, and intensively trained in all aspects of technology, engineering and machine maintenance. Although a Squat is not deemed to have reached maturity until the age of 70, gifted youngsters may join the Guild at 40 or even 30 years of age, though in doing so they must renounce all family ties and rights to inheritance.

The Guild is by no means as rigidly structured as the mainstream of Squat society. Ability counts for everything, and age, birth and background are of no account. The Engineers see themselves as unencumbered by petty traditions, while most

stronghold Squats would describe them as disorganised and anarchic.

The Engineers Guild is sub-divided into a number of Lodges, each with its own leadership, symbols, customs and rituals. Clothing, equipment and vehicles tend to be marked with the symbol of the Lodge rather than that of the Guild, although all Squat Engineers wear the Guild symbol of a hammer as a pendant. The technical jargon of the Engineers Guild varies slightly from Lodge to Lodge; an Engineer from one Lodge can make himself understood by a member of another Lodge if he wishes, or can make use of his Lodge dialect so that an outsider cannot understand him when he discusses technical matters.

Each Squat stronghold has an enclave of Guildsmen, even though individual Engineers come and go as they please or as the Guild orders. The Engineers renounce all stronghold allegiances on joining the Guild, and do not mix a great deal with the other Squats of a stronghold. Sometimes, an Engineer may leave the Guild and join a stronghold through marriage - even so, his sons will almost certainly join the Guild in their turn. And while Guild members may attach themselves to a particular stronghold for years or even generations, they move on at will, and owe their true allegiance to the Guild alone.



Squat Engineers have a very characteristic appearance, which to Human eyes seems to contradict the high esteem in which they are held by the rest of their race. They wear no helmets and their hair is grown long, being either tied or greased back. They favour well-worn leathers and other hard-wearing working clothes, with tough monkey boots, usually scuffed by the constant knocks and battering they take. Many Engineers add bandanas and mirror shades or goggles

to their outfit, often jauntily pushing their goggles up onto their foreheads. They travel light, not generally bothering with anything they cannot carry on the bikes and trikes which are as much a status symbol as a means of transport.

Because of their wandering lifestyle, Engineers are more adventurous than the bulk of Squats, are often found serving with Brotherhoods on the battlefield, or even hiring themselves and their machines out on a mercenary basis, working throughout Imperial space and beyond. Individual Squat Engineers with impressive reputations may be directly recruited by the Imperium, and some have been known to reach senior positions within the Adeptus Mechanicus.

LIVING ANCESTORS

The typical lifespan for a Squat is about 300 years. A small proportion of the population, however, reaches the age of 400, and once a Squat has lived this long, his chance of longevity is drastically increased - lifespans of 800 years are common among this group, and there are some individuals whose true age can only be guessed at.

This small proportion of the Squat population which lives to great old age is treated with enormous respect, being known as Living Ancestors or Spirit Lords; they are treated as living members of the ancestor group which forms the basis of Squat religion. Their long lives have filled them with wisdom, and they are their Lord's most respected and trusted advisors.

Also, at about the age of 500, certain physiological changes begin to occur. As age begins to sap their speed and strength, they develop an incredible degree of mental and physical resilience, along with certain psychic powers. The fact that psychic powers are practically unknown amongst other Squats makes the Living Ancestors doubly venerated. These psychic powers come from their spiritual closeness to the dead ancestors of their clan, which they tap as a source of psychic energy. Their strength as psykers is directly related to the prestige and honour of the stronghold's ancestors, and the higher the status of the ancestors the more powerful are the Living Ancestors.

When a Squat reaches Living Ancestor status, he surrenders his name and his goods to his descendants, just as if he had actually passed on. A funeral ritual is

held by his clan, and the new Living Ancestor goes to live with others of his kind.

As well as advising the Lord of their stronghold, the Living Ancestors often accompany the Brotherhood in battle providing defensive psychic support and advising the Warlord.

ON THE BATTLEFIELD

Squat forces may be found on the battlefield in a number of circumstances.

They may be serving with Imperial Guard forces or the forces of a Rogue Trader, to take part in an Imperial conflict as part of their Home Worlds' tithe of service to the Imperium. As well as using single Brotherhoods to fight alongside other Human and Abhuman troops, the Imperium uses complete Squat armies to impose its will.

Squats may be fighting on their own account, defending their stronghold or taking part in an inter-League dispute or other local conflict - given the volatile temperament of most Squats, it is not unusual for Brotherhoods of adjacent strongholds to go to war, fighting for territory, mineral wealth or over some slight to the honour of the stronghold.

They may have been hired out by their Lord as a mercenary force to serve in some foreign conflict, although they will not generally serve alongside Orkoids or Eldar unless they have turned to Chaos. Squat mercenaries can also be found serving with Imperial forces, or with other Squats - it is traditional for Lords to hire their forces back and forth to serve in each others' conflicts.

They may have been sent out as Reavers by their Lord, or may have taken to buccaneering of their own accord.

Regardless of the circumstances, the Brotherhood organisation remains the same.

There are four main troop types in any Squat force: the Hearthguard, the Brotherhood, the Engineers Guild and Living Ancestors.

WARLORD AND HEARTHGUARD

To guard against the misuse of Brotherhood troops by unscrupulous stronghold Lords, a Brotherhood force is, always led by a close relative of the Lord, known as the Warlord. Under his personal command is a unit of the Hearthguard, drawn from the Lord's loyal retainers, who form an aristocratic class in the stronghold.

The Hearthguard is a warrior elite, and their status is reflected in their fondness for lavishly-ornamented gold jewelry. Belts, buckles, chains, pieces of armour and even weapons are decorated with traditional designs in gold and other precious metals, and a Hearthguard's prowess is displayed in the form of these decorative items.



It is traditional for a Lord to present a Hearthguard with a gift in recognition of valour and loyalty, which is nearly always specially made - sometimes by the hand of the Lord himself, the highest of honours - and is often decorated with scenes of the event which it commemorates. These trophies are handed down from father to son, and a leading member of a long-established Hearthguard family can be expected to take the field resplendent with priceless antique jewelry. Unlike the normal Squat principle of succession, where everything passes to the heirs on a Squat's death, a Hearthguard cannot inherit his dead father's jewelry and trophies until he has won his first trophy on his own account; he then inherits his father's name, along with his full panoply of jewelry and equipment. The adopted name of a Hearthguard commemorates the

greatest deed of his father, and will remind him and his companions of his ancestor's fame.

Because of their richly decorated equipment and other trophies, the Hearthguard are very individual in their appearance, and do not wear any kind of uniform. Each Squat's equipment and jewelry tells of his own deeds and those of his forebears, and the Hearthguard vie with each other in the distinctiveness and splendour of their appearance. Archaic and mediaeval styles are very popular, with lavish decoration in traditional patterns. It has often been remarked that a Warlord and his Hearthguard on their motorbikes bear more than a passing resemblance to the armoured knights on horseback who may be found in many mediaeval cultures.

Rather like the knights of mediaeval worlds, Warlords and Hearthguard often have magnificent suits of exo-armour, all-enclosing, sealed and self-powered environment suits built for them by the Engineers Guild. Like other Hearthguard equipment, exo-armour is handed down from father to son, and is perhaps the proudest status symbol of the Squat military aristocracy.



One detail which is common to the whole of the Hearthguard is the stylised image of a Squat face, which appears on armour, helmets, pendants and other pieces of jewelry. This is an image associated with Squat ancestor- worship, representing the spirits of the ancestors watching over their descendants.

BROTHERHOOD

The bulk of a Brotherhood's troops are those who are referred to simply as 'Brotherhood'. These troops lack the individuality of the Hearthguard, wearing the colours and insignia of the Brotherhood as a uniform. Squats prefer muted colours reminiscent of the rocks and sands of their Home Worlds: browns, greys and greens are popular in varying shades and mixtures, as are black, white and deep red - it is common for seams and piping to be picked out in a contrasting colour.



Those Brotherhoods who are sent out reaving tend to be more individual in their dress; in most cases they wear their own clothing rather than a uniform, so that their home stronghold cannot be identified. However, Squats who have made a career out of piracy are as flamboyant, in their own way, as the most ostentatious Hearthguard. Often they will adopt distinctive uniforms and colours, so that they are immediately recognisable; in this way, their fearsome reputation does half their work for them.

Brotherhood troops are generally armed with lasguns, but the Squats have a characteristic fondness for heavy firepower, and heavy bolters are a favourite weapon. Most squads will have at least one heavy weapon, and sometimes an entire squad may be equipped with heavy weapons. Since no Squat would consider himself fully dressed without at least one sidearm, it is not unusual for Squats to go about armed to the teeth as a matter of course. Most citizens of the Imperium carry a sidearm and a blade weapon as part of their standard dress, but Squats are renowned as particularly fond of weaponry. This fondness is reinforced by the hostile environments in which they are usually raised, where dangerous flora and fauna, and the constant threat of Ork and Eldar raids, encourages even the youngest of Squats to pack a few hand guns and something loud and heavy on his bike.

ENGINEERS GUILD

Just as the Engineers Guild has a constant, if shifting, presence in each Squat stronghold, so most Brotherhoods are accompanied by some Engineers Guild troops. Engineers wear a personalised uniform of leathers over T-shirts or singlets, with individual decoration such as fringes and studs. Lodge symbols, and the universal hammer symbol of the Engineers Guild, are worn instead of stronghold and Brotherhood badges. Guildmasters are more elaborately dressed, usually wearing heavy and ornate chains of office.

Apart from their dress, the other most distinctive feature of Squat Engineers is their motorbike and trikes. These are universally favoured by Engineers as a personal transport, and some have been adapted for battlefield use by the addition of weapon mounts. The Engineers make more extensive use of bikes on the battlefield than almost any other troop type.

LIVING ANCESTORS

Living Ancestors take the field in small numbers with Squat forces, drawn from either the stronghold or from the Engineers Guild, to provide sage advice for the leaders and psychic support for the warriors. Their psychic abilities concentrate on defense, but they are by not entirely incapable of attack. Living Ancestors are distinguished by their high-collared robes, with collars rising above their heads, and their ornate neck-chains.

