

CODEX™

SQUATS



WARHAMMER
40,000

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SQUATS



In recent times all reference to the Squat race and its long relationship with the Imperium have been wiped from official records. The reason for this re-writing of history is unclear but it coincides with a loss of contact with the Squat Homeworlds due to massive disturbances in the Warp.

Perhaps the Imperium of Man believes that the Squats have finally been destroyed and is simply tidying up loose ends. Perhaps the rulers of humanity are plotting to take the Squat's vast mineral wealth and advanced technology for themselves and want to claim their territory as uninhabited.

Whatever the reason, it is a lie. The Squat Leagues continue to stand in defiance of everything the galaxy can throw at them. What they have, they hold – said and true!





SQUAT SPECIAL RULES

Eternal Hatred

Squats form a closed society, obsessed with their own property, status and honour. Kinship and oath-binding go deep and so does any breach of these codes.

It is the duty of one generation to carry on the resentments and blood-grudges of the generations before. In this way a living Squat gives his forebears a sort of eternal life, while the ancestors bequeath purpose to their progeny.

Every Squat warrior has what amounts to a personal grievance against the Universe as he feels his kin have been betrayed by every race in it at one time or another. In battle this gives an extra bitterness to close quarter fighting and makes the Squats a dangerous enemy to underestimate.

In the first round of a hand to hand combat, Squats re-roll any missed To Hit dice.

No Matter the Odds

Squats have spent millennia defending their grim and isolated strongholds against invaders of all kinds. Often the fight has been in vain and another chapter has been added to the ponderous chronicle of heroic failure that is a cherished part of Squat culture. The Last Stand is a major leitmotif of Squat art and literature and dauntlessness in the face of certain death is a highly regarded quality in a soldier.

When Squats take a morale check they ignore any modifiers for being outnumbered by the enemy.

Stuntie

Their physical stature means that Squats are not the fastest infantry army. A Squat on foot Moves 5", Assaults 5" and can never travel more than 10" under any circumstances.

Mech Know-How

Getting into the guts of machinery is second nature to most Squats. They are incorrigible fixers and improvers and are particularly proud of makeshift engineering solutions pulled out of the hat in an emergency. Those of the Warrior Brotherhoods who crew and maintain battlefield vehicles are renowned for their skill and ingenuity in keeping their mounts in the fight. Drivers and gunners personalise their vehicles with double-redundancy backup systems, alternative fuel lines, bypasses for non-essential functions and racks of spares and tools fixed to the hull for running repairs.

Whenever a Squat vehicle suffers damage, either 'weapon destroyed' or 'immobilised', any remaining crew can attempt to patch things up. At the start of each turn roll a D6. On a 5 or 6 the damage is repaired and the vehicle may act normally in that respect once again.





SQUAT ARMOURY

Characters may have up to two single-handed weapons, or a single-handed and a two-handed weapon. You may also pick 100 points worth of wargear per model but no model may be given the same item twice. Models wearing Exo-armour can only use wargear and weapons marked with a '*'. All wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Bolt Pistol	1 pt
Close Combat Weapon	1 pt
Laspistol	1 pt
Plasma Pistol	4 pts
Power Fist*	25 pts
Power Weapon*	15 pts

TWO-HANDED WEAPONS

Bolter*	2 pts
Lasgun	1 pt
Storm Bolter*	5 pts
Autogun	1 pt

WARGEAR

Carapace Armour (4+ save)	5 pts
Engineer Armour (3+save, Hearthguard and Independent Characters only)	15 pts
Exo-Armour (2+ sv./ 5+ inv.sv. Independent Characters only)	25 pts
Frag Grenades	1 pt
Standard/Hold Banner (Standard Bearer only)	10/20 pts
Krak Grenades	2 pts
Master Crafted Weapon*	15 pts
Medi-Pack (Medic only)	10 pts
Melta Bombs	4 pts
Targeting Scanner (Engineer only)	10pts

SQUAT WARGEAR

Autogun –	Same profile as a lasgun.
Engineer Armour –	Squat-produced power armour.
Exo-Armour –	Ancient Squat technology with performance like Terminator armour. Note that Exo-Armoured characters may not teleport.
Standard –	Allows any unit within 12" to reroll failed morale checks.
Hold Banner –	Equivalent to Imperial Guard Regimental Banner (+1 to combat result within 6"). May only be taken in a Warlord's Retinue.
Targeting Scanner –	Allows all members of the Retinue to shoot with BS4.
Medi-Pack –	Allows the Retinue to ignore the first failed armour save each turn. (Not effective against 'sudden death' or 'no save' weapons.)





