

Squat Codex v0.30

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Introduction

This is a homebrew Squat codex, inspired by the Rogue Trader Squat army list in White Dwarf 111, the 'get you by' army list that came in the second edition box set and 2nd edition Epic Squats. As a general rule, new units have not been added, and the Squats often use standard Imperial equipment such as Bolters and Rhinos, although sometimes with their own additions.

Anything written in black is fairly settled.

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

Recent Changes

Removed option for Warrior units to swap Bolters for twin-linked Bolt Pistols.
Removed option of a Guild Bike for the Living Ancestor.
Removed provisional rule giving Bolter weapons AP4.
Removed provisional option of a dedicated transport for Thunderers.
Added Ork Grudge as an army-wide rule.
Added Attack Squad Troops choice.
Added Ancestor Sidecar & Force Rod equipment.
Added Ancestor Powers.
Added Conversion field equipment and options for characters.
Added Grudge Banner to the equipment section, changed name in unit options.
Added Flamer option for Hearthguard.
Added table of contents.
Added Melta Bombs option for Warlord.
Added BS & I reductions to SM Dreadnought reference.
Reduced cost of Support Battery by 5, reduced armour save to 5+ to match other units.
Changes to Living Ancestor stats.
Changed layout for some unit options.
Increased cost of Missile Launcher option for Hearthguard.
Increased base cost of Combat Engineer Squad by 10.
Increased cost of Ancestor's Force Weapon option.

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.

Ork Grudge

Squats hate Orks (and Gretchin if they get in the way!) with a vengeance. Squats have the Preferred Enemy USR when fighting Orks and Gretchin.

Equipment

Autocannon, Bolt Pistol, Bolter, Storm Bolter, Heavy Bolter, Plasma gun, Meltagun, Multi-melta, Missile Launcher, Frag & Krak grenades, Melta Bombs, Power Weapon, Powerfist

See summary pages in the back of the rulebook, or the IG or SM codices.

Ancestor Sidecar

Living Ancestors often ride in a sidecar attached to a Warlord's or Hearthguard's Bike. If the Living Ancestor is in the same unit as a Warlord, Guildmaster or Hearthguard that are mounted on Guild Bikes he will move as if he is also mounted on a Guild Bike. Other than movement and the Turbo-Boost USR, the Ancestor won't gain any of the other rules changes for being mounted on a Bike.

Conversion Field

The Conversion Field personal armour field converts incoming shots into a bright flash of light. It grants the user a 4+ invulnerable save.

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.

Relentless.

Can't Sweeping Advance.

A Bolter and either a Powerfist or Rune Axe.

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

Force Rod

The Force Rods of the Living Ancestors give them direct access to the massed power of the ancestral generations. Any psychic power successfully cast within 24" of the Living Ancestor can be nullified on a 4+.

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.

Assault Platform: Guild Bikes are very agile on the battlefield, especially in assaults. When making assault moves through terrain, models on Guild Bikes count as Infantry so make difficult terrain tests instead of dangerous terrain tests.

Grudge Banner

Any unit that has a Grudge Banner can re-roll failed Morale tests.

Rune Axe

Rune Axes are ornate high-powered Power Axes. They are Power Weapons which hit with +1 Strength.

Stronghold Standard

All Squat units within 12" of the Standard bearer gain +1A in close combat. The unit with the standard can re-roll failed Morale tests.

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 Barrage, the unit fires as a multiple barrage when using these firing modes.

Ancestor Powers

Living Ancestors may normally use one psychic power per turn, and have all Squat psychic powers. Unless otherwise specified, their powers are used at the start of the Squat turn and do not require line of sight.

Domination

The Ancestor can choose any enemy model within 12" that has a Leadership value. Both models roll a d6 and add it to their Leadership value. If the Ancestor wins, the enemy model cannot perform any voluntary actions in that player's next turn, and will be hit automatically in close combat. If the model is in a unit, the rest of the unit can move as long as they stay in unit coherency, Fall Back moves are made as usual.

Hammer of Fury

All enemy units within 12" of the Living Ancestor are forced d6" directly away and take a Pinning test. Any models that would be forced into impassible terrain, other models or the table edge will stop. This power does not work on vehicles or units locked in close combat.

Mental Fortress

Until the start of the next Squat turn, all non-vehicle Squat units have a 4+ invulnerable save whenever they are within 6" of the Living Ancestor.

Force Dome

Until the start of the next Squat turn, any unit wishing to assault the Living Ancestor or his unit will make their assault moves as if moving through difficult, dangerous terrain.

