CODEX: SQUAT

Source: Excerpts from an Article on the SDA3 Website. For use with Warhammer 40,000; Dirtside, Battlelords, Shadowrun, Vampire – the Far Future Years, Battlezone, and VOR.

Introduction

Personally, even I had forgotten what was so amazing about the short people of my universe. A brief review of their support weapons reminded me why I wrote this book. First and foremost, the wargames I have seen at my local hobby shop seemed to lack the lust of dedicated weapons and intelligent decisions. Due to restrictions in technology and manufacturing capability, no two forces have ever matched weapons on the battlefield in a 'fair' sense. During WWII, German tanks, aircraft, and machine guns were far superior to their Allied counterparts. That did not entail victory for the Axis, but it did make for a real application of tactics and resources at the disposal of the Allies. The Squat Codex is intended to provide that 'unbalanced' sense of play to existing cookie-cutter wargames.

Squat Dreadnaughts, essentially huge power armor suits similar to Battletech mecha and Warhammer Epic Titans, bridge the gap of scale on the 40K battlefield without overshadowing existing units. They are neither Knight, nor 'walking tomb', standing somewhere in-between the epic and 32mm line.   Squat personal weapons, like the wave-motion (Tsunami) guns also balance out the level of incredible armor some forces wield.

Fire and forget missiles, streaming plasma-gas weapons, in-battle minefields, and other accessories (like the artillery groups) reinforce traditional battlefield ethics. You cannot sit still while the enemy bombards you. You cannot attack if you are outgunned. And you cannot retreat if your objective is static. This puts the war back in wargame and provides a very realistic, believable base of weapons from which to field against 'so-called superior races' that merely measure higher at amusement park qualifier tests.

Some people may find the 'Squat' term offensive, but I believe it no worse than 'Dwarf', 'Little People', or anything else referring to the documented difference in size. I like it in the American slang sense, as it indicates both what you should do out of respect when addressing one of these proud little warriors and what you will get from them if they don't like your attitude. It also takes less time to say than, "On Your KNEES!" It can also be said in a single breath, like the Klingons' favorite word: "Ku'Plah!"

First Maj'Karat – House Shadis Maj
- Upon Release of the Squat Codex

CODEX: SQUAT

Codex Squat: Foreword

Origin of the Squats

During the Golden Age of Mankind, the heavy gravity worlds drew a large number of companies eager to exploit their mineral resources. These corporations established colonies of technicians, engineers, and laborers to mine the precious elements on these distant worlds. After the Fall of the Eldar (and the subsequent Warp Storms), many of these worlds were cut off from conventional Warp travel. Over the next several Millennium, the gears of evolution left a new race descended of the old species on these ancient human outposts.

Having been engineered for self-sufficiency in the first place by insurance accountants and paranoid executives, most of the mining worlds survived their separation from the Imperium quite well. The Dark Age of Mankind was a time of relative safety for the miners, with little to worry about except the occasional band of lost renegades or marauding orks. The centuries of living in heavy gravity, laboring in small tunnels against solid rock caused their descendants to take a different path down the evolutionary road. As the people slowly changed, so did their way of life. Isolationism, family ties, and defense of hearth and home became the hallmarks of the burly little descendants of man. They were no longer human, they were Squats.

By the time the Warp storms subsided, Imperial agents were quick to dismiss the surviving colonists as mutations. Imperial doctrine dictates that such abhumans be destroyed as soon as possible to protect future human purity. This proved to be somewhat harder than expected. Due in part to the Squats understanding of technology, as well as their mineral wealth, the Imperium was repeatedly repulsed from many Squat Holds.

After further consideration (and the appearance of the Hive Fleet), the Imperium adopted a new position on the Squat race. It was agreed that as long as the Squats traded with the Imperium at a favored rate (over alien races), the Squat Holds would be considered independent empires in alliance with the Imperium. Part of the bargain created a revolutionary system of exchange between Imperial tech-priests and Inquisitors. This helped the Imperium to regain some of its technology and assured the Squats remained pure of the taint of Chaos. Squat values fit in well with this arrangement, and the Squat Alliance was formed. Each new Squat Hold the Imperium encounters is offered this general framework of alliance. Although specific conditions vary from one Hold to another, this basic framework helps to consolidate the lost Squat Clans ever closer.

Squat Culture

Each Squat Hold is divided into five divisions, based on the old corporate structure of the original mining colonies.

The Hearthguard (Executive Board)

Acting as government, military council, and noble court, the Hearthguard are the political elite of the Hold. The Warlord, Ancient Ancestors, and leaders from all the Guilds make up the Council that governs each Hold. Most of the delegates bring along at least one attaché or bodyguard, and all the delegates are sworn to protect the Warlord before themselves. This allows the Warlord access to a large number of crack troops and advisors at any time.

While the Guild Council may suggest policy and manage their own affairs, the Warlord remains the chief executive of the Hold. By coordinating with the Guild leaders, the Warlord can manage policy for the entire strata of the Hold and direct experts in every field towards his projects. Any sharing of information, monies, or manpower must be cleared by the Warlord, making him akin to the CEO and majority shareholder of the Hold.

The Commerce Guild (Sales & Distribution)

Trade is the lifeline of the new Squat Alliance. Without it, the Imperium would surely reclaim their worlds by any means. In order to maintain profitable trade practices and ensure the safety of trade routes, the Commerce Guild maintains extensive records, ships, transports, and merchant Regiments. In addition to policing the trade routes and enforcing trade policy, the Guild also manages the Mercenary Corp of the Hold. They ensure fair contracts, collection, and supply for their members, as well as channeling the income from these activities back into the Hold.

In battle, the Commerce Guild is often seen tagging along behind the lines, ferrying supplies to the Brotherhood. Their factories mass produce weapons, and often bring wealthy Families doused in expensive equipment into battle. Commerce Regiments are also known to be the best armed troops the Squats can muster.

The Engineers Guild (Research & Development)
 Early on, the mining corporations realized the importance of maintaining their equipment and finding alternative sources of food and power. R&D departments survived the Age of Isolation as the Engineers Guild. Their willingness to share technology with other Holds is one of the main factors the Squats still exist today.

Though rarely seen in large numbers, the Engineers play a pivotal role on the battlefield. Their younger members direct combat engineering teams to clear obstacles and destroy enemy fortifications. Senior engineers oversee the deployment and testing of Squat "Secret Weapons." These deadly monstrosities make Imperial Titans look tame, and serve as a grim reminder to the Imperium not to anger the Hold. While too expensive to mass produce in peacetime, these artifacts of the Golden Age serve as the Squats' greatest deterrent and most valuable treasure. Many an Ork Warlord would give his entire army for one of these mighty machines.

The Brotherhood (Militia & Security)

In time of peace, prepare for war. That is exactly what the Brotherhood is about. The Squats carry on a proud tradition of family honor that includes military valor passed from father to son. The Brotherhood consists of all the Clans that have a strong history of supporting the Squats in war. They are paid a tithe by the Hearthguard to maintain a standing force of combat vehicles and trained Regiments to defend the Hold.