HEADQUARTERS



Each Brotherhood is led by a battle-lucky Warlord elected from among the Hearthguard as the mightiest of their number. A Warlord demands unbreakable oaths of blood loyalty from the entire Brotherhood, rewarding valour with ancient wargear of fine craftsmanship and the chance for immemorial glory at his side.



The Warlord will often choose a trusted retainer to lead a detachment of the Brotherhood into battle. This is a way for younger warriors to make their mark while for older Squats it is an all-important token of recognition and respect.

0-1 WARLORD

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Warlord	60	5	4	4	4	3	3	3	10	5+

Options: The Warlord may be given any equipment allowed from the Squat Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Retinue, a Warlord is an Independent Character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Hearthguard Retinue: A Retinue of Hearthguard may accompany the Warlord. See the Hearthguard entry for details.

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".

HEARTHGUARD COMMANDER

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Commander	45	5	4	4	4	2	3	3	10	5+

Options: The Hearthguard Commander may be given any equipment allowed from the Squat Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Retinue, a Hearthguard Commander is an Independent Character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Hearthguard Retinue: A Retinue of Hearthguard may accompany the Hearthguard Commander. See the Hearthguard entry for details.

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".



As Squats age they can become so steeped in the lore of their race that a rare few begin to hear the psychic whisper of the long-dead, developing a rapport which borders on Possession. In them the Ancestors live again to advise, warn and fight alongside their heirs. Thus the centuries-old frame of the Living Ancestor can briefly host the spirit of an ancient hero or draw on the collective rage of the Squats across the bitter years to unleash a hammer-blow against their enemies.

0 -1 LIVING ANCESTOR										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Ancestor	50	5	4	4	4	2	3	3	10	5+

Options: The Living Ancestor may be given any equipment allowed from the Squat Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Retinue, a Living Ancestor is an Independent Character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

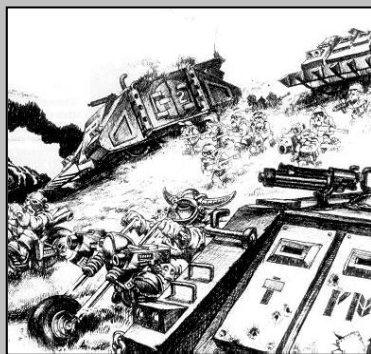
Hearthguard Retinue: A Retinue of Hearthguard may accompany the Living Ancestor. See the Hearthguard entry for details.

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".

Psychic Power – Hammer of Fury: The Living Ancestor can attempt to unleash a mighty psychic hammer blow against his foes in his own shooting phase. *Hammer of Fury* is centred on himself and blasts all enemy models within range back 3" (except vehicles and those with a Strength of 6 or more). In addition, *Hammer* counts as a weapon and hits automatically using the following profile: **Range 9" Strength 5 AP 2 Assault 1/ Blast**



The Squats have inherited the same fragmentary STC system as the Imperium and the Rhino remains for them the favoured military workhorse.

Transport: SQUAT RHINO					
	Points	Front Arm.	Side Arm.	Rear Arm.	BS
Rhino	50	11	11	10	3

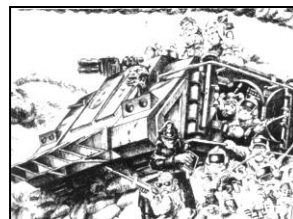
Type: Tank

Crew: Squats

Weapons: The Rhino is armed with a storm bolter.

Options: The storm bolter may be upgraded to one of the following weapons at the extra points cost indicated: assault cannon +15 pts, multi-melta +35 pts. and the following vehicle upgrades may be used: dozer blades, extra armour, pintle-mounted storm bolter, smoke launchers, searchlight.

Transport: The Rhino can carry up to ten Squats but not models in Exo-Armour.





