WARHAMMER 40,000

CODEX: SQUAT STRONGHOLD

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A FANDEX FOR USE IN GAMES OF WARHAMMER 40,000 AND HORUS HERESY

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DESIGN NOTES: ARMY COMPOSITION & PLAY-STYLE

Welcome to Codex: Squat Stronghold! It has long been my intention to produce this book, and after several false starts, here it is. Writing the codex has been a long process, as I contemplated the focus of the army as I saw it, and then deciding upon the units, their wargear and special rules. I hope you enjoy reading the codex, and trying the army out on the field of battle.

My intentions for this codex were as follows:

- This should be a brand-new and unique codex, not just a modernisation of the old first- and second-edition 'Rogue Trader' army lists.
- Units should, first and foremost, be based on the Epic 6mm range of miniatures.
- The Squats should have their own trademark range of weaponry, just as the Eldar and Orks have (see unit entries). No Imperial weaponry, vehicles (such as Lasguns, Meltaguns, Rhinos, Chimeras etc) or terminology should be used. However, I realise many gamers will already have a collection of models armed with a variety of Imperial weaponry, and so I have included Squat equivalents to some of the more common types, as follows:
    - *Lasguns* = *Ion Carbine*
    - *Plasma gun* = *Neutron Rifle*
    - *Melta* = *Magma Rifle*
    - *Flamer* = *Burner*
    - *Missile launcher* = *Ferrum Cannon*
    - *Lascannon* = *Neutron Cannon*
    - *Autocannon* = *Hailstorm Cannon*
- In most cases, the profile for the Squat equivalent is the same as it's Imperial counterpart, but in some instances the profiles do vary slightly, so do check the Wargear section!

In terms of gameplay, the army should generally be as follows:

- Primarily a defensive army, with static fortifications, gun batteries and shield generators.
- Counter-attacking assault units (ie, draw enemy in, then counter-attack).
- Mid-range shooting, typically not more than 36" for the majority of weapons.
- High-tech weaponry & technology.
- Slow, lumbering surface mega-vehicles, ie Land Trains etc.
- Fast biker units
- Many units which attack from below the ground, ie Moles, Termite Transports, Mole Mortars etc.
- Minimal Psyker units

Graham Sanders – March 2016

ARMY-WIDE SPECIAL RULES

Book of Grudges: *The Squats are a legendarily dour race, to whom the smallest of slights is deemed a great dishonour. The Forgemasters keep a record of any such acts against the clan in a great tome known as the Book of Grudges, which is a precious heirloom passed down from generation to generation. Thus, any transgression against the clan is noted for posterity, and vengeance is always meted out eventually.*

During the game, keep a running tally of each full Squat unit destroyed (including vehicles, transports etc but not including unit upgrades like Forgemasters). For each unit destroyed, the owning Squat player gains one *Grudge Point.*

These points can be exchanged at the start of the owning Squat player's turn as follows:

Two Points:

- Make one infantry or biker unit Fearless until the beginning of the owning Squat player's next turn
- Give Counterfire to one infantry unit, until the beginning of the owning Squat player's next turn (Counterfire allows a unit to make a shooting attack, at full BS, against an enemy unit which that unit has seen perform an action in the enemies' turn).
- Make all weapons in one infantry unit Twin-Linked, until the beginning of the owning Squat player's next turn
- Give Feel No Pain to one infantry unit, until the beginning of the owning Squat player's next turn
- Make an infantry or biker unit's (not Exo-Armour!) save invulnerable, until the beginning of the owning Squat player's next turn.

Will of the Ancients: All Squats have a natural resistance to the powers of the warp. Any Squat non-vehicle model may reroll any, or all, dice when attempting to 'Deny the Witch' against any psychic power affecting or harming any Squat unit, so long as the primary detachment includes a Living Ancestor as an HQ choice.

Born in the Saddle: Any Squat riding a Bike or Trike automatically gains 'Skilled Rider'.