During war, the Guild master of the Brotherhood is second in command only to the Warlord himself. Brotherhood officers take command over Labor and Commerce troops that wish to participate in battle, and see to the impressments of Regimentals in desperate times. The Brotherhood does not like to employ Regiments, preferring professional troops, but uses them to bolster the ranks when the Hold is under attack.

The Labor Guild (Union Labor)

Someone has to mine the gold, load the ships, and turn the wheels of the forge. In order to balance the power of the Commerce Guild and offer some protection to the multitude of Clanless Squats that work for them in the factories and the Regiments, the Labor Guild sends its own Guild master to the Council. Most

of the Labor Guild are without Clan, or at least so dispersed that their Clans no longer posses any power in the Hold. Some, however, are simply too poor or socially unaccepted in the higher Guilds to find refuge for their families elsewhere.

Over the Ages, many veritable unknowns have become popular heroes from the midst of the Labor Guild. These peaks in status are usually short lived, whether forgotten or lost in battle, but on rare occasions Clans have dragged themselves out of the Labor Guild to join the Brotherhood, the Commerce Guild, and the Hearthguard. Like it or not, most of the current leaders in these fields had their humble origins in the Labor Guild.

Squats In Battle

Squat worlds do not have the population to raise Imperial Guard combat regiments. Instead they fight together under the Guild system as Families, Houses, and Clans. Each family consists of the direct relatives in a Hold. All the Families of a bloodline in a single Hold make up a House, headed by the eldest and strongest of the bloodline. The entire bloodline from all the Holds makes up the Clan. The most respected head of the Houses is held as the Clan leader. Each Guild elects a single Clan leader from their ranks to represent them at the Guild Council, and lead the Guild in time of war.

Most battles rarely see the presence of an entire House on the field. This would put the bloodline at risk, and would be a sign of desperation. Usually, the Guild Council assigns the duty of battle to several Houses who then coordinate their forces to share the burden. Very dangerous assignments are often handed off to the Squat Regiments, small private armies of dispossessed Squats who serve the various Houses. When a Clan is destroyed, whether by shame, blood, or the loss of their lands, their survivors find themselves outcasts in the Hold. Powerful Houses often hire these outcasts to fight their battles for them.

Each House has a particular hero, legend, or traditional style of fighting that shape their role on the battlefield. Some are limited by wealth, while others simply prefer to live dangerously and emulate their family namesake. This role is sometimes attributed to the Squats' contact with the Eldar, but they are not as fanatical nor inflexible as the infamous Aspect Warriors.

Squats are also strong believers in weapons of mass destruction, and will not hesitate to use them if they feel it is their best option. This was one of the sticker points the Squats would not surrender in their Alliance. While the Alliance is offered to each new Hold the Imperium encounters, the majority of Holds stated they would withdraw if such a restrictive clause were added to the Treaty. The Squats recognize full well the Imperial weapons of mass destruction, and refused to be themselves disarmed.

Warlord (0-1)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	7	6	4	5	3	5	3	10	40

        Gear: Carapace (4+); Las Pistol; Frag & Krak grenades.
        Wargear: Up to 3 Wargear Cards, and anything allowed by the wargear list.
        Special Rules: Strategy Rating = 2; Hatred (Invaders)

Ancestor Lord (0-1)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	8	6	5	6	4	5	4	10	60

        Gear: Carapace (4+); Las Pistol; Frag & Krak grenades.
        Wargear: Up to 3 Wargear Cards, and anything allowed by the wg-list.
        Special Rules: Strategy Rating = 2; Hatred (Invaders); +d3 to the Strategy Rating.
        Psychic Powers: +25pts per psi-level

Guild Master (Max 1 of each Guild: 0-4)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	6	5	4	4	1	4	2	10	25

        Gear: Flak (6+); Las Pistol; Frag & Krak grenades.
        Wargear: Up to 2 Wargear Cards, and anything allowed by the wargear list.
        Special Rules: Strategy Rating = 1; Hatred (Invaders); 0-2 Hearthguard as Bodyguards;
            and the following class bonus:
        "Engineer" +2 Wargear Cards from any race.
        "Commerce" Half cost for all wargear.
        "Brotherhood" +1 Toughness & Wound.
        "Labor" Half cost for Hearthguards.

Hearthguard (0-4 per character)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	5	4	3	4	1	3	1	10	15

        Gear: Carapace (4+); Las Pistol; Frag & Krak grenades.
        Wargear: Up to 1 Wargear Card and anything allowed by the wargear list.
        Special Rules: Hatred (Invaders)

THE CLANS

When called to war, the Clans send their choice troops into battle fighting side-by-side, brother-by-brother. Each Family in the Hold pledges itself to victory, and gather their arms from weapons lockers secreted in their home. The Brotherhood unlocks the Great Armory, and equips the Regiments with flak and rifle. And the Commerce Guilders looses their warehouses of weapons into the hands of their own private armies. In desperate times, the Warlord calls on all remaining Squats to gather arms and assemble under the Brotherhood in defense of the Hold.

While the Brotherhood's Regimental troops share most of the burden defending the Hold, the real glory is retained for the Clans. Offensive operations, critical engagements, and last lines of defense are always sites of Clan involvement. Most battles on the 40K scale are such actions, and so the Clans predominate the field.

Most of the Families cannot afford to hire more than a single Regimental unit to support themselves. Nor would they, for it would detract form the glory of the Clan in victory. Some Commerce Guilders care more for their lives than Glory and bring their private armies to the field.

Magregor   (5-10 per Battle Family)
  -- "Berzerkers" --   (Labor Guild)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

Gear: Flak (6+); Artillery Homing Beacon.
Wargear: Any Assault Weapons from the Wargear List. (usually a Power Axe)
Special Rules: Hatred (All); Frenzy.

Kelly   (5-10 per Battle Family)
  -- "Gunfighters" --   (Labor Guild)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	4

 Gear: Flak (6+).
 Wargear: Any pistols from the Assault Weapons section of the Wargear List; Shotgun for +1pt.
 Special Rules: Hatred (Invaders); Gunfighter Skill.

Corbin   (5-10 per Battle Family)
  -- "Dragoons" --   (Brotherhood)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	9

 Gear: Flak (6+); laspistol; chainsword; and a Flamer or Meltagun.
 Special Rules: Hatred (Invaders); Ability: Pivot (Special Weapons).

Foster   (5-10 per Battle Family)
  -- "Hudson Rifles" -- (Brotherhood)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	6

 Gear: Mesh (5+); Hudson Lasgun.
 Special Rules: Hatred (Invaders).

Ingram   (5-10 per Battle Family)
  -- "Sluggers" --   (Brotherhood)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

 Gear: Flak (6+); Krak grenades.
 Wargear: One Heavy Weapon from the Wargear List for every two Ingrams.
 Rules: Hatred (Invaders).; Speed Loader -Ignore 1 Jam result, as long as the loader is alive.

Reeves   (5-10 per Battle Family)
  -- "Steel Killers" -- (Brotherhood)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

 Gear: Flak (6+); Bolt pistol; Frag grenades.
 Wargear: One Heavy Weapon from the Wargear List for every two Reeves.
 Rules: Hatred (Invaders); Deadly Accurate (Anti-Tank) - Add 1d6 to Armor Penetration rolls.