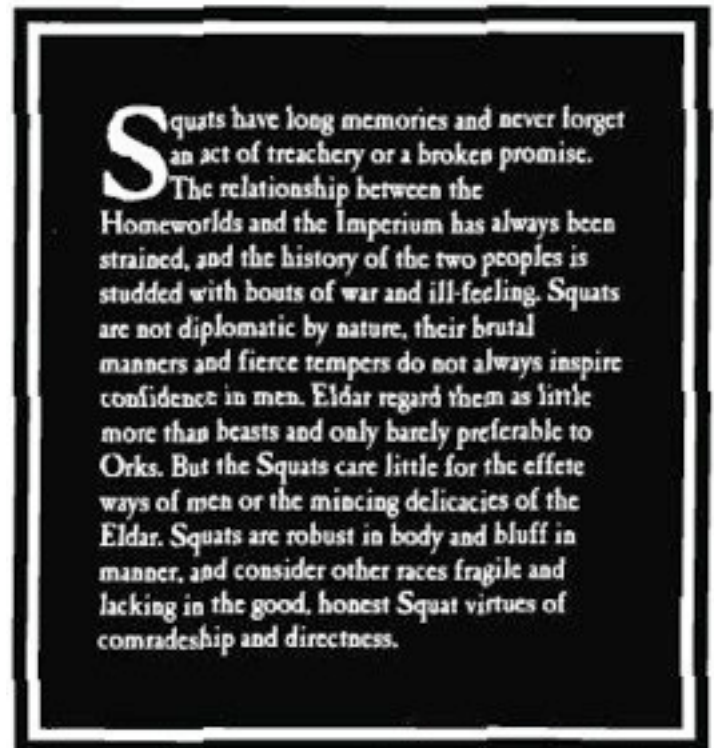
Living Ancestors from the same stronghold always have the same level of power. Their psychic energy is directly tapped from the stronghold's ancestor spirits, and their power varies with the prestige and status of these spirits.

STANDARDS

Stronghold banners are largely heraldic, bearing the symbol of the stronghold and sometimes a motto or slogan. Brotherhood banners tend to be more elaborate, with a central picture surrounded by ornate borders containing battle honours and slogans. The picture may be of the Brotherhood's most famous exploit, or a design such as a Squat braining an Ork or Eldar with a hammer.

Brotherhoods in Imperial service may be presented with Imperial banners like those of the Imperial Guard. They may use the Imperial banner instead of, or as well as, their stronghold banner - but are unwilling to part with their Brotherhood banner.

The Engineers Guild has its own standards, which feature the central motif of the Guild hammer or a Lodge symbol. Guild banners are decorated to a lesser degree, and tend not to be as elaborate as those of the Brotherhoods.



COMMIT TO:

IMPERIAL RECORD SQWI7/251
INQUISITION INR 42/309

CROSS FILE TO:

EARLY COLONIES AE
HUMAN MUTATION RC
LOST TECHNOLOGY AM

PLANETARY REF:

TERLAKEN B3 SVYZ SYSTEM

INPUT REF:

INQUISITOR KEELER 32/4701

INPUT DATED:

5709722.M34

INPUT CLEARANCE:

ROGUE TRADER DAUSEN

THOUGHT FOR THE DAY:

WATCH FOR THE MUTANT

WE HAVE MADE CONTACT WITH DESCENDANTS OF HUMAN MINING COLONIES LOST IN THE AGE OF STRIFE. THE WHOLE POPULATION SHOWS MUTATION, NAMELY REDUCED HEIGHT AND POWERFUL BUILD. ORDERS FOR TERMINATION ARE SUSPENDED PENDING YOUR REPLY. I RESPECTFULLY SUBMIT THE FOLLOWING POINTS FOR CONSIDERATION:

1. THE COLONIES HAVE, AND CONTINUE TO PRODUCE, CONSIDERABLE MINERAL WEALTH. DETAILED TURNOVER REPORTS ARE ENCLOSED: REF 32/4711.
2. LOCAL RECORDS MENTION SEVERAL OTHER SYSTEMS NEARBY AND IDENTICALLY POPULATED. ASTROGRAPHICAL DATA AND FACSIMILE RECORDS: REF 32/4722.
3. WIDESPREAD SURVIVAL OF DARK AGE TECHNOLOGY; INDICATIONS ARE THAT THIS IS A GENERAL TREND. RECOVERED STC MATERIAL: REF 32/4737.
4. MUTATION IS STABLE AND BREEDING IS TRUE. INTERIM ASSESSMENTS OF GENETIC DAMAGE: REF 32/4766.

REQUEST A FULL INQUISITION RESEARCH TEAM TO EVALUATE THESE WORLDS AND ADVISE ON WHAT IS TO BE DONE WITH THEM.

- THE HISTORIC COMMUNICATION WHICH HERALDED
THE REDISCOVERY OF THE SQUAT HOMEWORLDS.



FORCES OF THE HOMEWORLDS

Even though many of the same weapons, armour, vehicles and other pieces of wargear are used by both Squat Strongholds and Imperial forces, Squat armies are unique in their physiology, chain-of-command, and much of their armament. To represent these differences, a number of special rules are listed below which are found throughout the forces of the Strongholds, Leagues and Homeworlds.

STUBBORN

The Homeworlds have endured much hardship since the Age of Founding including warpstorms, the Age of Wars, treachery, isolation and betrayal. This history, coupled with the Squat culture's sense of honour and tendency to bear long grudges, has led to the Squats becoming a taciturn and inward-looking race.

Squats have the *Stubborn* special rule as described on page 76 of the Warhammer 40,000 rulebook.

PREFERRED ENEMY: ORKS

The Squats have fought many long and bitter wars against the Orks and bear an enduring enmity against the whole green-skinned race.

All Squats (Brotherhood Warriors, Thunderers, Berserkers, Living Ancestors, etc.) benefit from the *Preferred Enemy* special rule as described on page xx of the Warhammer 40,000 rulebook when fighting against Orks. This special rule applies to Orks, Gretchen, Snotlings, Squiggoths, and all other forms of Orkoid life.

(Note: this special rule is not conferred to anyone other than Squats. As such other abhumans—notably Ogryn and Ratlings— do not benefit from this special rule.)



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

LIVING ANCESTOR PSYCHIC POWERS

A Living Ancestor has two psychic powers from the list below, chosen when the army is picked. He can only use one power each player turn unless he has been upgraded to an Ancestor Lord, in which case he can use up to two powers.

Hammer of Fury

A Living Ancestor may use Hammer of Fury as a psychic shooting attack, or at the beginning of an assault phase. Place the large blast marker so that the centre of the marker is directly over the Living Ancestor. Any enemy model touched by the marker takes a S5 hit with an AP of 5. In addition place the models 1" directly away from the edge of the

blast marker in a line from the marker's centre. Models hit must take a pinning test.

Mental Fortress

The Living Ancestor and all friendly models within 12" of the Living Ancestor gain a 5+ invulnerable save against any damage done by a psychic shooting attack until the end of the opposing players following turn.

Domination

A Living Ancestor may use Domination as a psychic shooting attack with a range of 12". The target unit must take a leadership test at -2 (see Characteristic Tests in the Warhammer 40,000 rulebook). If the unit fails the test they

cannot move, run, shoot, assault or use any psychic powers until the end of the opposing player's following turn.

Force Dome

A Living Ancestor may use Force Dome as a psychic shooting attack with a range of 24". Place a marker by the affected unit. That unit is automatically pinned (even if that unit were normally immune to pinning), gains a 4+ invulnerable save, and cannot be assaulted. Monstrous Creatures and any unit larger than twelve models cannot be targeted with Force Dome.

HEARTHGUARD

The Hearthguard is a warrior elite, and their status is reflected in their fondness for lavishly-ornamented gold jewelry. Belts, buckles, chains, pieces of armour and even weapons are decorated with traditional designs in gold and other precious metals, and a Hearthguard's prowess is displayed in the form of these decorative items.

It is traditional for a Lord to present a Hearthguard with a gift in recognition of valour and loyalty, which is nearly always specially made - sometimes by the hand of the Lord himself, the highest of honours - and is often decorated with scenes of the event which it commemorates. These trophies are handed down from father to son, and a leading member of a long-established Hearthguard family can be expected to take the field resplendent with priceless antique jewelry. Unlike the normal Squat principle of succession, where everything passes to the heirs on a Squat's death, a Hearthguard cannot inherit his dead father's jewelry and trophies until he has won his first trophy on his own account; he then inherits his father's name, along with his full panoply of jewelry and equipment. The adopted name of a Hearthguard commemorates the greatest deed of his father, and will remind him and his companions of his ancestor's fame.

Because of their richly decorated equipment and other trophies, the Hearthguard are very individual in their appearance, and do not wear any kind of uniform. Each Squat's equipment and jewelry tells of his own deeds and those of his forebears, and the Hearthguard vie with each other in the distinctiveness and splendour of their appearance. Archaic and mediaeval styles are very popular, with lavish decoration in traditional patterns. It has often been remarked that a Warlord and his Hearthguard on their motorbikes bear more than a passing resemblance to the armoured knights on horseback who may be found in many mediaeval cultures.

Rather like the knights of mediaeval worlds, Warlords and Hearthguard often have magnificent suits of exo-armour, all-enclosing, sealed and self-powered environment suits built for them by the Engineers Guild. Like other Hearthguard equipment, exo-armour is handed down from father

to son, and is perhaps the proudest status symbol of the Squat military aristocracy.

One detail which is common to the whole of the Hearthguard is the stylised image of a Squat face, which appears on armour, helmets, pendants and other pieces of jewelry. This is an image associated with Squat ancestor-worship, representing the spirits of the ancestors watching over their descendants.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4	1	2	2	9	4+

SQUAT EXO-ARMOUR

Squat exo-armour is much like Terminator armour in that It combines a mobile exoskeleton with heavy armour plating. The Squats developed exo-armour from the sealed environment suits they used in asteroid mining operations and other hostile surroundings such as plasma reactor pressure chambers and chemical storage tanks. As the Squats were forced to defend themselves during the Age of Isolation they converted much o f their civilian equipment into efficient war-gear, with exo-armour becoming one of the most abiding creations from that period. Squat exo-armour is lavishly decorated with precious metals and embellished with traditional designs or runes declaring the accomplishments, wealth and lineage of the wearer.