Warlord Traits: The army's Warlord may select his Warlord Trait from either one of the tables in the Main Rulebook, or may alternatively choose a Trait from the list below:

1. **Hammerstrike**: The army's Warlord, and any unit he is currently joined to, gains Counter-attack whilst the army's Warlord is in the opponent's deployment zone.
2. **Keep the Home Fires Burning**: The army's Warlord, and any unit he is currently joined to, gains Rage whilst the army's Warlord is in the opponent's deployment zone.
3. **Martial Pride**: The army's Warlord, and any unit he is currently joined to, gains Stubborn.
4. **Dead-Eye Shot**: The army's Warlord, and any unit he is currently joined to, gains either Precision Shot or Precision Strike (choose which one as soon as you roll this result!).
5. **Surprise Attack**: The army's Warlord, and any unit he is currently joined to, gains Outflank.
6. **Strike from the Shadows**: The army's Warlord, and any unit he is currently joined to, gains Shrouded.

HQ

HQ - WARLORD (0-1 Choice) (75pts)

Fighting at the head of any Brotherhood force is the Warlord. A veteran of a hundred wars, the Warlord is both figurehead to the Squat army and it's supreme warrior.

In peacetime, the Warlord sits at the right hand of the Lord, and is thus the second-in-command of the Stronghold. His wealth of military experience and practical, no-nonsense nature are of great worth to the Lord, and to the running of Squat stronghold society as a whole.

To achieve the epithet of Warlord is in itself a victory, for the incumbent must have first progressed through the ranks of the Home Defence Corps, the standing military defenders of the Home Worlds where the Squats reside.

In times of battle, the Warlord leads the Squat Brotherhood in the vanguard of the force. Leading by example, the Warlord is a formidable warrior who is normally to be found in the thickest of the fighting, slaying enemies right and left with mighty sweeps of his rune-struck battleaxe.

To ensure his tactics and motivations remain in line with those of the Stronghold Lord, the Warlord is accompanied into battle with a retinue of Hearthguard, who are drawn from the Warlord's closest family. In this way, the interests of the Stronghold are always foremost in the minds of those leading the battle.

Special Rules:

For the Clan! All Home Defence Corps troops (Warriors, Berserkers, Dragons & Thunderers) gain Counter Attack and Hit & Run. In addition, all HDC troops use the Warlord's leadership value of 10 as long as one member of that unit is within 6" of the Warlord, at the time that the leadership test is to be made.

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

Composition:

- 1 Warlord

Unit Type:

- Infantry

Special Rules:

- Independent Character
- For the Clan!

Wargear:

- Ion Pistol, Power-axe, Rune Armour (3+ save/5+ Invulnerable save)

Options:

- The Warlord may exchange his Rune Armour for Exo-Armour (+15pts).
- The Warlord may exchange his Power-Axe for a Power weapon for free, or a Power Fist (+5pts)
- The Warlord (and all of his retinue) may ride into battle astride Squat Bikes (+10pts/model). This changes their unit type to Bike. The Bike is equipped exactly as per the Fast Attack choice. The riders retain their wargear.
- The Warlord may select a unit of Hearthguard or Huscarls as his retinue, as part of this HQ FOC selection. See the relevant section for points costs, options etc. Once selected, the Warlord and his retinue become a single unit, and the Warlord may not voluntarily leave the unit. If the retinue is destroyed, the Warlord may then subsequently join another unit if the owning player so wishes.

HQ – THANE-LORD (0-1 UNIT CHOICE, 50PTS)

In extraordinary circumstances, the Ruling Council of the League of Strongholds will despatch a delegation of warriors to oversee a conflict – this is usually when the League's business interests or profit margins are at risk. As well as being accomplished men-at-arms in their own right, the Thane-Lords also allow the unparalleled resources of the Home Defence Fleet to be bought to bear on those who challenge the Squat Leagues.

Foremost amongst the Thane-Lords are the Fleet-Masters, the Master-Armourers and the Masters of Ordnance. These respected elders are renowned experts in their respective disciplines, and are welcomed warmly into the retinue of any right-thinking Warlord. Their prowess and experiences are invaluable, and often make the difference between success and failure on the field of war.

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

Composition:

- 1-3 Thane-Lord Councillors

Unit Type:

- Infantry

Wargear:

- Ion Pistol, close-combat weapon, Rune Armour

Special Rules:

- Independent Character
- Thane Discipline

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport.

Thane Discipline: Each Thane-Lord excels in one particular area of warfare, and so may choose from one of the three specialisms listed below.