Hearthguard are the hand-picked retainers of the Warlord; proud and individualistic warriors who form both his bodyguard and his council of advisors. Among their number are trusted lieutenants as well as valuable specialists in military engineering, tactics and field medicine.

HEARTHGUARD RETINUE										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	15	4	3	3	4	1	2	2	10	5+

Retinue: The retinue consists of between five and ten Hearthguard.

Options: The Hearthguard may be given any equipment allowed from the Squat Armoury. Members of the retinue do not have to be identically armed.

Characters: One Hearthguard may be upgraded to a Standard Bearer, one may be upgraded to a Medic and one may be upgraded to an Engineer. Each may choose special equipment allowed from the Squat Armoury.

Transport Vehicle: The Retinue can be mounted in a Squat Rhino at an additional cost of +50 pts (see vehicle entry for upgrade options).

SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".



ELITES



There are several bleak, high-gravity planets within Homeworld space that have produced the Ogryn mutation from originally human populations. Squats have always made use of these giants in war and even have a grudging respect for their guileless prosecution of naked violence. No Ogryn has ever been known to break a bond of employment with a Squat.

OGRYN MERCENARIES										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	30	4	3	5	4	3	3	2	8	5+

Squad: The squad consists of between three and five Ogryns.

Weapons: Ripper gun and close combat weapon.

Options: May replace ripper gun with an Ogryn close combat weapon for no additional points cost.

Transport Vehicle: The Ogryn squad may be mounted in a Rhino for +50 pts (each counts as two passengers).



Pioneers are irregulars drawn from among those Squats who live the hard and lonely life of prospectors, explorers and adventurers beyond the confines of the Stronghold. Sometimes these outcasts band together into small 'Free Companies' of privateers under a recognised Captain who also acts as their battle-leader should the need arise. Warrior Brotherhoods occasionally use Pioneers as scouts and infiltrators, especially if there are ties of former Hold and Kin.

Hired Guns

Pioneers range freely beyond the Homeworlds and frequent the lawless ports and space-docks which lie at the fringes of the Imperium. Here can be found the black markets in weaponry, information, transportation and manpower that every serious adventurer needs. A Free Company cannot be too fussy about who they hire for an expedition and Squats will crew with deserters, renegades and scum if they can pull their weight.

Each group of Pioneers may include up to two Humans armed in any way the player wishes. These characters must be given a points cost using the 'Hardened Veterans' entry from Codex: Imperial Guard together with any extra equipment they carry from the Veteran's options or the I.G. wargear list.

SQUAT PIONEERS

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Pioneer	9	4	3	3	4	1	2	1	9	5+
Captain	+6	4	3	3	4	1	2	2	10	5+

Squad: The squad consists of between five and ten Pioneers.

Weapons: Lasguns.

Options: The entire squad may have frag grenades at 1 pt per model, Krak grenades at 2 pts per model and melta bombs at 4 pts per model.

Character: One Squat may be upgraded to Captain for +6 pts. The Captain may have any item allowed from the Squat Armoury.

SPECIAL RULES

Infiltrators: Pioneers may Infiltrate as described in the Warhammer 40,000 Rulebook.

Move Through Cover: Roll an extra D6 for difficult terrain and pick the dice with the highest score.

Operate Behind Enemy Lines: The unit may be kept in reserve even in scenarios that do not normally allow reserves to be used. When they arrive, the Pioneers must enter from the edge where enemy reinforcements would be deployed or to where the enemy would retreat. (If no edge fits this description then decide an edge randomly.)

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".





TROOPS



The hard-headed, dedicated and stubborn 'grunts' of the Warrior Brotherhood are the heart and soul of any Squat army. Each trooper has made the defence of the Stronghold his sworn profession and will pursue that purpose to the bitter end. When led by a hero of their kind and armed by the skill of their engineers and weaponsmiths, there is no enemy in the galaxy they will not defy. In some respects, the technical resources of a typical Brotherhood outmatch those of comparable human forces – as shown in the range of specialist weapons available to them and their greater battlefield flexibility.

WARRIOR SQUAD

	Points/Mod	WS	BS	S	T	W	I	A	Ld
Warrior	9	4	3	3	4	1	2	1	9 5+
Hearthguard	15	4	3	3	4	1	2	2	10 5+

Squad: The squad consists of a Squad Leader and between four and nine Warriors.