A model wearing Squat exo-armour has a 3+ armour save and a 5+ invulnerable save. A power axe and boltgun are fitted as standard weapons. The weapons fitted into suits of exo-armour are often upgraded to heavy or combi-weapons by wealthy Squat warriors.



LIVING ANCESTOR

Squats typically live to a great age, often two or three times as long as a human. However a few Squats live for many hundreds of years, and as they age they develop unusual powers. At first these abilities are relatively modest psychic phenomena, such as second sight, intuitive telepathy and mild psychokinesis. As they get older their powers develop, and their minds become more closely aligned with the warp. Eventually the voices of dead Squats reach out and speak to them, and the ancient Squat becomes an Ancestor Lord.

All the wisdom of the ages is his to command and his powers expand beyond comprehension. The spirits of dead ancestors gather around him, protecting him from the myriad dangers of the warp, and whispering the secrets of ages past. To his people he becomes a revered manifestation of the ancestors, a link between the material world and the warp, and a Squat to be respected and feared.

The Ancestor Lords are advisors to Kings and Guildmasters, the link between the Squat Strongholds and their inalienable past. There are very few in all the Homeworlds, and they travel freely throughout the 700 Leagues, guiding the Squats in their dealings with their friends and foes. Despite their age they are awesome figures of massive girth and strength. They have great gnarled beards that are testament to hundreds of years of constant growth. From beneath huge bushy eyebrows unflinching eyes stare out like dark pools filled with centuries of knowledge.

Living Ancestors take the field in small numbers with Squat forces, drawn from either the stronghold or from the Engineers Guild, to provide sage advice for the leaders and psychic support for the warriors. Their psychic abilities concentrate on defense, but they are by not entirely incapable of attack. Living Ancestors are distinguished by their high-collared robes, with collars rising above their heads, and their ornate neck-chains.

Living Ancestors from the same stronghold always have the same level of power. Their psychic energy is directly tapped from the stronghold's ancestor spirits, and their power varies with the prestige and status of these spirits.

Living Ancestor Psychic Powers: (see page xx)

Side-car:

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



GUILDMASTER ENGINEER

Like so much of Squat culture, the Engineers Guild traces its origins back to the Age of Isolation. Squats as a whole developed a considerable technical expertise in order to survive without support from Terra, and there was a regular traffic between strongholds in mechanical supplies and techniques. From this traffic arose a distinct class of traveling engineer, moving constantly between strongholds, spreading knowledge and solving technical problems. The Guild arose to protect these individuals, who often found themselves caught up in inter-League wars a long way from their native strongholds.

The Guild soon developed into a real power throughout Squat society, and Engineers enjoy a considerable prestige. The most gifted offspring of each stronghold are inducted into the Guild at an early age, and intensively trained in all aspects of technology, engineering and machine maintenance. Although a Squat is not deemed to have reached maturity until the age of 70, gifted youngsters may join the Guild at 40 or even 30 years of age, though in doing so they must renounce all family ties and rights to inheritance.

The Guild is by no means as rigidly structured as the mainstream of Squat society. Ability counts for everything, and age, birth and background are of no account. The Engineers see themselves as unencumbered by petty traditions, while most stronghold Squats would describe them as disorganised and anarchic.

The Engineers Guild is sub-divided into a number of Lodges, each with its own leadership, symbols, customs and rituals. Clothing, equipment and vehicles tend to be marked with the symbol of the Lodge rather than that of the Guild, although all Squat Engineers wear the Guild symbol of a hammer as a pendant. The technical jargon of the Engineers Guild varies slightly from Lodge to Lodge; an Engineer from one Lodge can make himself understood by a member of another Lodge if he wishes, or can make use of his Lodge dialect so that an outsider cannot understand him when he discusses technical matters.

Each Squat stronghold has an enclave of Guildsmen, even though individual Engineers come and go as they please or as the Guild orders. The Engineers renounce all stronghold allegiances on joining the Guild, and do not mix a great deal with the other Squats of a stronghold. Sometimes, an Engineer may leave the Guild and join a stronghold through marriage - even so, his sons will almost certainly join the Guild in their turn. And while Guild members may attach themselves to a particular stronghold for years or even generations, they move on at will, and owe their true allegiance to the Guild alone.

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



BROTHERHOOD WARRIORS

Squats are fierce and determined fighters. All Squats learn how to use weapons and all are ready to fight in the defence of their Stronghold. The warriors of each Stronghold form what is known of as its fighting Brotherhood, the size of which varies depending on the size of the Stronghold itself. The battle force of a League could include the Brotherhoods of many Strongholds, each fighting under their own commanders. Squat Warriors are resolute fighters who will usually stand their ground even in the face of impossible odds. Centuries of tunnel fighting beneath their Strongholds have inured them to close quarter warfare using short-ranged weapons and axes.

	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	4	3	3	4	1	2	1	8	5+
Hearthguard	4	4	3	4	1	2	2	9	4+



BERSERKERS

Units of Berserkers are made up of attack squads from the most vicious hand to hand fighters in the Stronghold. Attack squads are armed with a wide range of hand to hand combat weapons, including bolt pistols, power axes, chainswords, and a variety of grenades. They are expert tunnel fighters and excel at clearing buildings and fortifications ahead of the Brotherhood's advance. All Squats are doughty fighters in close combat but Squat Berserker units are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses.

	WS	BS	S	T	W	I	A	Ld	Sv
Berserker	4	3	3	4	1	2	1	8	5+
Cyberslayer	4	3	3	4	1	2	2	9	5+



SQUAT MINERS

The Home Worlds are in one of the oldest areas of Human expansion. The planets have a surprising number of common features - notably high gravity and a bleak, inhospitable environment - which some scholars have claimed are responsible for the development of the set of mutations which define the Squat Abhuman strain.

The surfaces of the Home Worlds are invariably rocky and barren, with few if any native life forms. Atmosphere is either thin or nonexistent, and where an atmosphere is present the surface is lashed by violent storms.

Despite (or perhaps because of) their bleak, forbidding nature, the Home Worlds are rich in mineral deposits - these were the main factors behind the early colonisation of the planets to begin with. The richness of deep lodes, coupled with frequent magnetic and radioactive storms, led the miners to

develop an underground culture. These underground settlements were dependent on vast arrays of machinery to keep them alive and to work their mines, and while physical strength and resilience were still important, a compact, stocky build was more practical than the normal Human frame in the low tunnels and cramped machine-rooms.

Squat Miners are the crew a Prospector needs to work the claim at stake as efficiently as possible. It also helps to have a few extra guns about. Squat Miners come from all walks of Squat society and most are reluctant to talk about it. The Prospector is a freelancer by choice and the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader a Prospector is out on his own, for his own gain.

	WS	BS	S	T	W	I	A	Ld	Sv
Miner	4	3	3	4	1	2	1	8	5+
Prospector	4	3	3	4	1	2	2	8	5+



IRON EAGLE GYROCOPTER

Iron Eagle attack gyrocopters are armoured flying machines used to mount high-speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQ's in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuvrability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbofans which give it extra power and lift. Two aeronauts act as a crew: one flying the machine and firing the main battlecannon armament, while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty so long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of the Iron Eagle attack gyrocopters means that they can fire in any direction, and not just their forward 180° arc.

	ARMOUR			
	BS	F	S	R
Gyrocopter	3	12	12	10

GUILD BIKE SQUAD



GUILD ATTACK TRIKE



OGRYN

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	3	7	5+



OGRYN RIPPER GUN

The Ripper Gun is an enormous drum-fed automatic shotgun developed for the exclusive use of Ogryn units. At short range the hail of low velocity shot produced by ripper guns is so dense that it is all but impossible for the Ogryns to miss.



Range	Strength	AP	Type
12"	5	-	Assault 3

RATLINGS

NEEDLE RIFLE



RHINO



TERMITE

ARMOUR			
BS	Front	Side	Rear
3	11	11	—

SUBTERRANEAN ASSAULT

Deployment

The Termite always starts the game in reserve and will enter the table via Deep Strike.

Deep Strike

When it arrives from reserve the Termite will always enter the table via Deep Strike as aided by it's phase-field generator (i.e. Tunneling up from below!). This works slightly different from the standard Deep Strike rules.

First, place the 5" blast marker anywhere on the table where you wish the Termite to emerge. After placing the blast marker roll for scatter. On a Hit it emerges where the marker was originally placed. On an arrow the marker deviates 2D6" in that direction.

If there are no enemy models beneath the blast marker then place the Termite centered on the marker.

If any enemy models are touched by the template then they are hit by the Termite's whirling power cutters as it emerges. Any models touched by the template take a single Str 10 AP 2 hit. Vehicles and structures which are hit are attacked using their side armour value. If any enemy models are not destroyed then they are moved directly away from the emerging Termite: place the models 1" directly away from the blast marker in a line from the marker's centre. Squads should be moved so that they retain squad coherency.

Terrain has no effect on the emerging Termite. If a terrain model is too large to move or replace with 'destroyed' terrain, place the Termite as close to the final scatter point as possible

SUPPORT WEAPONS

The armies of the Squat Strongholds, Brotherhoods and Engineers Guild have a wide array of back-line support weapons at their disposal. Intended to soften up the enemy before the stout warriors of the Brotherhood charge in claim victory, these weapon platforms are often based upon pre existing technologies used in mining operations, or are heavily automated. Now widely utilized by forces of the Imperium, weapons such as the “Tarantula” Sentry Gun Battery and “Thudd Gun” Heavy Quad Launcher are the pinnacle of the Home World’s combat philosophy: heavy firepower built into a simple, robust design.

RAPIER LASER DESTROYER

The Rapier Laser Destroyer is an archaic weapon platform: a self-propelled anti-tank gun originally designed for defending cities and fortresses, with just enough mobility to move into ambush positions in broken ground or forested areas. Incorporating a weak machine spirit that takes care of target acquisition and firing, the Rapier is a semi-independent weapon needing an operator only for moving and operational mode selection.

Considerably more powerful than the standard issue lascannon, its multi-barrel design allows for optimal armour piercing performance. The machine spirit adjusts the convergence of the beams according to the range to focus the beams on a single point, thus achieving beam intensities simply not possible for single barrel weapons.