Note - each specialism may only be selected once in an army!

i. **Fleet Master:** This specialism allows the Squat player to grant the Outflank special rule to one unit of either Bikes or Infantry. In addition, the Squat player may re-roll any failed or successful reserves roll on turn two.

ii. **Master Armourer:** This specialism allows the Squat player to grant either the Twin-Linked, Tank Hunter or Monster Hunter special rule to all Bikes and Infantry units with at least one model within 6" of this Thane Lord, for a single shooting phase.

iii. Master of Ordnance: This specialism allows the Squat player to grant either the Twin-Linked, Ordnance or Shred special rule to any Artillery, Vehicle or Tank units with at least one model within 6" of this Thane Lord, for a single shooting phase. The Master of Ordnance may also call down a single Grand Battery Strike at the beginning of a Shooting Phase, using the following profile:

Name	Range	Str	AP	Type
Grand Battery Strike	unlimited	8	3	Heavy Barrage D3+1, Large Blast, Concussive, One Use

Options:

- The unit may exchange close-combat weapon for:

- Power weapon .....10 points

HQ - ANCESTOR LORD (0-1 CHOICE, 100PTS)

By the standards of homo sapiens, Squats enjoy a long life; healthy spans of two or three centuries is not an unreasonable expectation for a typical Squat. Indeed, it is not unheard of for Squats to live even beyond these remarkable ages, however once a Squat has experienced several centuries of life, small but important changes begin to occur in his or her physiology. Whilst age robs the eldster of his speed and agility, it is replaced by heightened awareness, guile and cunning, along with the first inklings of more otherworldly powers, including increased mental fortitude and foresight.

On reaching his five hundredth birthday, he leaves his position as an elder in normal Squat society. His family holds a funeral in his memory, and the already-ancient Squat joins others of his like, taking up the mantle of Living Ancestor. In his new role, the venerable Squat in effect becomes a living deity to his younger brothers, respected and revered in equal measure.

	WS	BS	S	T	W	I	A	Ld	Sv
Ancestor Lord	5	4	3	4	3	4	3	10	4+

Composition:

- 1 Ancestor Lord

Unit Type:

- Infantry

Special Rules:

- Psyker, Eternal Warrior, Independent Character, A Moment's Warning, Hammer of the Ancients, Tactical Acumen

Wargear:

- Ion Pistol, Iron-Stave

Psychic Powers:

- The Ancestor Lord generate their powers from the Ferrumology discipline.

A Moment's Warning: the Ancestor Lord's intuitive connection with the spirits of his forefathers provide him with a split-second warning of impending danger. The Ancestor Lord's save is invulnerable.

Hammer of the Ancients: The Living Ancestor's strength is complemented by the number of other venerable Squat Lords in the army. For every surviving Warlord, unit of Thane-Lords and unit of Spirit Lords (either on the table or in reserve), the Ancestor Lord's strength is increased by one, to a maximum of ten.

Tactical Acumen: Before either side deploys, roll on the following table:

1 = The Squat player may move D3+1 pieces of terrain up to 6" prior to either side deploying.
2 = The Squat player may re-roll successful or failed reserves.
3 = The Squat player may grant one 'Infantry' unit the Infiltrate special rule.
4 = The Squat player may reroll any (or all) scatter dice during one Squat game-turn
5 = The Squat player may, after both sides have deployed (but before placing Infiltrators or making Scout moves etc), redeploy D3 Squat units
6 = The Squat player may grant all Infantry & Bike units the 'Preferred Enemy: Infantry' special rule.

Iron-Stave: Containing the concentrated psychic will of his ancient forebears, the Ancestor Lord is able to wield his Iron-Stave in combat with unerring accuracy.

The Iron-Stave is a Force Weapon which ignores armour saves. In addition, any roll to hit of '1' in combat may be rerolled.

Options:

- The Ancestor Lord may select a unit of Hearthguard as his retinue, as part of this HQ FOC selection. See the relevant section for points costs, options etc. Once selected, the Ancestor Lord and his retinue become a single unit, and the Ancestor Lord may not voluntarily leave the unit. If the retinue is destroyed, the Ancestor Lord may then subsequently join another unit if the owning player so wishes.

FERRUMOLOGY DISCIPLINE

PRIMARIS POWER: SHADOW-RUN

Warp Charge 1, Blessing

The caster guides the movements of his fellow warriors, ensuring they make best use of any cover available to them. The caster, and all Squat units with at least one model within 6” radius, may reroll any failed cover saves.