Weapons: Lasguns.

Options: The entire squad may replace their lasguns with bolters at a cost of +1 pt per model. The Squad Leader may exchange his lasgun for a las pistol and close combat weapon or his bolter for a bolt pistol and close combat weapon at no additional points cost. In addition, one Squat may be armed with one of the following weapons: flamer at +5 pts; meltagun at +10 pts; plasma gun at +6 pts. A second Squat may be armed with one of the above weapons or with one of the following heavy weapons: grenade launcher at +12 pts; heavy bolter at +15 pts; missile launcher at +20 pts; lascannon at +35 pts; multi-melta at +35 pts; plasma cannon at +35 pts. The entire squad may be given frag grenades at a cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Character: The squad may be joined by a Hearthguard Leader for +15 pts. The Hearthguard Leader may have any item allowed from the Squat Armoury.

Transport Vehicle: If the squad numbers ten or less it may be mounted in a Rhino for +50 pts.

SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".

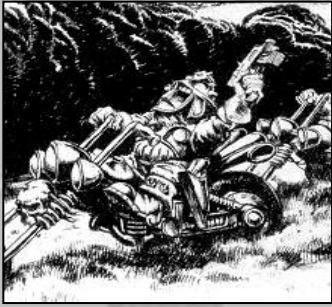


IMPERIAL GUARD SQUATS

To field Squat IG Auxiliaries, use the IG army list and simply substitute Squats and Squat points costs for Human troops. Imperial battlefield organisation applies, so Squats must be fielded in full Infantry Platoons. Hearthguard stand in for Veteran Sgts/Lts, Commanders for Captains and Warlords for Colonels. Retinues stand in for command squads. Use IG weapons options, wargear list and vehicles with Squat crew. A Squat regiment may be assigned Commissar/Veteran/Ogryn/Ratling units.



FAST ATTACK



Some Squats cannot accept a rigidly defined life within a Stronghold. The independent side of their nature masters them and they gravitate towards the semi-nomadic biker gangs which have for centuries existed at the margins of Squat society. Although these Squats have given up Hearth and Clan, they are still ferociously loyal to their race and willingly enlist as irregulars in Squat armies, taking on the most suicidal of battlefield roles.



Nowhere is the Squat deathwish more potent than among those bikers who bolt heavy weapons to their trikes and go tank hunting. The combat life-expectancy of these maniacs is measured in minutes.

SQUAT BIKERS

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Bike	30	4	3	3	4 (5)	1	2	1	9	5+
Attack Bike	40	4	3	3	4 (5)	1	2	2	9	5+

Squadron: The squadron consists of between three and five bikes.

Weapons: Bikers are armed with las pistols and each bike is fitted with twin-linked bolters.

Options: Up to two bikers may be armed with one of the following weapons: flamer at +5 pts; meltagun at +10 pts; plasma gun at +6 pts.

Attack Bike: The bike squadron may include one attack bike at a cost of +40 pts. The attack bike is armed with twin-linked bolters and a pintle-mounted heavy bolter. The heavy bolter may be replaced with a multi-melta for an additional cost of +15 pts or a heavy plasma gun at +15 pts.

SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

ATTACK BIKE SQUADRON

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	40	4	3	3	4 (5)	1	2	2	9	5+

Squadron: The squadron consists of between one and three attack bikes.

Weapons: Bikers are armed with las pistols and each attack bike is fitted with twin-linked bolters and a pintle-mounted heavy bolter.

Options: The heavy bolter may be replaced with a multi-melta for an additional cost of +15 pts or a heavy plasma gun at +15 pts.

SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.



Such is the Squat tradition of stubborn defence that a warrior cult specialising in this form of warfare has developed among most of the Brotherhoods. Heavy weaponry is virtually idolised among the Thunderers and each piece of portable artillery is given a name. Each has its history, carefully recorded by successive crews to build up a true saga in praise of the weapon. The high degree of engineering skill needed to maintain heavy weapons sometimes inspires particular groups of Thunderers to design armoured vehicles to mount them. These Squat tanks can be fielded in support of attacking foot troops or form a defensive strongpoint to bolster the fire of the Thunderers themselves.