Range	Strength	AP	Type
48”	10	1	Heavy 1, Twin-linked

HEAVY QUAD-LAUNCHER

The quad launcher is more commonly known as the thudd gun on account of the rhythmic and distinctive *thudd-thudd thudd-thudd* noise that it makes when fired. The thudd gun was invented by the Engineers Guild of the Squat Homeworlds, although it is supplied to the Adeptus Mechanicus who have copied the design. The weapon launches a close salvo of four shots, producing a pattern of four bursts on the ground. It is unusually heavy and for this reason is either towed or (less frequently) mounted on its own special motorised tractor unit. The thudd gun's crew carry a special radio control box with which they control the weapons movement and firing. the crew are able to lob salvos high into the air, hoping they will land on unseen enemy formations or buildings held by the foe.

MOLE MORTAR

The mole mortar or ‘moler’ is an ingenious invention of the Squat Engineers Guild. The mole mortar fires a burrowing subsurface missile, or tunnel torpedo, into the ground. The missile burrows its way towards its target, bypassing all surface hazards and defenses, and then emerges from the ground underneath it. The torpedo itself is a very sophisticated self-guided device able to track its target through solid rock. This is obviously very useful to the Squats whose worlds are usually rocky and whose subsurface fortresses are invulnerable to ordinary artillery.

SENTRY GUN BATTERY



WARGEAR

This section of Codex: Squats lists the weapons and equipment used by the armies of the Squat Homeworlds, Leagues, Guilds and Brotherhoods, along with the rules for using them in your games of Warhammer 40,000.

Weapons and equipment that can be used by more than one type of model are listed here, whilst equipment that is unique to a single type of model or unit is detailed in the appropriate entry in the Forces of the Homeworlds section.

WEAPONS

SQUAT EXO-ARMOUR

Squat exo-armour is much like Terminator armour in that it combines a mobile exoskeleton with heavy armour plating. The Squats developed exo-armour from the sealed environment suits they used in asteroid mining operations and other hostile surroundings such as plasma reactor pressure chambers and chemical storage tanks. As the Squats were forced to defend themselves during the Age of Isolation they converted much of their civilian equipment into efficient war-gear, with exo-armour becoming one of the most abiding creations from that period. Squat exo-armour is lavishly decorated with precious metals and embellished with traditional designs or runes declaring the accomplishments, wealth and lineage of the wearer.

A model wearing Squat exo-armour has a 3+ armour save and a 5+ invulnerable save. A power axe and boltgun are fitted as standard weapons. The weapons fitted into suits of exo-armour are often upgraded to heavy or combi-weapons by wealthy Squat warriors.

CONVERSION BEAMER

Incredibly rare pre-Heresy artefacts, conversion beam projectors fire a beam that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, measure the distance to the target and place the blast template. Once the final location of a conversion beamer's template has been placed (after scatter) measure to the centre of the blast marker and consult the chart below to determine the effect.

For example, Lasguns are ubiquitous and carried by many models, so are detailed in this section. A Graviton gun, however, is unique to the Guildmaster Engineers. While you shall find a page reference here, the rules are detailed in the Guildmaster Engineer entry.

Range	Strength	AP	Type
Up to 18"	6	-	Heavy 1, Blast
18"-42"	8	4	Heavy 1, Blast
42"-72"	10	1	Heavy 1, Blast
Over 72"	Miss!	n/a	n/a

OGRYN RIPPER GUN

See the Ogryn entry on page xx



NEEDLE SNIPER RIFLE

See the Ratlings entry on page xx

RAPIER LASER DESTROYER

See the Support Weapons entry on page xx

HEAVY QUAD-LAUNCHER

See the Support Weapons entry on page xx

MOLE MORTAR

See the Support Weapons entry on page xx

SENTRY GUN BATTERY

See the Support Weapons entry on page xx

creates a bass rumble as the waves affect the local air pressure, causing the air to vibrate.

Range	Strength	AP	Type
18"	-	3	Heavy 1, Blast, Pinning*

Instead of rolling to wound as normal, any model caught in its blast must roll equal or under their Strength on a D6 or suffer a wound (a 6 always counts as a failure). Targets with an Armour Value suffer a glancing hit on a roll of 5+ instead. After the Graviton Gun has been fired, leave the blast marker in place; this area now counts as both Difficult and Dangerous Terrain until the end of the next turn (thanks to the gravity flux). Unlike most weapons, the player who fired the Graviton Gun does not need to specifically target an enemy model; they may simply target a point on the board within range and line of sight instead.

THUNDER HAMMER

POWER LANCE

CHAINJACK

Miners, working with explosives, sometimes get caught in the back blast of a misjudged detonation. For their protection, they will wear a chain mesh over-jacket similar to chainmail worn by medieval warriors. It is not as sophisticated as mesh armour, but in the case of blasts, it is much better than the alternative. Chainjack also

offers some protection in close combat against low-tech hand-to-hand weapons, which is always a good thing!

A model wearing Chainjack has an armour saving throw of 5+ (4+ against blast weapons).

GRAVITON GUN

The weapon affects the local gravitational field, making the targeted object either far heavier or lighter depending on the weapon's setting. The graviton gun is useful for demolition and siege work, as it is most effective against massive objects such as bunkers or fortifications, where the building's great mass can be used against it, causing it to collapse. Living targets are affected more variably; a very large creature may be killed under excessive weight, but most targets will either be slowed or completely immobilised. The gun

LASCUTTER

A Lascutter is a very short range high-powered cutting tool, used by troops on the battlefield to quickly slice through doors and bulkheads. Adapted from mining equipment, at point blank range a lascutter is capable of slicing through plasteel and ceramite in seconds.

A model equipped with a lascutter may make a single Strength 9 close combat attack allowing no armour saves, at Initiative 1. The Lascutter is a power weapon.

MELTA CUTTER

Originally developed for mining, the Melta-cutter has since been adapted to battlefield roles where its ability to vaporize flesh and ferrocrete with equal ease has given it a much-appreciated home.

Range	Strength	AP	Type
12"	8	1	Heavy 1, Melta

BREACHER

Sometimes referred to as a rock drill or an assault drill, the Breacher is a class of weapon resembling a huge drill constructed from adamantium and diamondite. Originally constructed for mining purposes, the Breacher is designed to punch through rock and reinforced ferrocrete, grinding its way through buildings, walls and bunkers.

The Breacher is treated exactly as a power fist, but rolls 2D6 for its armour penetration value.