1. IRON SHIELD

Warp Charge 1, Blessing

The caster erects a psychic wall around himself and his fellow warriors. If successful, this power grants a 5+ invulnerable save against any enemy psychic power affecting the caster any Squat unit with at least one model within 6” of the caster.

2. FORESIGHT

Warp Charge 1, Blessing

The caster looks a moment into the future, to provide warning of imminent danger to his brethren. The target unit gains +1 to it’s normal armour, cover or invulnerable save, until the start of the next Squat turn.

3. BATTLE VISION

Warp Charge 1, Blessing

The caster spreads his mind over the battlefield, scrying the myriad lines of wyrd. If successful, the owning player may immediately discard and replace one Tactical Objective (‘Maelstrom’) Card. In missions which do not use Maelstrom Cards, reroll this result.

4. PROTECTION

Warp Charge 1, Blessing

The caster focuses his vision on his fellow units, watching for threats against them. The caster, and all units with at least one model within 12” radius gain 5+ Feel No Pain.

5. TACTICAL ACUITY

Warp Charge 1, Blessing

The caster feels the ebb and flow of the battle keenly, sensing the subtle rhythm of war, thus giving the Squat warriors a sixth sense in battle planning. The Squat player may reroll any failed or successful Reserve roll until the beginning of the owning player’s next Psychic phase.

6. TRUE AIM

Warp Charge 1, Blessing

The caster uses his foresight to predict where the enemy will be, moments before they actually arrive, and guides the shooting of his forebears to deadly effect. The target unit may reroll any failed To Hit rolls until the beginning of the next Squat player turn (this includes any Overwatch during the following enemy Assault phase).

HQ - GUILDMASTER (0-1 CHOICE)

Some of the most sophisticated technology in the known galaxy is the Squats to call their own, and it is the Masters of the Engineering Guilds who can proudly claim to fully understand the inner workings of these fabulous inventions.

First amongst equals, the Guildmasters are true engineers at heart, and have dedicated long centuries to their unique crafts. Their knowledge spans the breadth and depth of Squat innovation, and it is believed that there is no machine, of Squat design or of Xeno origin, beyond the ken of their keen minds.

Whilst engineers are often loners by nature, more comfortable with the company of a machine or a schematic than a fellow Squat, they will also work together should the need arise. When Squat engineers do band together, an unspoken hierarchy is quickly observed, and at the pinnacle is the Guildmaster. Whilst the other engineers will, by their very nature, succumb to a long process of questioning, bickering and criticising their brethren's plans, they will ultimately defer to the Guildmaster's decision on any technical matter. This drawn-out practise may be time-consuming and fractious, but will eventually yield the best possible solution to the problem being faced. Indeed, it is not in the nature of the Squat Guildsmen to be defeated – their must always be a solution, and it is their Guildmaster who will most often provide the insight to solving the most complex of technological puzzles.

Subterranean Assault: The Guildmaster is an expert in the coordination of drilling operations, and is well versed in the adaptation of these precise techniques to the theatre of war. A force which includes an Engineer Guildmaster may choose to make a Subterranean Assault. Half of the force's tunnellers (Termites, Testudo's, Moles and Hellbores), rounding up, may opt to arrive on turn one. The remainder of the tunnellers (plus any other deepstriking or reserved units) arrive as per the normal rules.

The Cogs of War: Any force led by an Engineer Guildmaster may call upon the vast array of technology at his disposal. Heavy Support choices may also be taken in Fast Attack slots. In addition, Guild Engineer units may be selected as Troops choices.

Repair: One of the Engineers' main roles in any force is to keep the vehicles of the Guild running, even when under the heaviest of fire. An Engineer Guildmaster may attempt to repair a Squat vehicle during the shooting phase, instead of firing any weapons, so long as he is in base contact at the start of the shooting phase. Roll a D6 – on a 6, an Immobilised or Weapon Destroyed result is repaired. Weapons which are repaired in this fashion may be fired as normal in subsequent turns. If, at the time of the attempt, the Guildmaster' retinue numbers at least four Guild Engineers, the repair is successfully made on a roll of a 5 or 6.

Refractor Field Generator: This device projects a beam of ionised particles which are able to dissipate all but the most powerful of ballistic attacks.

The generator may be set up anywhere on board, at the beginning of deployment (before table sides are chosen). Any Squat Infantry or Biker units with at least one model within 6" of the generator gain a 4+ cover save.