McMillan   (5-10 per Battle Family)
  -- "Grenadiers" --   (Commerce Guild)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

  Gear: Flak (6+); Bolt Pistol.
  Wargear: Any Grenades from the Wargear List or Wargear Cards.
  Special Rules: Hatred (Invaders); Supply (Grenades) - Access to all grenades, no matter how rare, in any quantity at cost.

Lancaster   (5-10 per Battle Family)
  -- "Timelords" --   (Engineers Guild)

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

  Gear: Flak (6+); Bolt Pistol; Frag grenades.
  Wargear: Any Heavy Tech-Weapons from the wargear list.
  Rules: Hatred (Invaders); Deadly Accurrate (Artillery) - 1/2 results of any deviation rolls.

Squat Regimental Units

Each Family may take up to one Regimental unit (a Squat Regiment) or Support Weapon. Families from the Commerce Guild are allowed up to two Regiments per family, due to their wealth and conservative view of battle. Each Regiment must stay withing 24" of a unit from the Clan that Hired them, and must make a break check when the last member of that Clan on the field is killed. Any Hearthguard model may substitute for the Regiment's Clan.

Drinking Buddies (10-20 per squad)
  -- Labor Guild Support --

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	3	2	3	4	1	2	1	9	4

  Gear: Knife, laspistol.
  Wargear: None.
  Special Rules: Hatred (Invaders).

Light Regimentals (10-20 / squad)
  -- Brotherhood/Commerce Guild Support --

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	6

  Gear: Flak (6+); Lasgun; Frag grenades.
  Wargear: 3 Special or Heavy Weapons.
  Special Rules: Hatred (Invaders).

Heavy Regimentals (5-10 / squad)
  -- Commerce Guild Support --

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	9	8

  Gear: Flak (6+); Boltgun, Krak grenades.
  Wargear: 2 Special or Heavy Weapon.
  Special Rules: Hatred (Invaders).

Forgeguard (5 per squad)
  -- Engineers Guild Support --

M	Ws	Bs	S	T	W	I	A	Ld	PV
3	4	3	3	4	1	2	1	10	10

  Gear: Mesh (5+); Plasma Gun; Krak grenades.
  Wargear: Any Light Hi-Tech Weapons.
  Special Rules: Hatred (Invaders).

Squat Armor

Only one support unit may be taken for each Family of battle brothers on the field, except for those of the Commerce Guild - who may take two per Family. Those vehicles marked by a (*) are Special Issue from the Engineers' Guild, and are limited to one per Engineers' Clan on the Field. (Right now that's pretty scarce, but their will be more Clans from various Guilds in the near future.)

- Combat Robots
- Albatross Skimmer
- Dominion Tunnel Tank
- Das Uberturtle (Rhino)
- Land Raider (Variants)
- Phase Field Siege Cannon*
- Foehammer Siege Tank*
- Juggernaught SHMBD*

Support Weapons

Each Support Team (25pts. + List Weapon) may take one weapon from the following list.
All Weapons come with Targeters. Highlighted weapons have been improved by the Squats.

- Tarantula -- +25pts. (+ 2 Heavy Weapons)
- Rapier Laser Destroyer -- +35pts.
- Mole Mortar -- +50pts.
- Thudd Gun -- +25pts.
- Multilaser -- +35pts.

Combat Robots - Squat Bots (2-4 per Maniple)

One of the greatest weapons the Engineers Guild has maintained for the brotherhood are the Combat Robots. Each robot has a rudimentary intelligence akin to a very smart dog with advanced language skill, and dutifully carries its weapons into the storm of combat. The Squats especially admire the robots for their staunch courage in the face of insurmountable odds, and their ability to take punishment like the mountain itself.

Engineering Guild Families often spend their money on robot maniples instead of equipping Forgeguard Regiments. When brought to battle, the robots fight in a Maniple - a set of 2 to 4 robots of any type. They are given simple orders, and then updated during the battle by their family. Each turn, each maniple must be given simple written orders. The order should not be more than one sentence long, and describe no more than three conditions to fulfill or react to. If the Family is ever killed, their robots will attempt to fulfill the last set of orders given to them until the end of the battle. Unlike regular Regiments, Hearthguard cannot replace the robot's owners.

Combat Model	M	WS	BS	S	AV	I	A	Ld	PV
Light	6	4	4	4	10	4	1	Auto	20+Guns
Tactical	5	5	4	5	15	3	1	Auto	35+Guns
Heavy	4	6	5	6	18	2	1	Auto	50+Guns

Combat Model	AV	Usual Weapons	Alt. Weapons	Unarmed PV
Light Robot	10	2 Basic/Assault Weapons	1 Heavy Weapon	20
Tactical Robot	15	2 Special Weapons	1 Heavy & 2 Basic/Assault Weapons	35
Heavy Robot	18	1 Heavy & 1 Siege Weapon	2 Heavy Weapons	50

Weapons	+PV
Any Weapon Chosen from the Wargear List	At Cost

Siege Weapons	+PV
Heavy Flamer	+25
Siege Hammer (Treat as a Thunder Hammer)	+35
Cyclone Missile Pack	+50
Assault Cannon	+65

Damage Chart

1	CLANG! The robot is sent crashing to the ground. (He does get up, in one turn.)
2	With a flash of sparks, one of the robot's weapons is smashed.
3	The shot severes the robots motor functions in one leg. Limp at 1/2 rate. Cannot run.
4	Fire spews from the computer and the robot's targeting system melts. The the unit now attacks the closest model to it until destroyed or repaired (by a very brave engineer). Use the best form of attack for the job.
5	The robot disapears in a bright flash, inflicting a plasma grenade hit on all models within 2", and is destroyed.
6	A huge explosion vaporizes the robot, inflicting a Krak grenade hit to all models within a 2" radius.

Albatross Skimmer - Squat Light Air Support

In the fluid combat environment of the 41st Millennium, fortifications and defenses need to be put in place in a matter of seconds. For this role, the Squats have adopted a two-man skimmer with a wide selection of low-altitude ordinance. The skimmer delivers razor wire, land mines, napalm, small anti-personnel ordinance, defensive smoke, and poison gas on the field. Zipping back and forth across the line, the Albatross is a welcome sight to the Clans.

In addition to a multi-laser for dogfighting and a lascannon for tank hunting, the Albatross carries enough ordinance to last several passes. Any ordinance bought for the Albatross will be available every turn during the battle. All together it is a well rounded attack vehicle suitable for any form of engagement. Its capacity to quickly adapt to the foe, strike, and rapidly retreat make it the ideal compliment to escort the slow moving Squat ground force.

