

Squat Codex v0.21

07/12/09

Introduction

This is a homebrew Squat codex, inspired by the Rogue Trader Squat army list in White Dwarf 111 and the 'get you by' army list that came in the second edition box set. As a general rule, new units have not been added, and the Squats often use standard Imperial equipment such as Bolters and Rhinos.

Anything written in black is fairly settled.

Anything in italics and/or grey is speculative and has had no testing at all!

Army Special Rules

Stubborn

Squats are extremely stubborn and do not like to retreat from the enemy. To represent this they have the Stubborn USR.

Can't Run

Slow and Purposeful would cause all kinds of problems when it comes to heavy weapons, so to represent their slower movement, Squat models cannot make Run moves.

?? Penetrator Rounds ??

Bolt Pistols, Bolters and Storm Bolters used by Squats have AP4. Not sure about a third army-wide special rule and haven't used this yet.

Equipment

Exo Armour

Like the Terminator Armour of the Adeptus Astartes, Squat Exo Armour offers enormous protection to the wearer.

Exo Armour confers:

2+ armour save.

5+ invulnerable save.

The Relentless USR.

Can't Sweeping Advance.

A Bolter and Powerfist.

Unlike Terminator Armour, the small size and increased maneuverability of Exo Armour enables wearers to ride in Rhinos, but they count as two models.

Alternative basic equipment idea - Exo Armour comes with a +1S Power Weapon as standard (the big Power Axe on the models, think Frost Blades), but can be swapped out for a Powerfist.

Guild Bike

The bikes of the Squat Engineer's Guild are fast and maneuverable two-stroke bikes and trikes. They make a number of changes to the model riding them.

Type: Bike.

+1 Toughness (ignored for Instant Death).

4+ armour save if the model doesn't already have a better save.

Twin-Linked Storm Bolter.

Stable Platform: +1BS due to stabilisation systems.

Designer's note - I'd prefer a movement-based bonus for the Bikes rather than shooting, more on that later...

Support Batteries

Squat Support Batteries can be made up from a variety of weapon systems including Rapiers and Tarantulas, but Thudd Guns and Mole Mortars are the most common. To represent this mix, the support battery unit can choose from a number of firing modes:

Airburst

Range	Strength	AP	Type
12-48"	4	6	Heavy 2, Barrage, Blast, Ignores Cover

Cluster

Range	Strength	AP	Type
12-48"	5	5	Heavy 2, Barrage, Blast

Direct Fire

Range	Strength	AP	Type
36"	8	3	Heavy 2

The support batteries form artillery units with guns and crew. Note that as the Airburst and Cluster ammunition is Ordnance Barrage, the unit fires as a multiple barrage when using these firing modes.

HQ

Warlord 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Warlord	6	5	4	5*	3	4	3	10	4+

Unit Composition:
1 Warlord

Unit Type:
Infantry

Equipment:
Bolter, Bolt Pistol, CCW
Frag & Krak Grenades

Special Rules:
Stubborn
Can't Run

Allows one unit of
Hearthguard to be
taken as Troops

Options:

Mount on a Guild Bike 35

May swap his CCW for:
Power Weapon 15
Powerfist 25

May swap all weapons for:
Exo Armour 40

May swap Bolter for:
TL Storm Bolter 10

Guildmaster 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Guildmaster	5	5	4	5*	3	4	3	10	4+

Unit Composition:
1 Guildmaster

Unit Type:
Infantry

Equipment:
Bolter, Bolt Pistol, CCW
Frag & Krak Grenades
Melta Bombs

Special Rules:
Stubborn
Can't Run

Allows either Bikes or
one unit of Engineers
to be taken as Troops.

Fixes vehicles as a
Techmarine

Options:

Mount on a Guild Bike 35

May swap his CCW for:
Power Weapon 15
Powerfist 25

May swap Bolter for:
TL Storm Bolter 10

May swap all weapons for:
Exo Armour 40

*Designer's note - rather than T5, W3 I may change the Warlord and Guildmaster to T4, W4 OR to T4, W3, Eternal Warrior to represent their resilience in a different way.

Living Ancestor ?? points

	WS	BS	S	T	W	I	A	Ld	Sv
Ancestor	4	4	3	6	3	3	1	10	4+

Unit Composition:
1 Living Ancestor

Unit Type:
Infantry

Equipment:
Bolt Pistol, CCW

Special Rules:
Stubborn
Can't Run

Options:

Mount on a Guild Bike 35

May swap his CCW for:
Force Weapon 15

Defensive powers: Psy-hood, KFF, Faith-like powers? FNP for any unit joined (not as unbalanced as Painboy as it requires a whole HQ slot).

Elites

Hearthguard 60 points

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

Unit Composition:

3 Hearthguard

Unit Type:

Infantry

Equipment:

Bolter, Bolt Pistol, CCW
Frag & Krak Grenades

Special Rules:

Stubborn
Can't Run

Transport:

May take a dedicated
Rhino or Termite.

Options:

Entire unit may be mounted on Guild Bikes for 35 points per model.

Add up to five additional Hearthguard at 20 points per model.

Any Hearthguard may swap all their standard equipment for:

Exo Armour 30

Up to two Hearthguard may swap their Bolters for:

Meltagun 10

Plasma Gun 15

Multimelta 20

Missile Launcher 10

Any Hearthguard may swap his CCW for:

Power Weapon 15

Powerfist 25

Combat Engineers 80 points

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

Unit Composition:

5 Engineers

Unit Type:

Infantry

Equipment:

Bolter, Bolt Pistol, CCW
Frag & Krak Grenades
Melta Bombs

Special Rules:

Stubborn
Can't Run
Combat Engineers*

Transport:

May take a dedicated
Rhino or Termite.