HQ - GUILDMASTER (0-1 CHOICE)

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

Composition:

- One Guildmaster

Wargear:

- Ion Pistol, close-combat weapon

Unit Type:

- Infantry

Special Rules:

- Independent Character, Repair, Subterranean Assault, The Cogs of War

Options:

- The Guildmaster may be equipped with a Refractor Field Generator (+50 pts).
- The Guildmaster may select a unit of Guild Engineers as his retinue, as part of this HQ FOC selection. See the relevant section for points costs, options etc. Once selected, the Guildmaster and his retinue become a single unit, and the Guildmaster may not voluntarily leave the unit. If the retinue is destroyed, the Guildmaster may then subsequently join another unit if the owning player so wishes.
- The Guildmaster (and all of his retinue) may ride into battle astride Squat Bikes (+10pts/model). This changes their unit type to Bike. The Bike is equipped exactly as per the Fast Attack choice. The riders retain their wargear.
- The Guildmaster may exchange his close combat weapon for a Power Weapon (+10pts) of a Power Fist (+15pts).

ELITE

ELITE - GUILD ENGINEERS (60PTS)

The stock-in-trade of all Squats, over all other characteristics, is their intrinsic aptitude for all things mechanical. From an early age, all Squatlings learn how to disassemble and repair all manner of technologies, from the simplest power generator to the mighty plasma drives which power the Imperium's battleships.

Specialist Upgrade: Guild Engineers are legendary throughout the galaxy for their ability to modify the weapons and vehicles of the fellow warriors. For every Guild Engineer unit in the force, roll once on the table below at the start of the game (before deployment) and apply the results:

1	**Sentry Bombs:** One infantry unit in the force is protected by defensive mines set up around their position. The first time the chosen unit is assaulted, the attacking unit suffers D6 automatic strength 5 AP6 hits, to be resolved before the assault is carried out.
2	**Dig In:** Before the battle, the engineers fortify the Squats' defensive positions. After deployment, pick one piece of scenery in the Squats' deployment zone. Any models (friend or foe!) making a cover save whilst in this piece of scenery gain a +1 to their save.
3	**Armour Plating:** Choose one vehicle in the Squat army. One siding on the vehicle has it's armour value increased by one point, to a maximum of 14. If the vehicle is part of a squadron, only one vehicle is upgraded – not the whole squadron!
4	**Battle Plate:** Choose one vehicle in the Squat army. This vehicle is equipped with Extra Armour for the duration of the battle. If the vehicle is part of a squadron, only one vehicle is upgraded – not the whole squadron!
5	**Laser Sights:** Choose one Squat unit – either Infantry or Vehicle. All weapons belonging to this unit gain an extra 6" of range.
6	**Unlimited Ammo:** Choose one non-vehicle Squat unit. All weapons belonging to this unit count as being Twin-Linked.

Repair: One of the Engineers' main roles in any force is to keep the vehicles of the Guild running, even when under the heaviest of fire. A unit of Engineers (with at least one model in base contact) may attempt to repair a Squat vehicle during the shooting phase, instead of firing any weapons. Roll a D6 – on a 6, an Immobilised or Weapon Destroyed result is repaired. Weapons which are repaired in this fashion may be fired as normal in subsequent turns. If the unit totals 10 or more models, the repair is successfully made on a roll of a 5 or 6. A unit may only repair one vehicle per turn.

Homing Beacon: Some Engineers are equipped with devices used to allow tunnelling machines to zero in on their position. Any Termite, Testudo, Mole or Hellbore arriving from deepstrike may chose to reroll the scatter dice if the position of arrival is within line of sight of at least one model in a unit equipped with a Homing Beacon.

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

Composition:

- 6 Guild Engineers

Unit Type:

- Infantry

Special Rules:

- Repair
- Specialist Upgrade

Wargear:

- Ion carbine, close combat weapon

Options:

- You may add up to 6 additional Guild Engineers at 10pts/model
- Replace ion carbine with flux rifle (5pts each)
- One model may be equipped with a homing beacon (20pts).
- Any model may be equipped with melta bombs (5pts per model).

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for cost).

ELITE - HEARTHGUARD (100PTS)

Drawn from Lord's personal retinue and family, the Hearthguard are present primarily to prevent the Lord from entering into rash or foolhardy expeditions and battles, as it would surely bring great shame upon the Stronghold's ancestors should any peril befall them.