Chassis Statistics

TYPE	Land Speeder		MOVEMENT	Grav-Flight		RAM VALUE	
Crew	1 Driver & 1 Gunner		Slow	0 - 10"		Strength	6
Cargo	Barbed Wire & Land Mines		Combat	10" - 20"		Damage	d6
Point Value	180+		Fast	20" - 30"		Save	-3

Weapon	Arc of Fire	Notes
Laser Cannon (Driver)	Front 90 °	
Multi-Laser (Gunner)	Front 180 °	
Bomb Racks (2 Types to last all battle)	Aft	See Ordanance

Drop Ordanance	PV	Pattern	Slow	Combat	Fast	Damage
Razorwire	+15	Obstacle	2"	1"	-	Very Diff. Terrain
Blind Streamer	+20	Cloud	2"	1"	-	Blind grenade
Hallucinogen Streamer	+25	Cloud	2"	1"	-	Hallucinogen gas
Cluster bombs	+30	Blast	2 x Thudd Gun Templates			Thudd Gun Hits
Napalm Bombs	+45	Blast	2 x Thudd Gun Templates			Hvy. Flamer Hits
Minelettes	+50	Obstacle	2"	1"	-	Infinite Prox. Frag
Choke Streamer	+60	Cloud	2"	1"	-	Choke gas
Tank Mines	+70	Obstacle	1"	-	-	Infinite Prox. Krak

Hit Location Chart

#	Location		Front	Side/Rear
1-2	Crew		-	-
3-6	Land Speeder		15	12

Use the Landspeeder Datafax for damage effects.

Dominion Tunnel Tank - Micro Assault Tank
Codename: "NAPOLEAN"

The Original dominion Data was destroyed by malicious wanna-be hackers trying to Impress the Adminitratium. What follows is reproduced from the memory of the lowly servitor maintaining the archive.

The Dominion Tunnel Tank is a tiny two-squat steel bathtub bristling with firepower. It was conceived of by a frustrated member of the Engineer's Guild when a Ratling cook ran through the Hold Library while being chased by several disgruntled Magregors. Not known to be fair, the Magregors were attacking the little cook with pistols and the occasional hand axe when they got close enough. At some point before leaving the kitchen, the ratling had put a huge pressure cooker over himself to stop the blows.

Under a hail of fire he bolted into the Library and, unable to see where he was going, ran right into a 20' tall bookcase. Without a blink, the little tin can with feet scurried right up the side of it. Now how he could do this with his arms is the pot is still a mystery, but from beneath the rubble left by his rapid accent a small buried Engineer cried out, "Eureka!" One of the pursuing Magregors who was standing on top of the books is said to have had a heart attack at this moment, ending the chase.

Like many other Squat tanks, the Dominion Tunnel Tank uses a massive Refractor field (5+) to further deflect serious anti-tank fire. It is also built of sturdy Squat design, with backup systems, sloped armor, and encapsulated crew compartments. It is designed to withstand epic combat conditions, and makes a fine linebreaker for tactical battles.

Chassis Statistics TYPE	MBT		MOVEMENT	Claw Tracks		RAM VALUE	
Crew	1 Driver & 1 Gunner		Slow	0 - 8"		Strength	7
Cargo	None		Combat	8"- 20"		Damage	d12
Point Value	385		Fast	20" - 24"		Save	-5

Weapon	Arc of Fire	Notes
Assault Cannon	360 °	Main Turret
Autocannon	Aft 270 °	Aft Mini-Turret

Hit Location Chart

Roll	Location	Front	Side/Rear
1-2	Track	20	20
3-5	Hull	24	20
6	Turret	22	20

Dominion Mini-Battle Tank Damage Charts

Track (VS) 1-2	The track is damaged, but keeps on running without adverse affect.
3	The tread is broken, and flies off the wheel assembly. Fortunately, the off-road rims tear deep grooves in the ground and keep the tank moving. The vehicle may no longer travel at Fast Speeds. Future rolls will be made with a damage +1 Modifier.
4	One of the wheels breaks loose and snags in the tread assembly. Until repaired, the vehicle may only move at Slow speeds. Future rolls will be made with a damage +1 Modifier.
5	An explostion blows several wheels away from the hull, causing one side to crash down onto the ground and skid to a stop. The vehicle goes out of control next turn and comes to a halt facing in a random direction.
6	The force of the blast flips the vehicle over, landing upside down in a 1d3"away random direction. Any models it lands on are killed automatically, and crew take 1 turn to climb out of the wreckage. Roll 1d6 for each crewmember. On a result of a '1' ,they are incapacitated in the wreck.
Hull (VS) 1-2	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	The blast tears through the passenger compartment striking one randomly chosen crewman. Work out the damage as hit by the actual shot. Future rolls will be made with a damage +1 Modifier.
4	The driver's controls lock up and the vehicle may no longer maneuver or change speeds. It will maintain its course until colliding with an object. The turret is still free to rotate and fire. Future rolls will be made with a damage +1 Modifier.
5	The power plant is ruptured, and the crew compartment floods with fire and toxic fuel. Each model inside may try to escape on a d6 roll of 4+. Any models left inside are killed and the vehicle destroyed for battle purposes.
6	With a dull "THUD" the magazine and power plant explode inside the armored shell. The force of the blast is contained withing the power field and the hull, but sometimes that isn't enough. Anything within 1d6" of the hull takes a krak grenade hit. The vehicle is destroyed, leaving a flaming wreck or crater on the field.
Turret 1-2	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	One of the Heavy Bolters is destroyed. In one turn, the gunner may unlink the second weapon and fire it independantly. Future rolls will be made with a damage +1 Modifier.
4-5	The weapons are destroyed, and the gunner killed. Future rolls will be made with a damage +2 Modifier.
6	All the weapons are destroyed and a second explosion flash back into the hull through the ammo feed. Roll again on on the hull damage table with a +2 modifier.

Das Uberturtle - Squat Primary APC

The Uberturtle is the result of solid Squat engineering coupled with STC defensive technology. Even though it costs four time as much as an Imperial Rhino, the Uberturtle is still the prefered transport of the Brotherhood. No other vehicle is as survivable as the UT, nor do many pack as much firepower for their size.

Three layers of sloped ceramite/plasteel composite have been added to the conventional Rhino chassis. The treads have been tripple reinforced with steel cable and off-road rims for added survivability, and a single raised turret replaces the twin-linked rifle hatches. In addition, the Squats have mounted a void shield in the cargo bay. (Geez!)

The Void Shield automatically stops any weapon hits while it is up. The shield may be destroyed by inflicting a wound against a it (Toughness 10). All weapons whose Save Mod. less than -3 are ignored by the shield. In Hand to hand the shield is useless, but the already impressive armor negates the danger of close assault. Clan Rhodriegez is famed for this improvement, as well as the tactic "RAAAAMMMMMUN' SSSPEEEEEEED!"

Chassis Statistics

TYPE	Basic Rhino		MOVEMENT	Tracked		RAM VALUE	
Crew	1 Driver & 1 Gunner		Slow	0 - 6"		Strength	7
Cargo	5 passengers		Combat	6" - 12"		Damage	d12
Point Value	200		Fast	12" - 20"		Save	-5

Weapon	Arc of Fire	Notes
Twin-Linked Heavy Bolter	360 °	Full turret clearance.

