

# Squat Codex v0.32

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|                             |           |
|-----------------------------|-----------|
| <b>Introduction</b>         | <b>2</b>  |
| Recent Changes              | 2         |
| Army Special Rules          | 2         |
| Equipment                   | 3         |
| Ancestor Powers             | 5         |
| <b>HQ</b>                   | <b>6</b>  |
| Warlord                     | 6         |
| Guildmaster                 | 6         |
| Living Ancestor             | 6         |
| <b>Elites</b>               | <b>7</b>  |
| Hearthguard                 | 7         |
| Combat Engineers            | 7         |
| <b>Troops</b>               | <b>8</b>  |
| Warrior Squad               | 8         |
| Attack Squad                | 8         |
| <b>Fast Attack</b>          | <b>9</b>  |
| Guild Bikers                | 9         |
| Heavy Weapon Trikes         | 9         |
| <b>Heavy Support</b>        | <b>10</b> |
| Thunderers                  | 10        |
| Iron Eagle Gyrocopter       | 10        |
| Robot Maniple               | 11        |
| Support Battery             | 11        |
| Vindicator                  | 11        |
| <b>Dedicated Transports</b> | <b>11</b> |
| Turbocharged Rhino          | 11        |
| Termite                     | 11        |

# 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

Dropped squad leader Leadership to 8.

Living Ancestor's Medikit/FNP option removed.

Living Ancestor's powers swapped around in name due to the Space Marine codex having 'borrowed' Force Dome. Hammer of Fury has been changed to Pinning checks and S5 hits with no movement.

Hearthguard Powerfist/Rune Axe option dropped by 5 points.

Combat Engineers - removed Krak grenades as they also have Melta Bombs.

Warrior Squad Multimelta option dropped to 10 points.

Exo Armour - removed ability to fit in a Rhino.

Stronghold Standard effects swapped around as this was due to mis-reading the SM codex...

## 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. Models in Exo Armour cannot ride in Rhinos but can ride in Termites, taking up two spaces each.

Exo Armour confers:

2+ armour save.

5+ invulnerable save.

Relentless.

Can't Sweeping Advance.

A Bolter and either a Powerfist or Rune Axe.

### **Exo Armour Trike**

The richest Strongholds can afford to equip their Warlords and Hearthguard with the most fearsome armour available - Exo Armoured Trikes!

Exo Armour Trikes confer:

2+ armour save.

5+ invulnerable save.

Relentless.

Can't Sweeping Advance.

A Bolter and either a Powerfist, Rune Axe or Power Lance.

Type: Bike

+1 Toughness (ignored for Instant Death).

Assault Platform (as Guild Bikes).

Exo Armour Trikes do not include any additional guns.

### **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 d6 roll of 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.

## Power Lance

Wielded exclusively by Exo Armour Bikers, Power Lances are Power Weapons which grant +1I and +2S when assaulting.

## 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 can re-roll failed Morale tests. The unit with the standard gain +1A in close combat.

## 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 6" of the Living Ancestor take a Pinning test and suffer d6 S5 hits, with saves being taken as normal.

### **Mental Fortress**

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.

### **Force Dome**

See Space Marine codex.

# HQ

## Warlord

70 points

|         | WS | BS | S | T | W | I | A | Ld | Sv |
|---------|----|----|---|---|---|---|---|----|----|
| Warlord | 6  | 5  | 4 | 4 | 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                                      | 40 |
| Conversion Field                                | 25 |
| Melta Bombs                                     | 5  |
| May swap his CCW for:<br>Powerfist or Rune Axe  | 25 |
| May swap all basic equipment for:<br>Exo Armour | 40 |
| Exo Armour Trike                                | 80 |
| May swap Bolter for:<br>TL Storm Bolter         | 10 |

## Guildmaster

70 points

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Guildmaster | 5  | 5  | 4 | 4 | 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                           | 40 |
| Conversion Field                                | 25 |
| May swap his CCW for:<br>Powerfist or Rune Axe  | 25 |
| May swap all basic equipment for:<br>Exo Armour | 40 |
| Exo Armour Trike                                | 80 |
| May swap Bolter for:<br>TL Storm Bolter         | 10 |

## Living Ancestor

100 points

|          | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Ancestor | 4  | 3  | 3 | 6 | 2 | 3 | 2 | 10 | 5+ |

**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

75 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  
Ork Grudge

**Transport:**  
May take a dedicated  
Rhino or Termite.

**Options:**

Add up to five additional Hearthguard at 25 points per model.