A LEAGUE OF THEIR OWN



Hearthguard



Brotherhood Warrior



Hearthguard



Brotherhood Warrior Squad



Exo-Armour Hearthguard



Hearthguard Commander



Exo-Armoured Hearthguard



Exo-Armoured Warlord



Guild Attack Trike



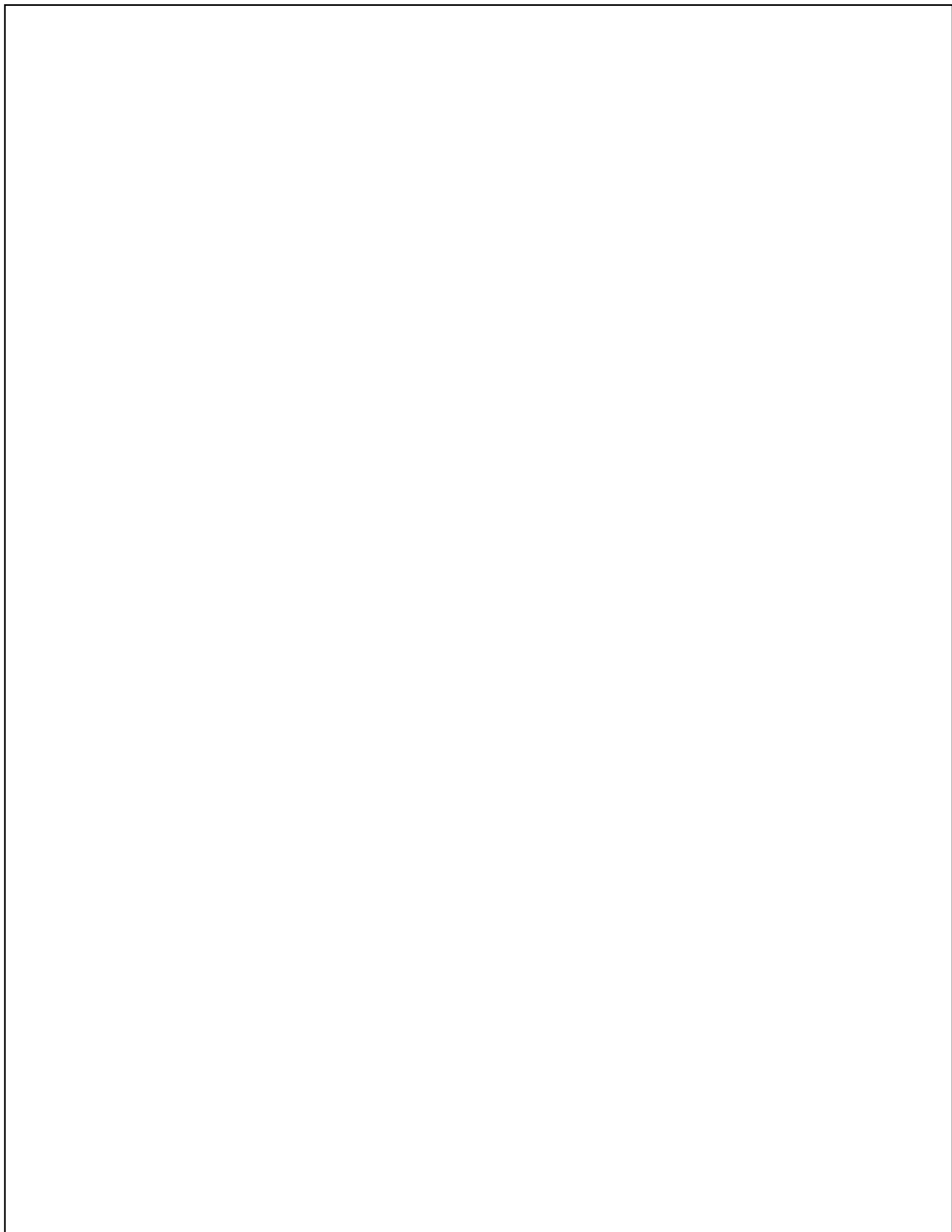
Cyberslayer

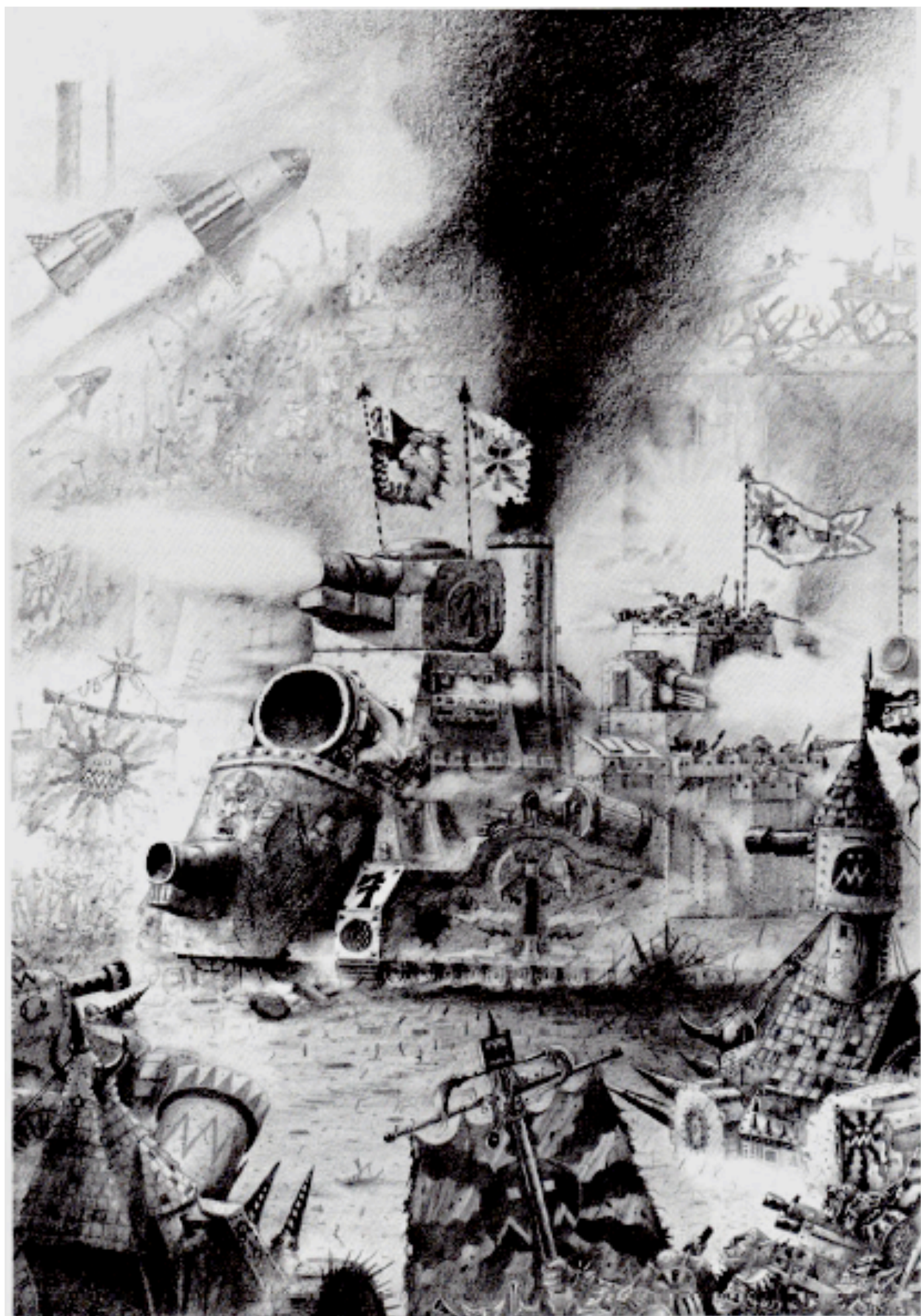


Hearthguard



Termite





SQUAT ARMY LIST

The following army list enables you to field a Squat army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

USING THE ARMY LIST

The Squats army list is split into five sections: HQ, Elites, Troops, Fast Attack, and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a point value, which varies depending on how effective that model is in battle.

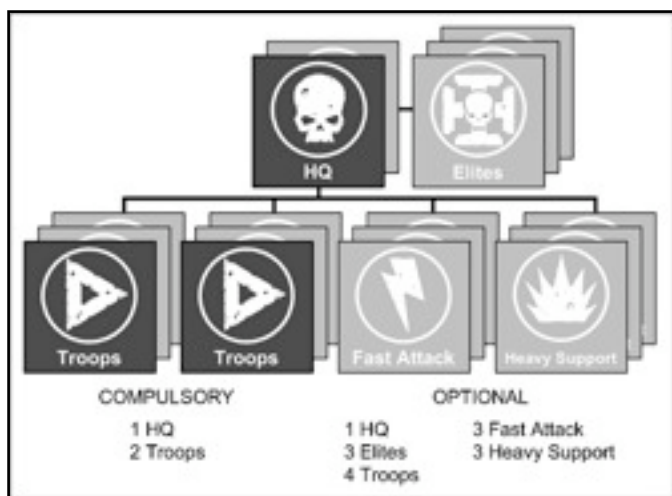
Before you choose an army you will need to agree with your opponent upon the type of game you are going to play and the maximum number of points each of you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANIZATION CHART

The army list is used in conjunction with the force organization chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each dark-toned box indicates a compulsory selection, while each grey-toned box indicates that you may make one choice from that section of the army list.

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook: included below is the chart used for Standard Missions. This army list may of course be used in conjunction with other missions and scenarios that use the force organization charts, allowing you access to different types of armies for a different gaming experience.

ARMY LIST ENTRIES



Each entry in the army list represents a different unit. More information about the background and rules for the Squats and their options can be found in the Forces of the Squats section, while information and examples of the miniatures you will need to represent them can be found in the section A League of Their Own.

Each unit entry in the Squats army list is split into several sections:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of each unit without any upgrades.

Profile: This section will show the profile of any models the unit can include.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

Unit Type: This section refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assaults, etc. If the Unit Type box includes the word 'Unique,' you may only include one of this unit in your army.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all of these models and their equipment is included in the points cost listed next to the units name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Forces of the Squats section or the Universal Special Rules section in the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable this section refers to any transport vehicles the unit may take. Complete rules for Transport Vehicles can be found on page 66 of the Warhammer 40,000 rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another you may replace either, neither, or both provided you pay the points cost.

HQ

STRONGHOLD WARLORD..... 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Stronghold Warlord	6	4	4	4	3	2	4	10	4+

Composition:

- 1 Warlord (Unique)

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Laspistol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Independent Character
- Preferred Enemy: Orks
- Advanced Technology

Dedicated Transport:

If the unit numbers 12 models or less the unit may be mounted in:

- Termite... +40
- Rhino..... +35

Options:

- Replace Laspistol and/or close combat weapon with:
 - Bolt Pistol, Boltgun or Lasgun. *free*
 - Storm bolter. +3 *pts*
 - Combi-flamer, -melta or -plasma. +10 *pts*
 - Power weapon, lightning claw or plasma pistol. ... +15 *pts*
 - Thunder hammer +15 *pts*
- Take melta bombs. +5 *pts*
- Take digital weapons. +10 *pts*
- Take auxiliary grenade launcher. +15 *pts*
- Replace carapace armour, laspistol, close combat weapon and grenades with exo-armour with boltgun and power axe. +20 *pts*
- Replace exo-armour's bolt gun with:
 - Combi-flamer, -melta or -plasma. +10 *pts*
 - Power weapon, lightning claw or plasma pistol. ... +15 *pts*
 - Thunder hammer +15 *pts*
- Replace exo-armour's power axe with:
 - Lightning claw. +5 *pts*
 - Power fist. +10 *pts*
 - Thunder hammer +15 *pts*
- If exo-armour is not chosen, may take a Guild Bike/Trike. +25 *pts*
- If exo-armour is chosen, may take an exo-armour trike and replace power axe with power lance* +40 *pts*



Hearth and Home: If your army includes a Stronghold Warlord equipped with exo-armour, Hearthguard Exo-Armour squads count as Troop choices for the purposes of scoring.



HEARTHGUARD RETINUE.....90 POINTS

You may take one Hearthguard Retinue for every Stronghold Warlord or Hearthguard Commander. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4	1	3	2	9	4+
Medic	4	4	3	4	1	3	2	9	4+

Composition:

- 4 Hearthguard
- 1 Hearthguard Medic

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Lasgun or laspistol
- Close Combat Weapon
- Frag and Krak Grenades
- The Medic also has narthecium

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Dedicated Transport:

- May be mounted in:
- Termite... +40
 - Rhino..... +35

Unit Options:

- One Hearthguard carries the Stronghold Banner
- The entire squad may ride Guild Bikes. 90 *pts*

Model Options:

- Any Hearthguard may replace his close combat weapon and/or laspistol with:
 - Bolt Pistol, Boltgun or Lasgun. *free*
 - Storm bolter. 3 *pts*
 - Flamer. 3 *pts*
 - Meltagun. 3 *pts*
 - Combi-flamer, -melta or -plasma. 10 *pts*
 - Plasma pistol, plasma gun, power sword or lightning claw 15 *pts*
 - Power fist. 25 *pts*
 - Thunder hammer. 30 *pts*
- Any Hearthguard may be equipped with melta bombs for +5 *pts* a model

*If an exo-armour trike is chosen in this manner no other wargear can be selected.