Rhino (50) + 2xHvyBolters (30) + Light Turret (20) + Invincible Chassis (50) + Void Shield (50) = 200

Hit Location Chart

Roll	Location	Front	Side/Rear
1	Track	16	16
2-4	Hull	20	18
5-6	Weapons	15	15

Das Uberturtle - Damage Charts

Track 1-2	The track is damaged, but keeps on running without adverse affect.
3	The tread is broken, and flies off the wheel assembly. Fortunately, the off-road rims tear deep grooves in the ground and keep the tank moving. The vehicle may no longer travel at Fast Speeds. Future rolls will be made with a damage +1 Modifier.
4	One of the wheels breaks loose and snags in the tread assembly. Until repaired, the vehicle may only move at Slow speeds. Future rolls will be made with a damage +1 Modifier.
5	An explostion blows several wheels away from the hull, causing one side to crash down onto the ground and skid to a stop. The vehicle goes out of control next turn and comes to a halt facing in a random direction.
6	The force of the blast flips the vehicle over, landing upside down in a 1d3"away random direction. Any models it lands on are killed automatically, and crew take 1 turn to climb out of the wreckage. Roll 1d6 for each crewmember. On a result of a '1' ,they are incapacitated in the wreck.

Hull	
1-2	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	The blast tears through the passenger compartment striking one randomly chosen crewman. Work out the damage as hit by the actual shot. Future rolls will be made with a damage +1 Modifier.
4	The driver's controls lock up and the vehicle may no longer maneuver or change speeds. It will maintain its course until colliding with an object. The turret is still free to rotate and fire. Future rolls will be made with a damage +1 Modifier.
5	The power plant is ruptured, and the crew compartment floods with fire and toxic fuel. Each model inside may try to escape on a d6 roll of 4+. Any models left inside are killed and the vehicle destroyed for battle purposes.
6	With a dull "THUD" the magazine and power plant explode inside the armored shell. The force of the blast is contained withing the power field and the hull, but sometimes that isn't enough. Anything within 1d6" of the hull takes a krak grenade hit. The vehicle is destroyed, leaving a flaming wreck or crater on the field.

Turret	
1-2	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	One of the Heavy Bolters is destroyed. In one turn, the gunner may unlink the second weapon and fire it independantly. Future rolls will be made with a damage +1 Modifier.
4-5	The weapons are destroyed, and the gunner killed. Future rolls will be made with a damage +2 Modifier.
6	All the weapons are destroyed and a second explosion flash back into the hull through the ammo feed. Roll again on on the hull damage table with a +2 modifier.

Phase Field Siege Cannon - Squat Siege APC

In the rugged terrain of the Squat Homeworlds and deep within their tunnels a few meters of towering rock often stand between defeat and victory. Huge machines and massive armor have also threatened the Holds too often to be ignored. In response, the Squats adapted their most powerful mining gear into the most formidable weapon of its size: the Phase Field Cannon. Often referred to by its operators as the "Squat-portable Wave Motion Cannon", "The Sun-Gun", and "Old Yamamoto", this device rips open a hole in the fabric of space and fires it at the target.

To make matters worse, they mounted it in an oversized turret on a Chimera transport. The huge generators and regulators took up half the cargo hold, but the Squats didn't care. The PFC could literally shear a 5 meter swath through the hardest mountain or toughest tank. Only Void shields are strong enough to displace the bolt, and only then by sacrificing their generators in the effort. Carried by the small transport, it could speed into the walls of an enemy fortress - burrowing a path through anything that got in its way.

The PFC acts as an Inferno cannon - but uses a regular flamer template with Vortex effects. Roll 4+ to strike infantry under the blast template. Vehicles touched are hit automatically as though by a vortex of equal size. Fortunatly, the field fades immediately after reaching the end of its movement.

Chassis Statistics

TYPE	Chimera		MOVEMENT	Tracked		RAM VALUE	
Crew	1 Driver & 1 Gunner		Slow	0 - 6"		Strength	8
Cargo	5 passengers		Combat	6" - 12"		Damage	d12
Point Value	300		Fast	12" - 20"		Save	-5

Weapon	Arc of Fire	Notes
Phase Field Cannon	360 °	Turret Mounted - Gunner
Heavy Bolter	360 °	Turret Mounted - Gunner
Heavy Bolter	Front 90 °	Hull Mounted - Driver
3 x Storm Bolters	Right 90 °	Hull Mounted - Passengers
3 x Storm Bolters	Left 90 °	Hull Mounted - Passengers

Chimera (140) + Stout Chassis (35) + Multilaser converted to 6xSB and 1 Heavy Bolter (0) + PFC (125) = 300

Hit Location Chart

Track Roll	Location	Front	Side/Rear
1	Track	16	16
2-4	Hull	21	18
5-6	Turret	20	20

Phase Field Siege Cannon Damage Charts

Track 1	The track is damaged, but keeps on running without adverse affect.
2-3	One of the wheels breaks loose and snags in the tread assembly. Until repaired, the vehicle may only move at Slow speeds. Future rolls will be made with a damage +1 Modifier.
4-5	An explostion blows several wheels away from the hull, causing one side to crash down onto the ground and skid to a stop. The vehicle goes out of control next turn and comes to a halt facing in a random direction.
6	The force of the blast flips the vehicle over, landing upside down in a 1d3"away random direction. Any models it lands on are killed automatically, and crew take 1 turn to climb out of the wreckage. Roll 1d6 for each crewmember. On a result of a '1' ,they are incapacitated in the wreck.
Hull 1	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
2	The blast tears through the passenger compartment striking one randomly chosen crewman. Work out the damage as hit by the actual shot. Future rolls will be made with a damage +1 Modifier.
3	The driver's controls lock up and the vehicle may no longer maneuver or change speeds. It will maintain its course until colliding with an object. The turret is still free to rotate and fire. Future damage rolls will be made with a damage +1 Modifier.
4	The power plant is ruptured, and the crew compartment floods with fire and toxic fuel. Each model inside may try to escape on a d6 roll of 4+. Any models left inside are killed and the vehicle destroyed for battle purposes.
5-6	With a dull "THUD" the magazine and power plant explode inside the armored shell. The force of the blast is contained withing the power field and the hull, but sometimes that isn't enough. Anything within 1d6" of the hull takes a krak grenade hit. The vehicle is destroyed, leaving a flaming wreck or crater on the field.
Turret 1	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
2	One of the Heavy Bolters is destroyed. Future rolls will be made with a damage +1 Modifier.
3-4	The PFC destroyed, the gunner killed, and secondary explosions echo througout the hull. Roll on the Hull chart with a +1 Damage Modifier. All future damage rolls gain a +1 damage bonus.
5	The Bolter Magazine is destroyed and the gunner killed. All bolters are destroyed, and flashback explosions nearly kill the crew. Each crewmember must roll a 4+ to survive. Future damage rolls will be made with a damage +2 Modifier.
6	The PFC is destroyed and a second explosion flash back into the hull. The entire tank is consumed in a massive 3" Vortex template that remains in play.

Foehammer SHMBT - Super Heavy Main Battle Tank

When facing the onslaught of Imperial titans and Ork gargants, the squats needed a heavy hammer to bring down on such enemies. After much research, the Engineers Guild provided the solution: A massive Super Heavy Main Battle Tank mounting armor-piercing railguns. Each railgun fires a depleted uranium slug at hypervelocity, not only piercing the target, but going straight through. The damage is limited only by how little the solid shell actually destroys on its short trip through the target. While not as destructive as high explosive shells, the Gauss rounds always pierce.