THUNDERER SQUAD

	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Thunderer	9	4	3	3	4	1	2	1	9	5+
Hearthguard	15	4	3	3	4	1	2	2	10	5+

Squad: The squad consists of a Squad Leader and between four and nine Thunderers.

Weapons: Lasguns.

Options: The entire squad may replace their lasguns with bolters at a cost of +1 pt per model. The Squad Leader may exchange his lasgun for a las pistol and close combat weapon or his bolter for a bolt pistol and close combat weapon at no additional points cost. In addition, up to four Squats may be armed with one of the following weapons: heavy bolter at +15 pts; missile launcher at +20 pts; lascannon at +35 pts; multi-melta at +35 pts; plasma cannon at +35 pts.

Character: The squad may be joined by a Hearthguard Leader for +15 pts. The Hearthguard Leader may have any item allowed from the Squat Armoury.

Transport Vehicle: If the squad numbers ten or less it may be mounted in a Rhino for +50 pts.

SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".

Squat Tank: A squad of Thunderers may deploy their own armoured support vehicle or 'Squat tank'. Each tank is unique and built to the designs of the Thunderers themselves. To reflect this the model used to represent the tank must be scratch-built or appropriately converted in accordance with the 'Chapter Approved' Vehicle Design Rules. A Squat tank counts as a separate Heavy Support choice.



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 Reeler 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:

The colonies have, and continue to produce, considerable mineral wealth. Detailed turnover reports are enclosed: ref 32/4711. Local records mention several other systems nearby and identically populated. Astrographical data and facsimile records: ref 32/4722.

Widespread survival of Dark Age technology; indications are that this is a general trend. Recovered STC material: ref 32/4737. 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.*

THE SQUATS

Source: *Codex Imperialis* (suppressed)

The first human colonists reached the worlds around the galactic core in the far distant past. Here they found vast mineral wealth including compounds smelted in the furnaces of dying suns. They discovered strange substances formed at the galaxy's birth before the stabilisation of the laws of physics. The discovery of these almost limitless resources came at just the right time, for Earth's own mineral wealth was by now long exhausted. The exploration and exploitation of the galactic core became imperative for mankind's survival. It was a gamble that paid off. Thousands of specially adapted spacecraft were dispatched to reap the harvest and with them went hundreds of thousands of miners, engineers and explorers. Soon the



galactic core became the most densely settled part of the galaxy.

The stars of the galactic core are ancient and dim in comparison with the sun and other stars of the spiral arms. The worlds that spin around these core stars are huge and rocky, rich in minerals but in all other respects barren and lifeless. Daylight levels are low so the worlds are shadowy, sombre places which are inimical to plant life and so impossible to terraform. The gravity of these worlds is great, usually two or three times that of Earth and sometimes even more. Grey, cheerless and inhospitable, it is harder to imagine anywhere less likely to nurture human existence.

The original colonists were hardy miners and explorers, tough frontiers folk who dreamed of finding fabulous wealth and returning back to Earth. They dug homes for themselves in the rocky landscape, creating self-contained communities from the tunnels and load-chambers of exhausted mines. Although huge cargo ships brought food with the colonists, the only way to feed the growing population was to grow nutritive algae in artificially lit hydroponic tanks deep below ground. Dried and processed, this provided a basic material that could be ground into flour, retextured into coarse synthetic foods, or even brewed into crude but highly potent ale.



The high gravity, harsh environment, and monotonous diet gradually had their effect upon the settlers. They became tougher, more resilient, physically shorter and more compact. This process must have taken many thousands of years, during which

time the new race began to develop a distinctive cultural identity. It also acquired a new name - Squats - which aptly described their rapidly evolving physique.

THE TIME OF ISOLATION

At some time in the distant past the galactic core was cut off from the rest of human space by devastating warp storms. Main worlds were swallowed by the warp and disappeared forever, others were trapped in stasis and became lost. Most Mir'iled although they were separated from Earth and all contact was lost with the rest of the galaxy. During this time of isolation and danger the Squat worlds still in contact with each other began to organise for their mutual defence. It was at this time that the Squats began to refer to their worlds as the Homeworlds.