HQ

HEARTHGUARD COMMANDER..... 50 POINTS

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

Composition:

- 1 Commander

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Laspitol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Independent Character
- Preferred Enemy: Orks
- Advanced Technology

Dedicated Transport:

- If the unit numbers 12 models or less the unit may be mounted in:
- Termite... +40
 - Rhino..... +35



Options:

- Replace Laspistol and/or close combat weapon with:
 - Bolt Pistol, Boltgun or Lasgun. free
 - Storm bolter. +3 pts
 - Combi-flamer, -melta or -plasma. +10 pts
 - Power weapon, lightning claw or plasma pistol. ... +15 pts
 - Thunder hammer. +15 pts
- Take melta bombs. +5 pts
- Take digital weapons. +10 pts
- Take auxiliary grenade launcher. +15 pts
- Replace carapace armour, laspistol, close combat weapon and grenades with exo-armour with boltgun and power axe. +20 pts
- Replace exo-armour's bolt gun with:
 - Combi-flamer, -melta or -plasma. +10 pts
 - Power weapon, lightning claw or plasma pistol. ... +15 pts
 - Thunder hammer. +15 pts
- Replace exo-armour's power axe with:
 - Lightning claw. +5 pts
 - Power fist. +10 pts
 - Thunder hammer. +15 pts
- If exo-armour is not chosen, may take a Guild Bike/Trike. +25 pts
- If exo-armour is chosen, may take an exo-armour trike and replace power axe with power lance* +40 pts

HEARTHGUARD RETINUE.....65 POINTS

You may take one Hearthguard Retinue for every Stronghold Warlord or Hearthguard Commander in your army. This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4	1	3	2	9	4+
Medic	4	4	3	4	1	3	2	9	4+

Composition:

- 4 Hearthguard
- 1 Hearthguard Medic

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Lasgun or laspistol
- Close Combat Weapon
- Frag and Krak Grenades
- The Medic also has narthecium

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Dedicated Transport:

- May be mounted in:
- Termite... +40
 - Rhino..... +35

Unit Options:

- One Hearthguard may carry the Brotherhood Standard. ... 15 pts
- The entire squad may ride Guild Bikes. 90 pts

Model Options:

- Any Hearthguard may replace his close combat weapon and/or laspistol with:
 - Bolt Pistol, Boltgun or Lasgun. free
 - Storm bolter. 3 pts
 - Flamer. 3 pts
 - Meltagun. 3 pts
 - Combi-flamer, -melta or -plasma. 10 pts
 - Plasma pistol, plasma gun, power sword or lightning claw 15 pts
 - Power fist. 25 pts
 - Thunder hammer. 30 pts
- Any Hearthguard may be equipped with melta bombs for +5 pts a model

HQ

GUILDMASTER ENGINEER..... 50 POINTS

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

Composition:

- 1 Engineer

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Laspistol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Independent Character
- Preferred Enemy: Orks
- Repair
- Bolster Defenses
- Advanced Technology

Guild Force: If your army includes a Guildmaster Engineer on a Guild Bike, Guild Biker Squads may be taken as a Troops choice.

Options:

- Replace Laspistol and/or close combat weapon with:
 - Bolt Pistol, Boltgun or Lasgun. *free*
 - Storm bolter. +3 pts
 - Combi-flamer, -melta or -plasma. +10 pts
 - Power weapon, lightning claw or plasma pistol. ... +15 pts
 - Thunder hammer. +15 pts
 - Graviton Gun. +15 pts
 - Conversion Beamer. +20 pts
- Take melta bombs. +5 pts
- Take digital weapons. +10 pts
- Take auxiliary grenade launcher. +15 pts
- Replace carapace armour, laspistol, close combat weapon and grenades with exo-armour with boltgun and power axe. +20 pts
- Replace exo-armour's bolt gun with:
 - Combi-flamer, -melta or -plasma. +10 pts
 - Power weapon, lightning claw or plasma pistol. ... +15 pts
 - Thunder hammer. +15 pts
- Replace exo-armour's power axe with:
 - Lightning claw. +5 pts
 - Power fist. +10 pts
 - Thunder hammer. +15 pts
- May take a Guild Bike/Trike. +25 pts

LIVING ANCESTOR..... 70 POINTS

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

Composition:

- 1 Living Ancestor

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Laspistol
- Force weapon
- Psychic Hood
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Independent Character
- Preferred Enemy: Orks
- Psyker

Psychic Powers:

- A Living Ancestor has any two of the following powers:
- Domination
 - Mental Fortress
 - Force Dome
 - Hammer of Fury

Options:

- Upgrade to an Ancestor Lord* 50 points
- Replace Laspistol with:
 - Bolt Pistol or Boltgun. *free*
 - Plasma Pistol. 15 points
- The Living Ancestor may replace his laspistol and force weapon with exo-armour including a boltgun and force axe for +20 points.
- The Living Ancestor may take a Refractor Field for +5 points.
- If exo-armour is not selected the Living Ancestor may upgrade to a Sidecar (see pg. xx) for +18 points.



*Only 1 Living Ancestor may be upgraded to an Ancestor Lord

ELITES

HEARTHGUARD SQUAD.....65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4	1	2	2	9	4+

Composition:

- 5 Hearthguard

Unit Type:

- Infantry

Wargear:

- Laspistol or Lasgun
- Close combat weapon
- Carapace Armour
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Dedicated Transport:

- The squad may take a Rhino or a Termite as a dedicated transport (see page 45 for points cost).

Options:

- May include up to 5 additional Hearthguard: *12 pts per model*
- One Hearthguard in the squad may replace his laspistol or lasgun and close combat weapon with:
 - A chainsword *free*
 - Plasma pistol, plasma gun, power sword or lightning claw *15 pts*
 - Power fist: *25 pts*
- That model may take melta bombs: *+5 pts*
- Any Hearthguard may replace his close combat weapon and/or laspistol with:
 - Bolt Pistol, Boltgun or Lasgun. *free*
 - A Storm Bolter, Combi-Melta, -Plasma, or -Flamer: . . . *+5 pts*
- Up to 2 Hearthguard may exchange their weapon(s) with:
 - Flamer, Meltagun, heavy bolter, a multi-melta, or a missile launcher: *+5 pts*
 - A plasma gun, plasma cannon, or heavy flamer: *+10 pts*
 - A lascannon: *+15 pts*

OGRYN SQUAD.....130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	3	7	5+

Composition:

- 1 Ogryn Bone 'ead
- 2 Ogryn

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Ripper Gun
- Frag Grenades

Special Rules:

- Bulky
- Stubborn
- Furious Charge

Dedicated Transport:

- The squad may take a Rhino as a dedicated transport (see page 45 for points cost).

Options:

- May include up to 7 additional Ogryn: *40 pts per model*

RATLING SQUAD.....30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ratling	2	4	2	2	1	4	1	6	5+

Composition:

- 3 Ratlings

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Sniper Rifle
- Laspistol

Special Rules:

- Infiltrate
- Stealth

Options:

- May include up to 7 additional Ratlings: *10 pts per model*

ELITES

HEARTHGUARD EXO-ARMOUR SQUAD.....150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4	1	2	2	9	3+

Composition:

- 5 Hearthguard

Unit Type:

- Infantry

Wargear:

- Exo-Armour
- Boltgun
- Power Axe

Special Rules:

- Stubborn
- Preferred Enemy: Orks
- Relentless

Dedicated Transport:

- One Exo-Armour
Hearthguard squad in the army may select a Land Raider as a dedicated transport: . . . +250 pts

Options:

- May include up to 5 additional Exo-Armour
Hearthguard: . . . +30 points per model
- For every 5 models in the squad one Exo-armour
Hearthguard may replace his Boltgun with:
 - Melta Cutter. . . +10 points
- Any Exo-armour Hearthguard may replace his Power Axe with:
 - Thunder Hammer. . . +15 points



HEAVY QUAD LAUNCHER BATTERY.....50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Crew	4	3	3	4	1	2	1	8	5+

WEAPON	RANGE	STR	AP	TYPE
Quad-Launcher	12"-60"	5	5	Heavy 4, 3" Blast, Barrage, Shell Shock

UNIT: 1-4 Heavy Quad-launchers each with 3 Brotherhood Warriors as crew

TYPE: Artillery (Immobile)

WEAPONS AND EQUIPMENT:

- One quad-launcher
- Flak armour (crew)
- Lasgun (crew)
- Frag grenades (crew)
- Close combat weapon (crew)

OPTIONS

Each Heavy Quad-launcher may have up to 2 additional Brotherhood Warriors as crew for +8 points apiece.

A Heavy Quad-launcher may take camo netting for +20 points.

A Heavy Quad-launcher may take a motorized tractor for +15 points.

SPECIAL RULES

Slow Rate of Fire

It takes time to reload each quad launcher between volleys. The quad launcher can fire for two turns but must then miss a turn whilst it reloads (i.e. It can fire, fire again, then the following turn it cannot fire). A Heavy Quad Launcher may reload whilst it is moved.

Shell Shock

Due to the repeated impact of shells, pinning tests against the Heavy Quad Launcher are taken at -1 to the targets leadership.

Immobile

Unless mounted on an Motorized Tractor, an artillery gun is immobile; it cannot be moved once deployed.

TROOPS

BROTHERHOOD WARRIOR SQUAD.....40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	4	3	3	4	1	2	1	8	5+
Hearthguard	4	4	3	4	1	2	2	9	4+

Composition:

- 5 Warriors

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Laspistol
- Frag and Krak Grenades
- Lasgun
- Carapace armour (Hearthguard)
- Close combat weapon (Hearthguard)

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Dedicated Transport:

- The squad may take a Rhino or a Termite as a dedicated transport (see page 45 for points cost).

Options:

- May include up to 5 additional Brotherhood Warriors. +8 points per model
- One Brotherhood Warrior may be upgraded to a Hearthguard. +4 points
- If selected the Hearthguard may replace his laspistol and/or close combat weapon with:
 - A chainsword, Bolt Pistol or Boltgun. Free
 - A storm bolter, combi-melta, -plasma, or -flamer. +10 pts
 - Plasma pistol or power sword. +15 pts
 - Power fist: +25 pts
- That model may take melta bombs. +5 pts
- If the squad numbers ten models, one Warrior may replace his lasgun with one of the following:
 - A Flamer. +5 points
 - A Meltagun. +10 points
 - A Plasma gun. +15 points
- If the squad numbers ten models, one Warrior may replace his lasgun with one of the following:
 - A heavy bolter, multi-melta or missile launcher. +5 pts
 - A plasma cannon +10 points
 - A lascannon. +15 points

BERSERKERS.....50 POINT

	WS	BS	S	T	W	I	A	Ld	Sv
Berserker	4	3	3	4	1	2	1	8	5+
Cyberslayer	4	3	3	4	1	2	2	9	5+

Composition:

- 5 Berserkers

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Laspitol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Preferred Enemy: Orks
- Furious Charge

Dedicated Transport:

- The squad may take a Rhino or a Termite as a dedicated transport (see page 45 for points cost).