In practise, the Hearthguard form an elite bodyguard for the Warlord, protecting him from potential harm whilst on the battlefield. The Hearthguard display great close-quarters combat prowess, honed during the ceremonial bouts of gladiatorial battle which mark the Strongholds' many celebration days and state functions. In particular, the Hearthguard prefer to fight almost completely unarmed, preferring a refined sort of ritualistic wrestling.

On the battlefield the Hearthguard wear heavy ceremonial armour, and are armed with a pair of Power Gauntlets, the one concession they make to their usual fighting form.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	5	4	4	4	2	3	2	8	3+

Composition:

- 6 Hearthguard

Unit Type:

- Infantry

Wargear:

- Two Power Gauntlets, frag grenades, ceremonial armour (3+ save)

Special Rules:

- Furious Charge

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for points cost).

Options:

- You may add up to 6 additional Hearthguard at 16pts/model
- Any model may replace either Power Gauntlet with a power weapon for free, or a power fist for 5pts each.

Power Gauntlet: this weapon is essentially a lightweight glove worn during ceremonial bouts of combat which inflicts a crippling shock when it lands a blow. Hits made with a Power Gauntlet use the following profile:

Name	Range	Str	AP	Type
Power Gauntlet	Melee	User +1	3	Melee, Specialist Weapon, Concussive

Mantic Dreadball Miniatures

ELITE - SPIRIT LORDS (120PTS)

Among the peoples of the Squat homeworlds are a surprising number of psychically attuned individuals. Their latent mental powers manifest themselves in many different ways, and in fact it has been conjectured (though never proven) that the Squats' species-affinity with all things mechanical is in fact a weak psychic power in it's own right.
Whatever the truth, the reality is that these gifted individuals are a valuable commodity within the Strongholds and are greatly valued for their contributions both in peacetime and in times of conflict.

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

Composition:

- 6 Spirit Lords

Unit Type:

- Infantry

Wargear:

- Ion Pistol, Force Weapon

Psychic Powers:

- The Unit of Spirit Lords generate their powers from the Ferrumology discipline.

Special Rules:

- A Moment's Warning
- Brotherhood of Psykers (Mastery Level 1)
- Psychic Battery

A Moment's Warning: The Spirit Lord's intuitive connection with the spirits of his forefathers provide him with a split-second warning of impending danger. The Spirit Lord's save is invulnerable.

Psychic Battery: If the unit numbers 7 or more models, the unit counts as being Brotherhood of Psykers (Mastery Level 2). As soon as the unit size drops below to 6 or less, the Mastery Level reverts to 1.

Options:

- You may add up to 6 additional Spirit Lords at 20pts per model

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport.

Olley's Armies – Psychic Scrunts

FERRUMOLOGY DISCIPLINE

PRIMARIS POWER: SHADOW-RUN

Warp Charge 1, Blessing

The caster guides the movements of his fellow warriors, ensuring they make best use of any cover available to them. The caster, and all Squat units with at least one model within 6” radius, may reroll any failed cover saves.

1. IRON SHIELD

Warp Charge 1, Blessing

The caster erects a psychic wall around himself and his fellow warriors. If successful, this power grants a 5+ invulnerable save against any enemy psychic power affecting the caster any Squat unit with at least one model within 6” of the caster.

2. FORESIGHT

Warp Charge 1, Blessing

The caster looks a moment into the future, to provide warning of imminent danger to his brethren. The target unit gains +1 to it’s normal armour, cover or invulnerable save, until the start of the next Squat turn.

3. BATTLE VISION

Warp Charge 1, Blessing

The caster spreads his mind over the battlefield, scrying the myriad lines of wyrd. If successful, the owning player may immediately discard and replace one Tactical Objective (‘Maelstrom’) Card. In missions which do not use Maelstrom Cards, reroll this result.

4. PROTECTION

Warp Charge 1, Blessing

The caster focuses his vision on his fellow units, watching for threats against them. The caster, and all units with at least one model within 12” radius gain 5+ Feel No Pain.

5. TACTICAL ACUITY

Warp Charge 1, Blessing

The caster feels the ebb and flow of the battle keenly, sensing the subtle rhythm of war, thus giving the Squat warriors a sixth sense in battle planning. The Squat player may reroll any failed or successful Reserve roll until the beginning of the owning player’s next Psychic phase.