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
Ork Grudge
Independent Character
Allows one unit of
Hearthguard to be
taken as Troops

Options:

Guild Bike 35
Conversion Field 25
Melta Bombs 5

May swap his CCW for:
Powerfist or Rune Axe 25

May swap basic equipment 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
Ork Grudge
Independent Character
Allows either Bikes or
one unit of Engineers
to be taken as Troops.
Fixes vehicles as
Combat Engineers, +1

Options:

Mount on a Guild Bike 35
Conversion Field 25

May swap his CCW for:
Powerfist or Rune Axe 25

May swap basic equipment for:
Exo Armour 40

May swap Bolter for:
TL Storm Bolter 10

*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

100 points

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

Unit Composition:

1 Living Ancestor

Unit Type:

Infantry

Equipment:

Bolt Pistol, CCW
Ancestor Sidecar
Force Rod

Special Rules:

Stubborn
Can't Run
Ork Grudge
Independent Character
Psyker

Options:

Force Weapon 25
Conversion Field 25

Ability to use two psychic powers per turn 50

Elites

Hearthguard

60 points

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

Options:

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

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

Unit Composition:

3 Hearthguard

Special Rules:

Stubborn
Can't Run
Ork Grudge

Any Hearthguard may swap his CCW for:

Powerfist or Rune Axe 25

Unit Type:

Infantry

One Hearthguard model in the army may carry:

Stronghold Standard 30

Equipment:

Bolter, Bolt Pistol, CCW
Frag & Krak Grenades

Transport:

May take a dedicated
Rhino or Termite.

One Hearthguard model in the unit may carry:

Grudge Banner 10

Any Hearthguard may swap all their standard equipment for:

Exo Armour 30

Up to two Hearthguard may swap their Bolters for:

Flamer 5

Meltagun 10

Plasma Gun 15

Missile Launcher 15

Multimelta 20

Combat Engineers

90 points

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

Options:

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

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

Unit Composition:

5 Engineers

Special Rules:

Stubborn
Can't Run
Ork Grudge
Combat Engineers*

Up to four Engineers may swap their Bolters for:

Flamer 5

Meltagun 10

Plasma Gun 15

Demolition Charge 20

Unit Type:

Infantry

Equipment:

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

Transport:

May take a dedicated
Rhino or Termite.

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.

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:

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

Unit Composition:

4 Warriors
1 Leader

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

Unit Type:

Infantry

Special Rules:

Stubborn

Equipment:

Bolter, Bolt Pistol
Frag & Krak Grenades

Can't Run

Ork Grudge

The Leader may buy:

Melta Bombs 5
Grudge Banner 10
Power Weapon 15
Powerfist 25

Transport:

May take a dedicated
Rhino or Termite.

Attack 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:

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

Unit Composition:

4 Warriors
1 Leader

Special Rules:

Stubborn

Can't Run

Ork Grudge

One Warrior may swap his Bolt Pistol for:

Flamer 5
Meltagun 10

Unit Type:

Infantry

Preferred Enemy:

anyone!

One Warrior may swap his CCW for:

Power Weapon 15
Powerfist 25

Equipment:

Bolt Pistol, CCW
Frag & Krak Grenades

Transport:

May take a dedicated
Rhino or Termite.

The Leader may buy:

Melta Bombs 5
Grudge Banner 10
Power Weapon 15
Powerfist 25

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+

Unit Composition:

4 Bikers
1 Leader

Unit Type:

Bike

Equipment:

Guild Bike
Bolt Pistol
CCW

Special Rules:

Stubborn
Ork Grudge

Options:

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

One Biker may swap his Bolt Pistol for:

Flamer	5
Meltagun	10
Plasma Gun	15

The Leader may buy:

Melta Bombs	5
Grudge Banner	10
Power Weapon	15
Powerfist	25

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+

Unit Composition:

1-3 Heavy Weapon
Trikes

Unit Type:

Bike

Equipment:

Guild Bike
Bolt Pistol
CCW
Heavy Bolter

Special Rules:

Stubborn
Ork Grudge

Options:

Any Trike may swap it's Heavy Bolter for:

Multimelta	10
Missile Launcher	10

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+

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

Grudge Banner 10

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

Ork Grudge

Speed Loaders

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

Special Rules:

Scout

Options:

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

TL Autocannon 15

TL Lascannon 25

Unit Composition:

1-3 Gyrocopters

Unit Type:

Vehicle Squadron (Skimmer)

Equipment:

TL Heavy Bolter

Hull-mounted

Battlecannon

Extra Armour

Robots

As SM Dreadnoughts but can't run, BS3 and I3.

Support Battery

75 points per team

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

Equipment:

Bolter, CCW

Unit Composition:

1-3 teams consisting of
1 gun and 2 crew

Unit Type:

Artillery

Special Rules:

Stubborn
Can't Run
Ork Grudge

Vindicator

As SM codex.

Dedicated Transports

Turbocharged Rhino

45 points

As standard SM Rhino but is Fast and BS 3.
May swap Storm Bolter for Heavy Bolter for 10 points.

Termite

As Drop Pod.