The Homeworlds remained isolated for thousands of years and their inhabitants learned to survive in a universe that was becoming increasingly hostile. With their planets inaccessible to the human fleets the Squats built their own spacecraft and developed their own weapons to fight off marauding Chaos warbands and plundering Ork Warlords. Some of the Homeworlds were lost to invasion, others were destroyed by environmental instability, and few were devastated by internal strife. Those that survived grew and prospered. Settlements were enlarged and fortified into impregnable strongholds.

Left to fend for themselves the Squats were obliged to develop their own technological base. Not only had they to re-invent complex machines such as spacecraft and advanced weaponry, but they had to keep their life-support systems and hydroponic units active. Without air, heat and food the Squat communities would not be able to survive, and such matters became a priority for them. Fortunately the natural expertise of these hardy miners enabled them to exploit the materials at hand, and they quickly developed alternative technologies to make up for the lack of supplies from Earth. The warp storms that isolated the Homeworlds lasted for many thousands of years and were only dissipated just over ten thousand years ago. This freed human and Squat spacecraft to travel to and among the Homeworlds again, and contacts were quickly re-established

between the former colonies and the newly founded Imperium.

During their isolation the Squats had changed. They were no longer human and their civilisation had taken a divergent path that gave them many advantages over the Imperium. Today the Homeworlds and the Imperium trade for their mutual benefit and, for the most part, enjoy peaceful relations. Squats and humans share many common enemies, including Orks, so it is in both races' interests to co-operate wherever possible. However, relations have not been entirely peaceful by any means. Squats are intensely proud, bluff and straightforward, they take great hurt at any slight to their honour or double-dealing (especially in matters of trade) and are likely to be stubborn in pursuit of retribution.

THE HOMEWORLDS

There are several thousand Homeworlds and it is very likely that there are worlds still awaiting rediscovery after the Time of Isolation. Each world has one or more Strongholds, and each Stronghold is more-or-less an independent community with its own laws, traditions and armed forces. If a world has several Strongholds, as most do, it is usual for one to be preeminent, so that it has nominal rule over the other lesser Strongholds. Each of these communities is built over a labyrinth of mine workings which delve deep into the rocky planet. Strongholds are vast and contain everything the Squats need to maintain their civilisation, including workshops, hydroponic plants, power generators and atmospheric pumps.

The size and inhospitable environments of the Homeworlds mean that their surfaces are mostly barren and uninhabited. The Strongholds themselves are havens amongst plains of solid rock and seas of shale and dust. Their atmospheres are mostly composed of inert gases, so it is only possible to survive inside the Strongholds or in one of the outposts dotted over the planet.

Outposts are built for many reasons. Some are simply watch towers whose role is to observe the atmospheric approaches, others house batteries of huge lasers that defend the planet from attack. The most common types of outpost are mines. The Strongholds are situated over the original mine sites. Although these can still be

worked it is very time consuming and expensive to do so as the remaining deposits lie deep underground. It is more practical for the Squats to build new mines in ore-rich regions.

To reach their mines the Squats use huge mobile fortresses called Land Trains whose vast tracks enable them to cross the daunting continental shelves and seas of dust. This is a dangerous business, for most of the Homeworlds have thick layers of finely pulverised rock which flow and move very much like water. It is possible to cross these dust seas, but accidents are common, and Land Trains can sink without trace if they venture into deep dust. The dust itself often has a high ore content and can be mined by factory Land Trains equipped with massive scoops and towing powered track-cars or ore, supplies, or living quarters. The Iron Sea of Grindel is one such region, and the greatest single source of ferrous ore in the entirety of the Homeworlds. Other dust seas are composed of chromium compounds, silica or tiny mineral crystals.



The weather systems of the Homeworlds are unpredictable and, like the planets themselves, on a massive scale. Storms can whip the dust seas into abrasive winds that will reduce a man to bone within seconds and nothing but atoms in the wind within a few seconds more. Such storms can spring up suddenly and without warning, and can last for days or even weeks on end. Occasionally a dust storm will cover a whole world, plunging it into darkness as the roiling clouds blot out the dim light of the sun completely. At such times it is impossible for aircraft to fly or spaceships to land. The Squats have

become used to their harsh worlds and can sense the subtle changes in the breeze that herald a storm. Deep below ground in their Strongholds the Squats are safe from the turmoil above and can survive for years if need be.