Profile	Range	To-Hit	Str.	Dmg.	Notes	Pen.	PV
Gauss Cannon	40" / 72"	- / -	10	1d10	1" Blast Radius	Auto (1d3 Damage)	75

Because of this, the Foehammer carries twin-linked Gauss Cannons to ensure a kill. Only Squat vehicles are able to take more than one blow from the massive guns, and then only rarely. The Cannons can also be employed against infantry, by using flechette shells in place of the armor penetrators. To supplement the main guns, the Foehammer carries two heavy bolters in the Captain's turret, as well as another on the front hull. This protects the tank from its main enemy, demolitions teams.

Like many other Squat tanks, the Foehammer uses a massive Refractor field (5+) to further deflect serious anti-tank fire. It is also built of sturdy Squat design, with backup systems, sloped armor, and encapsulated crew compartments. It is designed to withstand epic combat conditions, and makes a fine linebreaker for tactical battles.

Chassis Statistics TYPE	SHMBT	MOVEMENT	Tracked	RAM VALUE	
Crew	1 Driver, 3 Gunners, and 1 Engineer	Slow	0 - 4"	Strength	7
Cargo	None	Combat	4" - 8"	Damage	d12
Point Value	500	Fast	8" - 15"	Save	-5

Weapon	Arc of Fire	Notes
Twin-Linked Gauss Cannons	360 °	Main Turret
Twin-Linked Heavy Bolter	360 °	Command Turret
Heavy Bolter	90 °	Front Hull

SHMBT (105) + Invincible Chassis (50x3) + 3 x HvyBolters (15x2) + Gauss Cannon (75x2) + Refractor Field (50) = 500

Hit Location Chart

Roll	Location	Front	Side/Rear
1-2	Track	18	18
3-4	Hull	24	20
5-6	Turret	24	22

FoeHammer Damage Charts

Track **1-2**	The track is damaged, but keeps on running without adverse affect.
3	The tread is broken, and flies off the wheel assembly. Fortunately, the off-road rims tear deep grooves in the ground and keep the tank moving. The vehicle may no longer travel at Fast Speeds. Future rolls will be made with a damage +1 Modifier.
4	One of the wheels breaks loose and snags in the tread assembly. Until repaired, the vehicle may only move at Slow speeds. Future rolls will be made with a damage +1 Modifier.
5	An explostion blows several wheels away from the hull, causing one side to crash down onto the ground and skid to a stop. The vehicle goes out of control next turn and comes to a halt facing in a random direction.
6	The force of the blast flips the vehicle over, landing upside down in a 1d3"away random direction. Any models it lands on are killed automatically, and crew take 1 turn to climb out of the wreckage. Roll 1d6 for each crewmember. On a result of a '1' ,they are incapacitated in the wreck.
Hull **1-2**	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	The blast tears through the passenger compartment striking one randomly chosen crewman. Work out the damage as hit by the actual shot. Future rolls will be made with a damage +1 Modifier.
4	The driver's controls lock up and the vehicle may no longer maneuver or change speeds. It will maintain its course until colliding with an object. The turret is still free to rotate and fire. Future rolls will be made with a damage +1 Modifier.
5	The power plant is ruptured, and the crew compartment floods with fire and toxic fuel. Each model inside may try to escape on a d6 roll of 4+. Any models left inside are killed and the vehicle destroyed for battle purposes.
6	With a dull "THUD" the magazine and power plant explode inside the armored shell. The force of the blast is contained withing the power field and the hull, but sometimes that isn't enough. Anything within 1d6" of the hull takes a krak grenade hit. The vehicle is destroyed, leaving a flaming wreck or crater on the field.
Turret **1-2**	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
3	One of the Heavy Bolters is destroyed. In one turn, the gunner may unlink the second weapon and fire it independantly. Future rolls will be made with a damage +1 Modifier.
4-5	The weapons are destroyed, and the gunner killed. Future rolls will be made with a damage +2 Modifier.
6	All the weapons are destroyed and a second explosion flash back into the hull through the ammo feed. Roll again on on the hull damage table with a +2 modifier.

Juggernaught - Super Heavy Dreadnaught/Knight Titan

Squat forgeworlds produce many of the knight titans used by the Imperial armies. Because of the expense of maintaining such monstrosities, most Warlords choose to use Super-Heavy tanks instead of the Knights. Many families of the Engineers Guild and some especially wealthy Commerce Houses do keep a few of these huge monsters around. The Engineer's Guild is very fond of using them to test new weapons that are too large for other more conventional vehicles to take to battle. In accordance, the Guild has developed several variants to the Knight, affectionately called Juggernaughts, that incorporate Squat Technology.

Some of the many improvements include sloped armor, massive weapons capacities, and modular weapons pods. Squat engineers, seeking to protect their investment, also added a Vortex/Haywire detonator, extended communications equipment, and a NBC sealed crew compartment with room for the pilot and a passenger. The passenger may take the controls at any time, and dismount when the unit is stationary. All this often makes the Juggernaught an ideal place for the leading officer to command the battle from. The design also retains the Knight Titans forward power field (4+ save in front 90 °) and strong close assault factor.

The Juggernaught is an abstract unit meant to represent the wide variety of unique mecha-like war machines the Squats make use of. They are more suitable for the 40K battlefield than their larger Titan counterparts, and are much cheaper thanks to the modern toy industry - use any 6" to 8" tall figure to represent a Juggernaught. The average juggernaught is tall enough to be targeted by all heavy weapons on the field, and can be picked out seperately from other smaller vehicles due to its frightening profile and tremendous threat. If your Juggernaught uses more than one major weapon, it should be approved by your opponent (as such things can be potentially cheesy). However, the more the merrier (it can only die once, and it is a good target)!

Juggernaught	M	Ws	Bs	Str.	AV	I	A	Ld	PV
Base Chassis	10	(4) + 5	(3) + 1	10	20	2	6	Auto	500

-The (#) represents the pilots attributes in these areas.-
-If the passenger takes over, don't forget the stats may increase.-

Juggernaught Weapons	Arc of Fire	Notes
Any Heavy, Juggernaught, or Heavy Hi-Tech Weapon	Front 180 °	Custom to fit the model.

Juggernaught Weapon	Range	To-Hit	Str.	Dmg.	SvMd.	Pen.	NOTES	PV
Phase Field Cannon	Art. Die + (Flamer)	- / -	Vortex	Vortex	None	Auto	-	125
Autocannon Cluster	40" / 72"	- / -	8	1d6	-2	2d6+8	5dFF	100
Gauss Cannon	40" / 72"	- / -	10	1d10	-6	Auto (1d3 Damage)	-	75
Inferno Cannon	Art. Die + (Hvy. Flamer)	- / -	5	1	-3	1d6+5	-	50

Hit Location Chart

1	CLANG! The shot is deflected off the sloped armor. Aside from a nasty gouge, there is no appreciable effect.
2	A major sensor cluster is hit, stunning the pilot and immobilizing the Juggernaught for 1 turn.
3	One of the Juggers arms is blown off! Roll randomly to determine which on it is. All weapons on the arm are destroyed, and the Juggernaught's Attack characteristic is reduced by 2.
4	The Juggernaught's power supply is hit. Power flickers on and off inside the cocpit, and the unit may only take action on the roll of a 4+ each turn.
5	One of the Juggers legs is blown off, sending it crashing to the ground. On a roll of 4+ on 1d6, the Juggernaught may still fire from its prone position. If this result is rolled again while the machine is prone, the cocpit has been destroyed - and the pilot killed (rendering the Juggernaugt inoperable)..
6	The reactor is shattered in a catastrophic nuclear explosion. All models within 2d6 inches suffer damage from the blast identical to a Super-krack missile. Force field saves do not apply.