Options:

- May include up to 15 additional Berserkers: +8 pts per model
- Each model may upgrade their weapons for a bolt pistol and chain weapon for +5 points a model.
- One Berserker may be upgraded to a Cyberslayer:.... +4 pts
- Cyberslayer may replace his weapons with:
 - Plasma pistol, power weapon or lightening claw. . . . +15 pts
 - A power fist or thunder hammer. +25 pts
- The Cyberslayer may take melta bombs for +5 points.

SQUAT MINERS.....45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Miner	4	3	3	4	1	2	1	8	5+
Prospector	4	3	3	4	1	2	2	8	5+

Composition:

- 1 Prospector
- 4 Miners

Unit Type:

- Infantry

Wargear:

- Chainjack
- Laspitol
- Frag and Krak Grenades

Special Rules:

- Stubborn
- Preferred Enemy: Orks
- Infiltrate
- Move Through Cover
- Scout

Dedicated Transport:

- The squad may take a Rhino or a Termite as a dedicated transport (see page 45 for points cost).

Options:

- May include up to 5 additional Miners: +8 points per model
- Prospector may replace Laspistol with:
 - Bolt Pistol or Boltgun.....1 point
 - Plasma Pistol.....15 points
 -
- Up to 3 Miners may exchange their laspistol and close combat weapon for a lascutter:..... 10 points per model
- Up to 2 models not equipped with lascutters may exchange their laspistol and close combat weapon for a breacher:..... 5 points per model
- The entire squad may be equipped with melta bombs, and one Miner has a demolition charge.....30 points

DEDICATED TRANSPORT

RHINO.....35 POINTS

	ARMOUR			
	BS	Front	Side	Rear
Rhino	3	10	10	10

COMPOSITION: 1 Rhino
UNIT TYPE: Vehicle (Tank)

TRANSPORT CAPACITY
 • 10 models

WARGEAR:
 - Storm Bolter
 - Smoke Launchers
 - Searchlight

SPECIAL RULES:
 • Repair

OPTIONS

The Rhino make take any of the following:

Dozer blade.	+5 pts
Additional storm bolter.	+10 pts
Hunter-killer missile.	+10 pts
Pintle-mounted Multi-melta.	+10 pts
Extra armour.	+15 pts



TERMITE.....40 POINTS

COMPOSITION: 1 Termite
UNIT TYPE: Vehicle (Immobile)

WARGEAR:
 - Power cutters
 - Phase-field generator

	ARMOUR			
	BS	Front	Side	Rear
Termite	3	11	11	—

TRANSPORT CAPACITY: 10 models

SUBTERRANEAN ASSAULT

Deployment

The Termite always starts the game in reserve and will enter the table via Deep Strike.

Deep Strike

When it arrives from reserve the Termite will always enter the table via Deep Strike as aided by it's phase-field generator (i.e. Tunneling up from below!). This works slightly different from the standard Deep Strike rules.

First, place the 5" blast marker anywhere on the table where you wish the Termite to emerge. After placing the blast marker roll for scatter. On a Hit it emerges where the marker was originally placed. On an arrow the marker deviates 2D6" in that direction.

If there are no enemy models beneath the blast marker then place the Termite centered on the marker.

If any enemy models are touched by the template then they are hit by the Termite's whirling power cutters as it emerges. Any models touched by the template take a single Str 10 AP 2 hit. Vehicles and structures which are hit are attacked using their side armour value. If any enemy models are not destroyed then they are moved directly away from the emerging Termite: place the models 1" directly away from the blast marker in a line from the marker's centre. Squads should be moved so that they retain squad coherency.

Terrain has no effect on the emerging Termite. If a terrain model is too large to move or replace with 'destroyed' terrain, place the Termite as close to the final scatter point as possible

FAST ATTACK

GUILD BIKE SQUAD.....90 POINTS

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

Composition:

- 5 Guild Bikers

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Unit Type:

- Bike

Wargear:

- Flak Armour
- Lasipitol
- Frag and Krak Grenades
- Guild Bike

Options:

- May include up to 5 additional Guild Bikers:.....+18 points per model
- One Guild Biker may replace his laspistol with:
 - A Plasma Pistol.+15 points
 - A Combi-Melta, Flamer or Plasma.+10 points
 - A Power weapon.+15 points
 - A Power fist.+25 points
- Up to 2 Bikers may replace their laspistols with:
 - A Flamer.+5 points
 - A Meltagun.+10 points
 - A Plasma gun.+15 points
- Add one heavy bolter armed Guild Attack Trike to the squadron.+30 points
- The Guild Attack Trike may upgrade its heavy bolter to a multi-melta.+10 points
- Plasma Cannon.+20 points

GUILD ATTACK TRIKE SQUAD.....30 POINTS PER MODEL

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

Composition:

- 1-3 Attack Trikes

Wargear:

- Flak Armour
- Lasipitol
- Frag and Krak Grenades
- Heavy Bolter
- Guild Bike

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Unit Type:

- Bikes

Options:

- Any Guild Attack Trike may upgrade its heavy bolter to a multi-melta.+10 points
- Plasma Cannon.+20 points

EXO-ARMOUR TRIKE SQUAD.....90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	3	4(5)	1	2	2	9	3+

Composition:

- 3 Hearthguard

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Unit Type:

- Cavalry

Wargear:

- Exo-Armour
- Boltgun
- Power Lance
- Squat Exo-Armour Trike

Options:

- May include up to 7 additional Exo-Armour Hearthguard Trikes.+30 pts per model

IRON EAGLE GYROCOPTER SQUADRON.....120 POINTS PER MODEL

	ARMOUR			
	BS	F	S	R
Gyrocopter	3	12	12	10

WEAPON	RANGE	STR	AP	TYPE
Battlecannon	72"	8	3	Ord. 1, Large Blast
Autocannon	48"	7	4	Heavy 2, Twin-linked

UNIT: 1-3 Iron Eagle Gyrocopters

TYPE: Vehicle (Fast, Skimmer)*

WEAPONS AND EQUIPMENT:

- Tail-mounted twin-linked Autocannons
- One nose-mounted Iron Eagle Battlecannon
- Extra Armour
- Laspistol (crew)

SPECIAL RULES:

- Deep Strike
- Scout

*In games of Apocalypse the Iron Eagle Gyrocopter is treated as a Flyer with Hover Mode

OPTIONS

- The Iron Eagle Gyrocopter may take any of the following:
 - Flare/ chaff launcher..... +10 pts
 - Armoured cockpit.....+20 pts
 - Infra-red targeting.....+5 pts
 - Illum flares.....+5 pts
 - Distinctive paint scheme/ decals..... +10 pts

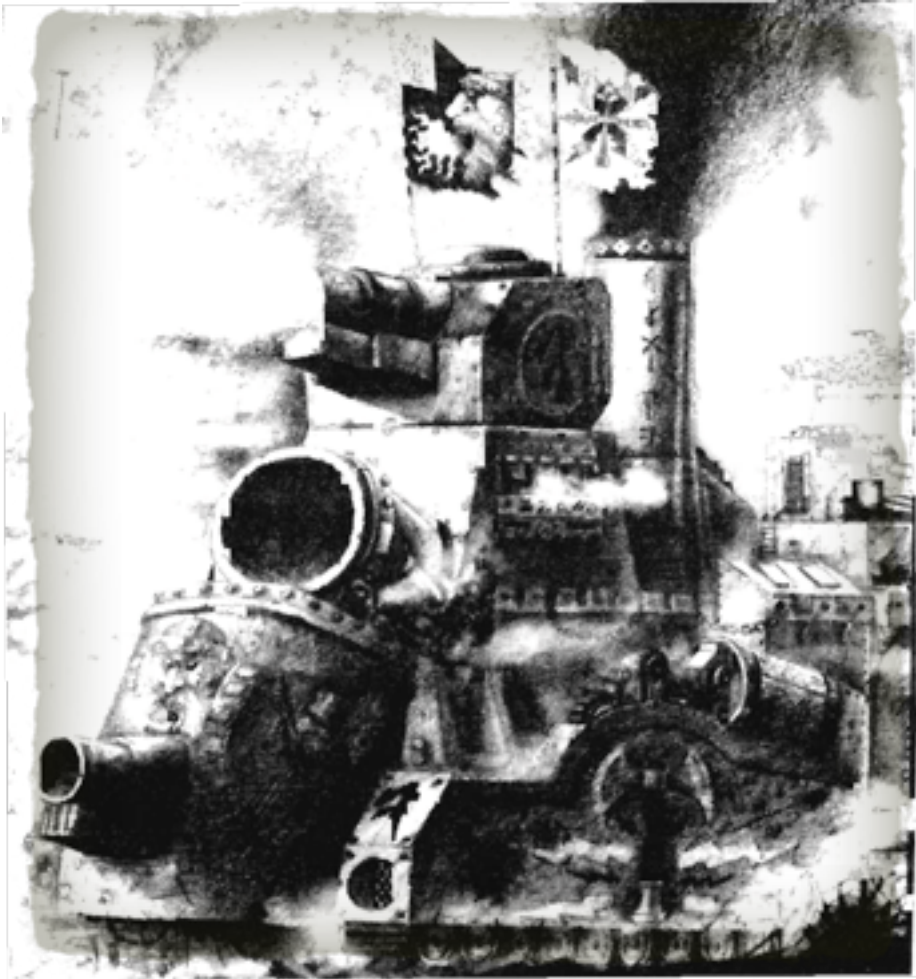
SPECIAL RULES

Gravitic Thrusters

The Iron Eagle Gyrocopter has a 360° arc of fire

Turbofans

The Iron Eagle Gyrocopter may fire other weapons as normal the same turn it fires its Battle cannon



HEAVY SUPPORT

THUNDERER SQUAD.....40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderer	4	3	3	4	1	2	1	8	5+
Hearthguard	4	4	3	4	1	2	2	9	5+

Composition:

- 5 Thunderers

Special Rules:

- Stubborn
- Preferred Enemy: Orks

Dedicated Transport:

- If the unit numbers 10 models or less the unit may be mounted in:
- Termite... +40
 - Rhino..... +35

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Close combat weapon
- Lasgun
- Frag and Krak Grenades

Options:

- May include up to 5 additional Thunderer: ..+8 points per model
- Hearthguard may replace Laspistol with:
 - Bolt Pistol or Boltgun. 1 point
 - Plasma Pistol. 15 points
 -
- Up to four Thunderers may exchange their lasgun for one of the following:
 - Multi-melta.....10 points per model
 - Plasma cannon or conversion beamer*.....20 points per model
 - Lascannon..... 25 points per model
- Each Thunderers apart from a Hearthguard not equipped with a heavy weapon **must** exchange their lasgun for one of the following:
 - Heavy Bolter..... 5 points per model
 - Missile Launcher..... 10 points per model



TARANTULA SENTRY GUN BATTERY.....35 POINTS

UNIT: 1-3 Tarantula Sentry Guns

TYPE: Artillery (Immobile)

WEAPONS AND EQUIPMENT:

- One twin-linked heavy bolter

ARMOUR			
BS	Front	Side	Rear
2	10	10	10

WEAPON	RANGE	STR	AP	TYPE
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Multi-Melta	24"	8	1	Heavy 1, Melta

OPTIONS

- Any Sentry Gun may replace its twin-linked heavy bolter with a multi-melta for free.
- Any Sentry Gun may replace its twin-linked heavy bolter with twin-linked lascannons for +10 pts.
- Any Sentry Gun may have camo netting for +10 pts.