THE 700 LEAGUES

Although each Squat Stronghold is independent they have developed relations with each other. Some Strongholds have been allies for thousands of years, and interchange of peoples and cultures has made them virtually one nation. Others are loosely federated to their neighbours and share the duty of patrolling local space and defending outlying planets against the Orks and Chaos. These alliances are usually formed for defence or trading purposes, but they also define power blocks within the Homeworlds, where the most powerful rivals gather together the other Strongholds into mutually supportive Leagues. Each League is led and dominated by a single powerful Stronghold, and includes other Strongholds which either rely upon their leader for trade and defence, or which identify themselves with their League on cultural or historic grounds. There are currently approximately 700 Leagues in all, the most powerful being the influential League of Thor which includes over 300 Strongholds. The other Leagues are less powerful, and the smallest is the League of Emberg which lies close to the Eye of Terror and includes only four Strongholds. Other Leagues include the League of Kapellar, which is actually the largest in size, and the League of Norgyr which lies closest to Earth. Although these Leagues, and many others, are permanent institutions, others represent looser or temporary alliances between Strongholds. The total number of Leagues therefore varies, but the most influential remain fairly constant and form the largest united political institutions of the Squats.

Although the Squats have a strong sense of mutual preservation it has been known for rival Leagues to go to war against each other. Such occasions can lead to lasting enmity, for Squats are inclined to remember deeds of infamy for many generations. The League of Thor and League of Grindel fought an unusually bitter war some 2,000 years ago when settlers from both sides clashed over the

exploration of the Lost Stronghold of Dargon. The war that followed resulted in the destruction of several Strongholds and the capture of Thungrim and Bruggen by the League of Thor. Peace only came with the huge Ork invasion of Grunhag the Flayer which obliged all the Leagues to cooperate against their mutual foe. Although the war ended with the rout of the Orks the two Leagues have remained distrustful rivals and both sides consider themselves owed heavy debts of blood and honour.

THE GUILDS

When their civilisation was isolated from the rest of human space the Squats found it necessary to preserve the engineering skills and knowledge they possessed for future generations. Their lives depended upon maintaining their Strongholds, generating air and food, and defending their worlds from attack. To this end they evolved a complex system of Guilds. The Guilds drew together all the information and knowledge available and set about recording it for future generations. As the years passed the Guilds became the repositories of knowledge, and Guild training produced all the engineers, miners, and other specialists vital to keep the Strongholds running. With the passage of centuries the Guilds spearheaded research into alternative technologies and invented many of the machines that remain unique to them.

The Guilds extend across all Strongholds and Leagues allowing information to spread throughout the Homeworlds. Initially this was necessary because knowledge and specialist skills were scattered throughout the Homeworlds and had to be drawn together just to enable the Strongholds to survive. As the Guilds developed, they sought to maintain the free passage of information despite the rivalries of individual Squats have long memories and never forget an act of treachery or a broken promise. The relationship between the Homeworlds and the Imperium has always been strained, and the history of the two peoples is studded with bouts of war and ill feeling. Squats are not diplomatic by nature, their brutal manners and fierce tempers do not always inspire confidence in men. Eldar regard them as little more than beasts and only barely preferable to Orks. But the Squats care little for the effete ways of men or the mincing delicacies of the Eldar.

Squats are robust in body and bluff in manner, and consider other races fragile and lacking in the good, honest Squat virtues of comradeship and directness. Homeworlds. Today the Guilds have become the common factor that unites all the Strongholds, enabling each to benefit from advances in technology and discoveries of ancient knowledge. Although individual Squat Guildsmen are loyal to their own Stronghold they also owe loyalty to their Guild and to the dissemination of knowledge.

The Guild has succeeded in developing several technologies which are exclusive to the Squats, and are not even understood by the Technomagi of the Adeptus Mechanicus on Mars. These include the neoplasma reactor powered by a warp-core and held in thrall by a zero-energy containment field. No other race has developed this technology, and the Adeptus Mechanicus gave up their experiments with warp-cores after the infamous Contagion of Ganymede. The Squats have mastered many other technologies, and have developed still others which they consider too dangerous to use. Although the Guild makes its discoveries available to its own members it keeps its knowledge from other races. In particular the Squats regard the Technomagi of the Adeptus Mechanicus as little better than sorcerers wallowing in superstition and ignorance. This is not entirely true, but the Squats have a practical and straightforward attitude to technology which is very different from the neo-arcania of the Imperium.