Options:

Entire unit may be mounted on Guild Bikes for 35 points per model.

Add up to five additional Engineers at 18 points per model.

Up to four Engineers may swap their Bolters for:

Flamer 5

Meltagun 10

Plasma Gun 15

Demolition Charge 20

Up to two Engineers may swap their CCWs for:

Powerfist 25

*Combat Engineers - for each unit of Combat Engineers, you may reinforce one Ruin on the board (see SM codex, Techmarines). A engineer unit can also repair vehicles in the Shooting phase - roll a d6 and add +1 for each non-shooting engineer in BtB contact with the vehicle, on a 6+ you can fix one weapon destroyed or immobilised result.

Alternative equipment idea - drop CCW and Melta Bombs and replace with a 'gunless' Servo Harness, would be a nice conversion opportunity.

Designer's note - this is the only new unit, but is a good fit for existing Squat background.

Troops

Warrior Squad 40 points

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

Options:

The unit may swap their Bolters for Bolt Pistols*.

Add up to five additional Warriors at 7 points per model.

Unit Composition:

4 Warriors
1 Leader

Special Rules:

Stubborn
Can't Run

Unit Type:

Infantry

Transport:

May take a dedicated
Rhino or Termite.

Equipment:

Bolter, Bolt Pistol
Frag & Krak Grenades

Leader Equipment:

Bolter, Bolt Pistol, CCW
Frag & Krak Grenades

One Warrior may swap his Bolter for:

Flamer	5
Meltagun	10
Plasma Gun	15
Multimelta	20
Missile Launcher	10

The Leader may buy:

Power Weapon	15
Powerfist	25
Banner (re-roll Ld)	10
Melta Bombs	5

*Twin Bolt Pistols count as twin-linked for shooting and as two CCWs for close combat.

Designer's note - a single Troops choice might seem quite limiting, but the Warrior Squad can be outfitted for a variety of roles.

Dedicated Transports

Turbocharged Rhino 40 points

As standard SM Rhino but is Fast and BS 3.

May swap Storm Bolter for Heavy Bolter for 15 points.

Termite

As Drop Pod.

Fast Attack

Guild Bikers 120 points

	WS	BS	S	T	W	I	A	Ld	Sv
Biker	4	3(4)	3	4(5)	1	3	1	8	4+
Leader	4	3(4)	3	4(5)	1	3	2	9	4+

Options:

Add up to five additional Bikers at 22 points per model.

Unit Composition:

4 Bikers
1 Leader

Equipment:

Guild Bike
Bolt Pistol
CCW

One Biker may swap his Bolt Pistol for:

Meltagun 10
Plasma Gun 15
Flamer 5

Unit Type:

Bike

Special Rules:

Stubborn

The Leader may buy:

Power Weapon 15
Powerfist 25
Banner (re-roll Ld) 10
Melta Bombs 5

Heavy Weapon Trikes 35 points per model

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

Special Rules:

Stubborn

Unit Composition:

1-3 Heavy Weapon
Trikes

Equipment:

Guild Bike
Bolt Pistol
CCW
Heavy Bolter

Options:

Any Trike may swap it's Heavy Bolter for:

Multimelta 10
Missile Launcher 5

Unit Type:

Bike

Heavy Support

Thunderers 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Loader	4	3	3	4	1	3	1	8	5+
Gunner	4	3	3	4	1	3	1	8	5+
Leader	4	3	3	4	1	3	2	9	4+

Unit Composition:

2 Gunners
2 Loaders
1 Leader

Unit Type:

Infantry

Gunner Equipment:

Heavy Bolter, CCW
Krak Grenades

Loader Equipment:

Bolter, CCW
Krak Grenades

Leader Equipment:

Bolter, Bolt Pistol,
CCW
Krak Grenades, Melta
Bombs

Special Rules:

Stubborn
Can't Run
Speed Loaders

Transport:

?? *May take a
dedicated Rhino or
Termite. ??*

Options:

Add up to two additional Loaders at 15 points per model, up to a maximum of ten models in the unit.

Add up to five additional Gunners at 20 points per model, up to a maximum of ten models in the unit.

Any number of Thunderers may swap their Heavy Bolter for:

Autocannon 10

Any number of Loaders may swap their Bolter for:

Plasma Gun 15
Meltagun 10

The Leader may buy:

Power Weapon 15
Powerfist 25
Banner (re-roll Ld) 10

Speed Loaders - during the shooting phase, each Loader in the unit grants either Relentless OR twin-linking to any one model in the unit instead of shooting. Multiple Loaders can combine their effects.

Iron Eagle Gyrocopter 150 points per model

	BS	Front	Side	Rear
Gyrocopter	3	12	11	10

Unit Composition:

1-3 Gyrocopters

Unit Type:

Vehicle Squadron (Skimmer)

Equipment:

TL Heavy Bolter
Hull-mounted
Battlecannon
Extra Armour

Special Rules:

Scout

Options:

Any Gyrocopter may swap it's TL Heavy Bolter for:

TL Autocannon 15
TL Lascannon 25

Robots

As SM Dreadnoughts but can't run.

Support Battery 80 points per team

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

Equipment:
Bolter, CCW

Unit Composition:
1-3 teams consisting of
1 gun and 2 crew

Unit Type:
Artillery

Special Rules:
Stubborn
Can't Run

Vindicator

As SM codex.