Tarantula

The tarantula was famous during the Golden Age of Mankind for its ability to hold ground against overwhelming odds. This was achieved by its ability to track and engage multiple targets in rapid succession, spreading its fire across a wide area to meet the threat. An advanced combat computer would pause momentarily and spin to engage a second target before the first target could react. Unlike their Imperial counterparts, the Squat Taratulas retain these computer targeting systems.

Before rolling to hit, the Tarantula may declare a second target. Both targets are then rolled for, and all shots equally split between them. In the case of one shot weapons, like the laser cannon, each target is fired on by a single weapon. Follow fire weapons roll their FF dice, and divide them - applying any odd hits to the first target. (This is done by rotating during synchronized fire, so a jam will still lock both linked weapons.)

Basic Tarantula Chassis	Basic PV: 25pts
Plus any pair of the following twin-linked weapons:	
Lascannon	+75pts
Missile Launchers with Frag & S-Krak	+75pts
Autocannon	+35pts
Heavy Bolters	+25pts
OR	
A Single One of these Weapons	
Multi-Melta	+65pts

Squat Thudd Gun (STG)

The Squats fight dirty when necessary, and their cunning artillery tactics put the Imperial Guard to shame. In conjunction with the rapid firing Thudd Gun, they have developed a wide array of ammo variants. These nasty shells make the old mortar one of the most devastating weapons in the Squat arsenal. Squat computers calculate the weapon's trajectory, making it more accurate than its Imperial counterpart. It may be used as an indirect barrage or tilted down for use as a vicious direct fire weapon.

The computers act as a Targeter (+1 To-Hit), and allow the weapon to be fired immediately at any Artillery Homing Beacon on the field. When used in direct fire, there is no delay to calibrate the gun.

Basic Thudd Gun	Basic PV: 25pts
Plus any of the followingAmmo Variants:	
Blind	+10pts
Incendiary (4 x 1" Flamer hits)	+15pts
Plasma (4 x 1" Plasma hits)	+20pts
Chemo-Frags*	+25pts
Super-Krak	+30pts
FULLY LOADED AMMO KIT	*100 + Gun & Crew*

* Chemo-Frag shells inflict a regular frag grenade hit. All units must make an armor save vs. -1, whether they were wounded or not. Then all units must make a check vs. Hallucinogen and Choke. Units that failed the armor save must check vs the gases as though they had no protection. Anti-Plant is also mixed in, so foliage in the blast area is automatically destroyed. The gas is unstable, and disapates immediately after the strike (i.e. no cloud remains).

Support Weapon Team   (2 Brotherhood Squats)

M	Ws	Bs	S	T	W	I	A	Ld	
3	4	3	3	4	1	2	1	9	

Gear: Flak (6+); Las Pistol; Frag & Krak grenades; and 1 Support Weapon.
Special Rules: Hatred (Invaders)
Team Point Value: 25 + Squat Support Weapons Platform (see list)

Squat Wargear Cards

The Squats possess some of the best technology to survive the Golden Age of Technology. Such items are held as family heirlooms, and do not find their way onto the battlefield lightly. When given from father to son, just before battle, the most rhetorical words always intone,

"This has been in the family for three generations, Son, SO DON"T LOOSE IT!"

In accordance with this "Philosophy", Squat-specific Wargear is worth 1 VP each. Even if the card only costs 5 points, it still makes the character worth another VP to eliminate. This represents the honor that goes with the item, and the shame that losing it would represent. However, The Golden Age Technology is AWESOME, and not an easy prize to pry form a Squat's greedy hand.

| Common Equipment | The Common Wargear List |
| Uncommon Cards | Rare Cards | Unique Cards |

|

Common Equipment

Artillery Homing Beacon

> This small transponder is used by the Magregors to let the Artillery know where they are. Rather than use this to avoid friendly fire, the Magregors demand that the artillery rain down fire on their position. By listening to the com, the artillery try to fire blind rounds and miss the Magregros until the last moment. Despite the immorality of this act, the gunners have little choice. More than once, an angry Magregor has stormed back from the field and shot a gunner who failed to capitulate to his demands.

> All artillery aimed at the beacon may fire in the same turn called for. It will automatically deviate (to avoid the Magregors) and hopefully land near them - but not on them. During deviation, the roll of a 'Hit' indicates the Magregor calling in the fire is struck, and the damage is applied accordingly. PV = Special

Hudson Lasgun

> The H-Laser is the design of the Hudson Foster, the Founder of Clan Foster and leader of the Foster Rifles Regiment during the Siege of Gulidan Hold. By tweaking the photon chamber and overloading the powerpack, Hudson managed to greatly increase the standard lasgun's Rate of Fire.

> Treat the Hudson as a regular lasgun with 1dFF (Follow-Fire). PV = 2

Phasor Weapons

> The Engineers Guild has a wide selection of experimental energy weapons under construction. Either due to their complexity or their cost, the Guild feels it is unwise for the Hold to employ them, but at the same time they equip the Forgeguard with everything at their disposal. The most common of these weapons is the Phasor - a phased energy projector one generation beyond the modern laser.

> They have proved invaluable in taking down powerful shock troops like Terminators and Mega-Armored Orks. The Forgeguard also favor them because their power signature is not recognized by Displacer Fields. The field generators simply do not detect the phasor energy until it has already violated the user.
> *Other types of personal fields still apply.

Weapon	Range	Accuracy	Str.	AP	Dmg.	Pen.	PV
Hand Phasor	8" / 16"	+2 / -	6	4	1d3	1d3+1d6+6	8
Phasor Rifle	12" / 24"	+1 / -	8	2	1d6	2d6+8	10

Chemo-Frags

In order to defeat the predominate use of full body armor used by many shock troops, the Squats invented Chemo-frags. Each grenade contains a fragmentary shell with the gas grenade inside. The fragments tear holes in the target's suit, and then the gas takes effect by skin contact.

The Chemo-Frag kit contains enough Hallucinogen, Choke, and Blind Chemo-Frags to last the entire battle. When the grenade goes off, all models under a 2" radius must save vs. a frag grenade hit. All models must also make an armor save at the frag's -1 modifier, whether they are wounded or not. All surviving models must save vs. the kind of Chemical gas in the Chemo-Frag. Any model that failed the frag save counts as being unprotected against the gas, despite their armor. PV = 5

Plasma Streamer (Heavy - Move or Fire)

Realizing the need of a sustained defensive weapon that could block line-of-sight and deter massed troops, Squat Engineers set themselves to the task. By combining plasma technology with the traditional flame thrower, they developed a powerful solution. The Plasma streamer fires a massive cloud of plasma across a wide area, and leaves it hanging in the air while the gun is directed elsewhere.