THE ORK WARS

The Homeworlds lie close to two of the most dangerous adversaries in the galaxy, the Chaos warbands of the Eye of Terror and the extensive Ork empires of the northern spiral. The Squats have never relented in their struggle against Chaos, and lose no time in tracking down and destroying Chaos raiders. The main threat from Chaos has always been in space, where Chaos warbands attack ships as they move through the warp.

The other great enemy of the Squats are the Orks, although this was not always the case. At one time the Squats were content to leave the Orks alone and even to trade with them to some extent. The Homeworlds are inhospitable to Orks in any case so there was never any great clash of interests between the two races. This state of affairs did not last for very long!

The Squat records of their early history are confused and incomplete, but it is clear that after a short period of mutual trading the Squats found themselves suddenly attacked by massive Ork forces. Caught by surprise several Strongholds fell to the Ork invaders, and only a last ditch defence eventually brought the green-skinned aliens to a halt. The Squats were appalled at the massive loss in life but also by the unashamed treachery of the Orks. The Squats have never forgotten this lesson. Some of the more enduring Squat folk legends tell of the hopeless defence of a beleaguered fortress or a stranded Land Train during the Ork attack. Many wars have been fought against the Orks since the first Ork attack, all bitter conflicts fought to the last proud warrior.



'CODEX: SQUATS' REFERENCE SHEET

SQUAT SPECIAL RULES

Eternal Hatred: In the first round of hand to hand combat Squats may re-roll any failed to hit dice.

No Matter the Odds: Squats ignore any negative modifiers for being outnumbered in close combat.

Stuntie: Squats move 5", assault 5" and otherwise move a maximum of 10".

LIVING ANCESTOR

Psychic Power – Hammer of Fury: The Living Ancestor can attempt to unleash a mighty psychic hammer blow against his foes in his own shooting phase. *Hammer of Fury* is centred on himself and blasts all enemy models within range back 3" (except vehicles and those with a Strength of 6 or more). In addition, *Hammer* counts as a weapon and hits automatically using the following profile:

Range 9" Strength 5 AP 2 Assault 1/ Blast

PIONEERS

Infiltrators: Pioneers may Infiltrate as described in the Warhammer 40,000 Rulebook.

Move Through Cover: Roll an extra D6 for difficult terrain and pick the dice with the highest score.

Operate Behind Enemy Lines: The unit may be kept in reserve even in scenarios that do not normally allow reserves to be used. When they arrive, the Pioneers must enter from the edge where enemy reinforcements would be deployed or to where the enemy would retreat. (If no edge fits this description then decide an edge randomly.)

Hired Guns: Each group of Pioneers may include up to two Humans armed in any way the player wishes. These characters must be given a points cost using the 'Hardened Veterans' entry from Codex: Imperial Guard together with any extra equipment they carry from the Veteran's options or the I.G. wargear list.

0-1 WARLORD										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Warlord	60	5	4	4	4	3	3	3	10	5+
HEARTHGUARD COMMANDER										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Commander	45	5	4	4	4	2	3	3	10	5+
0-1 LIVING ANCESTOR										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Ancestor	50	5	4	4	4	2	3	3	10	5+
HEARTHGUARD RETINUE										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	15	4	3	3	4	1	2	2	10	5+
OGRYN MERCENARIES										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	30	4	3	5	4	3	3	2	8	5+
SQUAT PIONEERS										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Pioneer	9	4	3	3	4	1	2	1	9	5+
Captain	+6	4	3	3	4	1	2	2	10	5+
WARRIOR SQUAD										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	9	4	3	3	4	1	2	1	9	5+
Hearthguard	15	4	3	3	4	1	2	2	10	5+
SQUAT BIKERS										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Bike	30	4	3	3	4 (5)	1	2	1	9	5+
ATTACK BIKE SQUADRON										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	40	4	3	3	4 (5)	1	2	2	9	5+
THUNDERER SQUAD										
	Points/Mod	WS	BS	S	T	W	I	A	Ld	Sv
Thunderer	9	4	3	3	4	1	2	1	9	5+
Hearthguard	15	4	3	3	4	1	2	2	10	5+