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

Any Hearthguard may swap his CCW for:  
Powerfist or Rune Axe                      20

One Hearthguard model in the army may carry:  
Stronghold Standard                      30

One Hearthguard model in the unit may carry:  
Grudge Banner                      10

Any Hearthguard may swap all their standard equipment for:

Exo Armour                      25  
Exo Armour Trike                      60

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+ |

**Unit Composition:**  
5 Engineers

**Unit Type:**  
Infantry

**Equipment:**  
Bolter, Bolt Pistol, CCW  
Frag Grenades  
Melta Bombs

**Special Rules:**  
Stubborn  
Can't Run  
Ork Grudge  
Combat Engineers\*

**Transport:**  
May take a dedicated  
Rhino or Termite.

**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.

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.

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

# Troops

## Warrior Squad

45 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 | 8  | 4+ |

### Options:

Add up to five additional Warriors at 8 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       | 10 |
| Missile Launcher | 15 |

### 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

45 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 | 8  | 4+ |

### Options:

Add up to five additional Warriors at 8 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  | 3 | 4(5) | 1 | 3 | 1 | 8  | 4+ |
| Leader | 4  | 3  | 3 | 4(5) | 1 | 3 | 2 | 8  | 4+ |

### 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 |

### Unit Composition:

4 Bikers  
1 Leader

### Equipment:

Guild Bike  
Bolt Pistol  
CCW

### Unit Type:

Bike

### Special Rules:

Stubborn  
Ork Grudge

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  | 3 | 4(5) | 2 | 3 | 2 | 8  | 3+ |

### Special Rules:

Stubborn  
Ork Grudge

### 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 | 10 |

### 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 | 8  | 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 free

Any number of Loaders may swap their Bolter for:

Meltagun 10  
Plasma Gun 15

The Leader may buy:

Melta Bombs 5  
Grudge Banner 10  
Power Weapon 15  
Powerfist 25

### Unit Composition:

2 Gunners  
2 Loaders  
1 Leader

### Leader Equipment:

Bolter, Bolt Pistol,  
CCW  
Krak Grenades, Melta Bombs

### Unit Type:

Infantry

### Special Rules:

Stubborn  
Can't Run  
Ork Grudge  
Speed Loaders

### Gunner Equipment:

Heavy Bolter, CCW  
Krak Grenades

### Loader Equipment:

Bolter, CCW  
Krak Grenades

Speed Loaders - during the shooting phase, each Loader in the unit may grant 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

### Equipment:

TL Heavy Bolter  
Hull-mounted  
Battlecannon  
Extra Armour

### Unit Type:

Vehicle Squadron (Skimmer)

## Robot Maniple

75 points per model

|       | WS | BS | S | Front | Side | Rear | I | A |
|-------|----|----|---|-------|------|------|---|---|
| Robot | 3  | 3  | 5 | 11    | 11   | 10   | 3 | 2 |

**Special Rules:**  
Can't Run

**Unit Composition:**

1-4\* Robots

**Equipment:**

TL Heavy Bolter

Dreadnought

Close Combat

Weapon

Smoke Launchers

**Options:**

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

|                     |      |
|---------------------|------|
| Lascannon           | 15   |
| Multimelta          | free |
| TL Autocannon       | 5    |
| TL Missile Launcher | 5    |

\* Designer's note - why 1-4 instead of the standard 1-3? Because Robots used to be bought in maniples of 4 models...

## 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, each  
consisting of 1 gun and  
2 crew

**Unit Type:**

Artillery

**Special Rules:**

Stubborn  
Can't Run  
Ork Grudge

## Vindicator

As SM codex but BS 3.

# 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.

Designer's note - the Heavy Bolter option is due to my models having them, justified by Squats generally going in for heavier guns than their Imperial equivalents.

## Termite

As SM Drop Pod but BS 3 and don't have Drop Pod Assault.