6. TRUE AIM

Warp Charge 1, Blessing

The caster uses his foresight to predict where the enemy will be, moments before they actually arrive, and guides the shooting of his forebears to deadly effect. The target unit may reroll any failed To Hit rolls until the beginning of the next Squat player turn (this includes any Overwatch during the following enemy Assault phase).

ELITE - WYVERN GUARD (75PTS)

The most grizzled and battle-hardened fighters of all the Squat Homeworlds are eventually inducted into the Wyvern Guard. This legendary regiment of renown are fearsome warriors whose prowess at close-quarters fighting are feared throughout the core worlds. Excelling at close-range battle in confined spaces such as the subterranean tunnels beneath the Homeworlds, the Wyvern Guard are often employed in ship-to-ship boarding actions and void warfare aboard the drifting, chaos-infected space hulks which frequently make transit into the core worlds.

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

Composition:

- 3 Wyvern Guard

Unit Type:

- Infantry

Wargear:

- Ion Carbine, Power Blade, Exo-Armour

Special Rules:

- Bulky

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for points cost).

Options:

- You may add up to 7 additional Wyvern Guard at 25pts/model
- The entire unit may be mounted on 'Grendel' Attack Trikes for 15 points each. This changes their unit type to 'Bike' and modifies their toughness in the normal way. The unit retains it's other wargear.
- Any model may exchange his power weapon for a power fist (5pts each) or, if mounted on a Trike, may exchange power weapon for a power lance (5pts each).

Power Lance: Employed uniquely in conjunction with the 'Grendel' Attack Trike, the Power Lance is a devastating weapon used to break enemy formations before they have a chance to strike back. Any model equipped with a Power Lance counts as being equipped with a power weapon. On the turn they assault, models equipped with Power Lances gain the Lance Attack special rule:

Lance Attack: The model gains two bonus charge attacks (rather than the usual one). The model strikes at 2 x Strength and hits at initiative 5. Subsequently, they count as a normal power weapon.

Name	Range	Str	AP	Type
Power Lance (charging)	melee	x2	3	Melee, Lance Attack
Power Lance (normal)	Melee	user	3	Melee

Power Blade: This weapon is essentially a modified power axe, however it's shortened form allows it to strike more swiftly than it's more unwieldy cousin. It uses the following profile:

Name	Range	Str	AP	Type
Power Blade	Melee	6	2	Melee

ELITE - WYVERN GUARD (75PTS)

The Wyvern Guard are synonymous with the use of Exo-Armour, a devastating piece of personal wargear more akin to a walking tank than a piece of armour.

Squat Exo-armour is very much like Terminator armour in that it combines a mobile exo-skeleton with heavy armour plate. The Squats developed Exo-armour from the sealed environment suits they used in asteroid mining operations and other hostile surroundings such as plasma core reactor chambers and fungus ale storage vats. As the Squats were forced to defend themselves during the Age of Isolation they converted much of their civilian equipment into efficient wargear, with Exo-armour becoming one of the most abiding creations from that period. Squat Exo-armour is lavishly decorated with precious metals and embellished with traditional designs or runes declaring the accomplishments, wealth and lineage of the wearer.

Squat Exo-armour confers a 2+ armour save to the wearer, and a 5+ invulnerable save.

ELITE - FORGEMASTER (20PTS)

In Squat culture, the reverent worship of ancestors is a main tenet. Upholding the remembrance of long-dead relatives is therefore a crucial role with the Squat civilisation, as it is the Forgemasters who maintain and update the historical record of every individual, from the youngest Squatling to the most ancient of the Living Ancestors. So it is that a Squat can trace his heritage back to the earliest days of the Age of Founding, tens of millennia past, thus giving them an inescapable sense of belonging and loyalty to their family, clan and Stronghold.

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

Composition:

- 1-5 Forgemasters per selection. During deployment, each Forgemaster must be attached to a unit with either the Infantry of Bike unit type. The Forgemaster stays permanently attached to this unit and may not leave the unit for the rest of the game. If the unit he is with is destroyed, the Forgemaster may not join another unit. As Forgemasters are a permanent part of their adopted unit, they never award victory points for units killed in such missions.