Use a heavy flamer template with plasma grenade damage. Leave the template in play, shrinking from a heavy to a regular flamer, and finally to a hand flamer before disappearing. The damage is equivalent to plasma grenade, and dissipates using the same grenade chart. In the case of a chain-reaction explosion, the blast emanates from the center of flamer tear and extends outward in a circular radius. PV = 30

Heavy Grenade Launcher (Heavy - Move or Fire)

This is a larger, tripod mounted version of the regular grenade launcher. It uses a rotary drum and gravic depressors to stabilize the weapon while it unloads a salvo of grenades on the target. The basic weapon also includes a computer controled pivot that helps the gunner offer accurate indirect fire to forward units.

Treat the cannon as a regular grenade launcher with 1dFF. A character model must remain stationary and do nothing else to call in indirect fire. The gunner may fire indirectly immediately, provided such information. PV = 15

MP-Wave Motion Gun (Heavy - Move or Fire)

After several brutal encounters with Imperial Dreadnaughts, the Squats realized their need for a portable anti-tank weapon of phenominal power. As a result, they turned to the Eldar for help. In the end, the technology was taken from the Eldar by force - reverse engineered from the fallen bodies of the Eldar Wraithguard.

Treat the MP-WMG as a Wraithcannon. The weapon lacks the mobility of the Eldar version, and is still extremely limited in range. However, it still has the more than enough stopping power to satsify the Squats. PV = 15

Light Assault Cannon (Heavy - Move or Fire)

Many Squats died before the deadly barrage of Imperial Terminators' Assault Cannons, before the Engineers Guild copied the technology for themselves. Using suspensor technology, the Guild managed to make a smaller version of the deadly weapon. Though still too heavy to use without a tripod, the Las-Cannon retains its tremendous high-caliber hitting power.

Treat as an Assault Cannon with 2dFF. The slower rate of fire allows a single Squat to carry it and the ammo required. Additional ammo is often packed along by the loader. PV = 15

RAD-Cannon (Heavy - Move or Fire)

The Squats aren't above poisoning their own land in defense of the Hold, and are one of the few races with the technology and mentality to use tactical nuclear weapons. The RAD Cannon fires a small nuclear shell at the target, that kills light armor and denies the ground to enemy infantry.

Treat the weapon as a grenade launcher with 40" range. The center of the blast takes an autocannon hit from the force of the explosion, and the surrounding terrain is blasted with a Rad-grenade. Remember to secretly mark the Rad grenade blast zone. The radiation continues to affect models that pass through the zone. see Rad grenades in your Wargear Book. PV = 20

Smart-Missile Battery (Heavy - Move or Fire)

By incorporation a scanner into a regular missile launcher, a new version of smart-weapons have been developed by the Holds. When fired, the missile locks onto the first non-Squat trooper or vehicle within 24" of its path. This allows the shell to be fired over the battlefield, where it dives down behind cover to destroy hiding enemies.

The missiles come in either Frag or S-Krak versions. The shooter may fire at the closest enemy trooper or vehicle despite LOS, even if the target has never exposed itself. PV = 25

Squat-EMP Gun

Many Engineers, unsatisfied by the gains of the Eldar conflict over Wraithguard technology, began research into nuclear alternatives. In addition to the Rad-Cannon, they later came across the Electro-Magnetic Pulse effect. Haywire grenades sometimes use a nuclear charge, but usually relied on expensive elements to generate the pulse. To offer a more economical solution than simply firing expensive Haywire grenades, they pursued the nuclear alternative.

The end result, still in testing, is the Squat-EMP Gun - or SEMP gun. It generates a small nuclear explosion inside the breach, creates a resonance pattern that sustains the EMP, and then launches the package in a magnetic bottle like a plasma bolt.

The SEMP Gun has a 40" range without To-Hit modifiers, and strikes like a Haywire grenade. PV = 30

SPECIAL RULES FOR SQUAT UNITS

Hatred (Invaders)

In addition to the Ork marauders during the Isolation, the wars with the Imperium and exterminations led by the Eldar have enraged the Squats. Their fury, once held only for the greenskinned horde, has expanded into staunch hatred of anyone who would drive them from their home.

In any scenario in which the Squats are on the defensive (which is the default Squat battle) they have hatred towards all aggressors. This is mainly to encourage players to discuss the background of their battle before fighting it.

*Orks are always considered to be 'Invaders' on the offensive, due to their long history of mass migration and simple battle tactics. (Again, this may be changed by player discussion, but is assumed for simplicity)

Gunfighter Skill

The Kellys seem to have a natural knack with pistols, being able to pick off two separate targets in the same fluid motion. Ever since Bill Kelly mowed down an entire band of Orks with two Bolt Pistols and a $1.10, the Kelly Clan has been obsessed with handguns.

Apply no penalty for separate targets or shooting two pistols to anyone with the Gunfighter Skill.

Ability: Pivot - (Special Weapons)

The Dragoons Patrol the tunnels, hunting for "great beasties that lurk in the dark." In doing so, they have grown very paranoid of being snuck up on. This - coupled with the Squats' notable strength and low-built physiology - allows them to spin around completely and fire without pause.

This ability allows the user to pivot 180 degrees (as opposed to the regular 90) while on overwatch. The model may also treat their Special weapons as a Basic Weapons for any purpose, including assaulting vehicles and Realistic Coverfire (see House Shadis Rules).

Speed Loader

The Ingrams love their weapons like their own brothers and maintain them with daily care. Because of this and the Squats excellent training, they rarely have such extreme problems as the other races with their weapons.

As long as one model fires and another loads, the weapon team may ignore 1 'Jam' result per turn. The loader model may not move or fire while loading the weapon.

Deadly Accurate (Anti-Tank)

The Reeves despise tanks, and have made it their Clan's sacred duty to eradicate enemy armor on the field. Their fanatic practice at this art has made them expert tank killers. They know every weak point of a vehicle's skin and exploit it from behind their guns.

Add 1d6 to the penetration roll of any Heavy Weapon the model uses.

Deadly Accurate (Artillery)

The Lancasters have improved their weapons over the centuries, passing critical knowledge about the calibration of targeters, guidance systems, and Warp weaponry down from father to son. These skills have made them very dangerous foes, especially with distortion cannons and conversion beamers; and their long membership in the Engineers Guild gives them access just such rare weaponry.

The model may halve the result of any scatter die rolled while they shoot.

Supply (Grenades)

The Commerce Guild owns factories that turn out much of the Hold's equipment. Some Commerce Clans have even cornered the market, creating a virtual monopoly in specialized industries. As a result, they send units into battle armed with a small fortune of uncommon goods.

In the previous case, the McMillians produce enough mining explosives, military grenades, and biological weapons to stock the entire Hold. They therefore have access to all these items upon request. Any grenade may be chosen, as well as any wargear cards that represent explosive charges. Units with supply may take as many wargear cards of their supply(type) as they can pay for, with no impact on the card availability for other units. (Yes... Many Vortex Grenades... but still at 50 pts each!) Other Commerce Clans are soon to follow.