SPECIAL RULES

Firing Modes:

Sentry guns are machine spirit controlled weapons with limited targeting abilities and must be pre-set to operate in a particular mode before each battle. The owning player must declare what mode a particular sentry gun is using before a battle begins, and once determined this cannot change during play. The three modes are as follows:

Point Defense Mode: The sentry gun is set up with a fixed firing arc, usually providing covering fire over a particular area of the battlefield. In this mode the sentry gun can engage enemy models up to 36" away that are in a fixed 90° arc to its front.

Sentry Mode: In this mode the sentry gun is programmed for close defense and may target enemy models within 18" to which it can draw line of sight. In this mode the sentry gun has a 360° arc of fire.

Interceptor Mode (*Planetstrike* games only): In games using the *Planetstrike* expansion and rules, the sentry gun may be set to fire in interceptor mode (see pg. 18 of *Planetstrike*). If this is done they may only fire as interceptor guns for this game.

Targeting: Which enemy unit within range is the sentry gun's preferred target is determined by it's armament. If no preferred target exists within its line of sight it will simply attack the nearest enemy target within range.

-A heavy bolter equipped sentry gun will fire at the nearest enemy non-vehicle target according to it's firing mode.

-A Lascannon or multi-melta equipped sentry gun will fire at the nearest enemy vehicle or Monstrous Creature according to it's firing mode (note that immobilized vehicles are still counted as viable targets, only destroyed vehicles will be ignored.)

HEAVY SUPPORT

MOLE MORTAR BATTERY.....90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	
Mole Mortar Team	4	3	3	4	2	2	2	8	5+	

COMPOSITION: 3 Mole Mortar Teams

UNIT TYPE: Infantry

WEAPONS AND EQUIPMENT:

- Flak armour
- Lasgun
- Mole mortar
- Close combat weapon
- Frag and krak grenades

SPECIAL RULES

Mole Torpedo

To fire the mole mortar, first place a marker on the table at its target point. This can be anywhere on the table. Next measure the distance from the mole mortar to the target point. If the target point is further away then 48" then the torpedo is lost and has no effect. If the target point is less than 12" away then resolve the attack immediately. If the target point is between 12" and 48" then the attack is resolved in the players next shooting phase. (note: this does not stop the mole mortar from firing again)

Accuracy

After the resolution of the Mole Mortar has been determined, roll as D6 at the beginning of the attack resolution. On the result of a 1-2 the attack resolves as a *Surface Detonation*. On the result of a 3-4 the attack resolves as an *Airburst*. On the result of a 5-6 the attack resolves as a *Subterranean Blast*. Consult the weapon profile for the appropriate result.

WEAPON	RANGE	STR	AP	TYPE
Surface Detonation	48"	6	5	Heavy 1, 3" blast, barrage
Airburst	48"	5	6	Heavy 1, 3" blast, barrage, Ignores Cover*
Subterranean Blast	48"	4	-	Heavy 1, 3" blast, barrage, Tremor**

***Ignores Cover:** Cover saves cannot be taken against wounds caused by an *Airburst* result.

****Tremor:** Any unit hit by a *Subterranean Blast* will move as if in difficult terrain in its following Movement Phase. If the unit is actually moving through Difficult Terrain, it rolls one less dice than normal to determine its maximum move. A vehicle hit by a *Subterranean Blast* must take a Dangerous Terrain test if it moves in the following Movement Phase. This even applies to skimmers, whose delicate grav-engines are pummeled by shockwaves.

HEAVY SUPPORT

LAND RAIDER.....250 POINTS

	ARMOUR			
	BS	Front	Side	Rear
Land Raider	4	14	14	14

COMPOSITION: 1 Land Raider

UNIT TYPE: Vehicle (Tank)

WARGEAR:

- Twin-linked Heavy Bolter
- Two Twin-linked Lascannons
- Smoke Launchers
- Searchlight

TRANSPORT CAPACITY

- 12 models

SPECIAL RULES:

- Power of the Machine Spirit
- Assault Vehicle

OPTIONS

The Land Raider make take any of the following:

- Storm bolter. +10 pts
- Hunter-killer missile +10 pts
- Pintle-mounted Multi-melta. +10 pts
- Extra armour. +15 pts

VINDICATOR.....115 POINTS

	ARMOUR			
	BS	Front	Side	Rear
Vindicator	3	13	11	10

COMPOSITION: 1 Vindicator

UNIT TYPE: Vehicle (Tank)

WARGEAR:

- Demolisher cannon
- Storm Bolter
- Smoke Launchers
- Searchlight

OPTIONS

The Vindicator make take any of the following:

- Dozer blade. +5 pts
- Storm bolter. +10 pts
- Hunter-killer missile +10 pts
- Siege shield. +10 pts
- Extra armour. +15 pts



WHIRLWIND.....85 POINTS

	ARMOUR			
	BS	Front	Side	Rear
Whirlwind	3	11	11	10

COMPOSITION: 1 Whirlwind

UNIT TYPE: Vehicle (Tank)

WARGEAR:

- Whirlwind multiple missile launcher
- Smoke Launchers
- Searchlight

OPTIONS

The Whirlwind make take any of the following:

- Dozer blade. +5 pts
- Storm bolter. +10 pts
- Hunter-killer missile +10 pts
- Extra armour. +15 pts

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Attack Trike	4	3	3	4(5)	2	2	2	8	5+	xx
Ancestor Lord	5	5	4	5	4	2	4	10	5+	xx
Berserker	4	3	3	4	1	2	1	8	5+	xx
Commander	5	4	4	4	3	2	3	9	4+	xx
Cyberslayer	4	3	3	4	1	2	2	8	5+	xx
Guildmaster	4	5	3	4	3	2	3	9	4+	xx
Guild Biker	4	3	3	4(5)	1	2	1	8	5+	xx
Hearthguard	4	4	3	4	1	2	2	9	4+	xx
Living Ancestor	5	5	4	5	4	2	4	10	5+	xx
Medic	4	4	3	4	1	2	2	9	4+	xx
Miner	4	3	3	4	1	2	1	8	5+	xx
Mole Mortar Team	4	3	3	4	2	2	2	8	5+	xx
Ogryn	4	3	5	5	3	2	3	6	5+	xx
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+	xx
Prospector	4	3	3	4	1	2	2	8	5+	xx
Ratling	2	4	2	2	1	4	1	6	5+	xx
Stronghold Warlord	6	4	4	4	3	2	4	10	4+	xx
Thunderer	4	3	3	4	1	2	1	8	5+	xx
Warrior	4	3	3	4	1	2	1	8	5+	xx

VEHICLES

	BS	Front	Side	Rear	Page
Termite	3	11	11	-	xx
Rhino	3	11	11	10	xx
Land Raider	3	14	14	14	xx
Whirlwind	3	11	11	10	xx
Vindicator	3	13	11	10	xx
Iron Eagle Gyrocopter	3	12	12	10	xx

	BS	Front	Side	Rear	Page
Heavy Quad Launcher	3	10	10	10	xx
Rapier Laser	3	10	10	10	xx
Destroyer					
Sentry Gun	2	10	10	10	xx

Ordnance

Weapon	RANGE	STR	AP	TYPE
Rapier	48"	10	1	Heavy 1, Twin-linked

Demolisher
Cannon

WEAPON TYPES

Weapon	Range	Str	AP	Type	Page
Boltgun	24"	4	5	Rapid Fire	
Boltpistol	12"	4	5	Pistol	
Graviton Gun	18"	-	3	Heavy 1, Blast, Pinning	

LIVING ANCESTOR PSYCHIC POWERS

Hammer of Fury

A Living Ancestor may use Hammer of Fury as a psychic shooting attack, or at the beginning of an assault phase. Place the large blast marker so that the centre of the marker is directly over the Living Ancestor. Any enemy model touched by the marker takes a S5 hit with an AP of 5. In addition place the models 1" directly away from the edge of the blast marker in a line from the marker's centre. Models hit must take a pinning test.

Mental Fortress

The Living Ancestor and all friendly models within 12" of the Living Ancestor gain a 5+ invulnerable save against any damage done by a psychic shooting attack until the end of the opposing players following turn.

Domination

A Living Ancestor may use Domination as a psychic shooting attack with a range of 12". The target unit must take a leadership test at -2 (see Characteristic Tests in the Warhammer 40,000 rulebook). If the unit fails the test they cannot move, run, shoot, assault or use any psychic powers until the end of the opposing player's following turn.

Force Dome

A Living Ancestor may use Force Dome as a psychic shooting attack with a range of 24". Place a marker by the affected unit. That unit is automatically pinned (even if that unit were normally immune to pinning), gains a 4+ invulnerable save, and cannot be assaulted. Monstrous Creatures and any unit larger than twelve models cannot be targeted with Force Dome.