Unit Type:

- Infantry, Character

Wargear:

- Ion pistol, close combat weapon, frag grenades

Special Rules:

- Anvil of Conviction

Anvil of Conviction: Any unit with at least one model within 6” of a Forgemaster may use the Forgemaster’s leadership value instead of their own.

Options:

- You may take up to 4 additional Forgemasters at 20pts/model
- Any Forgemaster may be mounted on a Squat Bike (+20pts).
- Any Forgemaster may exchange their close combat weapon for a Power Weapon (+10pts) of a Power Fist (+15pts).
- Any Forgemaster may take an Icon of the Ancients (+15pts each).

Icon of the Ancients: Among the many items a Forgemaster gathers during his long years of service are the Icons of the Ancients. These are essentially familial badges which bear the clan’s unique crest of arms upon them. These tokens are revered items to a Squat, and possession of an Icon is known to spur on a warrior to perform feats of great heroism, long to be spoken of around the clan’s hearth for generations to come.

A Forgemaster with an Icon of the Ancients may, during deployment, choose one of the following special rules to apply to him and his unit for the duration of the game:

- Crusader
- Furious Charge
- Hatred
- Hit & Run
- Rage

ELITE – HUSCARL SHOCK TROOPS (66PTS)

The Longbeard veterans of the Squat Homeworlds specialise in many forms of combat, from staunch defensive missions to heroic assaults into the heart of the enemy. The Huscarls are one such unit. Eschewing the long-range firepower of their Longbeard brethren, the Huscarls favour heavy armour and devastating close combat weapons to form a hard-hitting and utterly lethal vanguard at the fore of the Stronghold's army.

	WS	BS	S	T	W	I	A	Ld	Sv
Huscarl	4	4	4	4	1	3	2	8	2+

Composition:

- 3 Huscarls

Unit Type:

- Infantry

Wargear:

- Ferrum Blaster, Power Weapon, Relic armour (2+ save)

Special Rules:

- Stubborn
- Hammer of Wrath
- Bulky

'Mantic Games' Forge Guard (from the Deadzone range)

Options:

- You may add up to 9 additional Huscarls at 22pts/model.
- One model may exchange his Ferrum Blaster or Power Weapon for a Clan Standard for 5 points.
- One model may replace their power weapon with a power fist (5pts each).
- One in every six models may exchange their Ferrum Blaster for a Magma Blaster (+10pts), a Hailstorm Gun (+10pts) or a Chaingun (+10pts).

Clan Standard: Some units bring sacred banners to war. These relics of a hundred wars are passed on from Clanlord to Clanlord over many centuries. Whilst the Standard Bearer remains alive, his unit may reroll any failed leadership test, if the owning player so wishes.

Designer's Note: *This unit was intended to represent the Forge Guard models from the Deadzone range from Mantic Games. The weapons on the Forge Guard model, and the weapons in this unit entry, match up as follows:*

- *Hailstorm Cannon = Ferrum Blaster*
- *Missile Launcher = Chaingun*
- *Magma (Heat) Cannon = Magma Blaster*

Left-right: Magma (Heat) Cannon, Autocannon, Missile Launcher, Hailstorm Rifle

TROOPS

TROOPS - HOME DEFENCE CORPS REGIMENT

The safeguarding of the Homeworlds is entrusted to only the most doughty and stoic sons and daughters of the Squats. Named the Home Defence Corps, these soldiers are drawn in their entirety from the families of the Warlord's own clan. This ensures that the Warlord's intentions remain true to the needs of the League, for no honourable Squat would endanger the lives of his own kin needlessly or in reckless endeavour.

The Home Defence Corps is divided into four fighting arms. Making up the core of any force are the massed ranks of the Clan Warriors, whose unswerving loyalty to the Warlord provide the unbreakable backbone to the Squat military. Supporting the Clan Warriors are the Thunderers and Dragons. Specialising in the use of the clan's most lethal weapons, these units are tasked with the destruction of the enemy's most heavily-armoured war-machines. Arrayed at the vanguard of these forces are the Berserkers, ferocious warriors who eschew ranged firearms in favour of close combat weapons, whose use they have perfected in long years of tunnel-fighting.

Home Defence Corps – Regiment Structure: The armies of the Squat Strongholds are arranged into Grand Regiments, each consisting of hundreds of Clan Warriors from the same Brotherhood.

For each Troops choice in your Force Organisation Chart, you may take:

- 0-2 Clan Warrior units
- 0-2 Berserker units

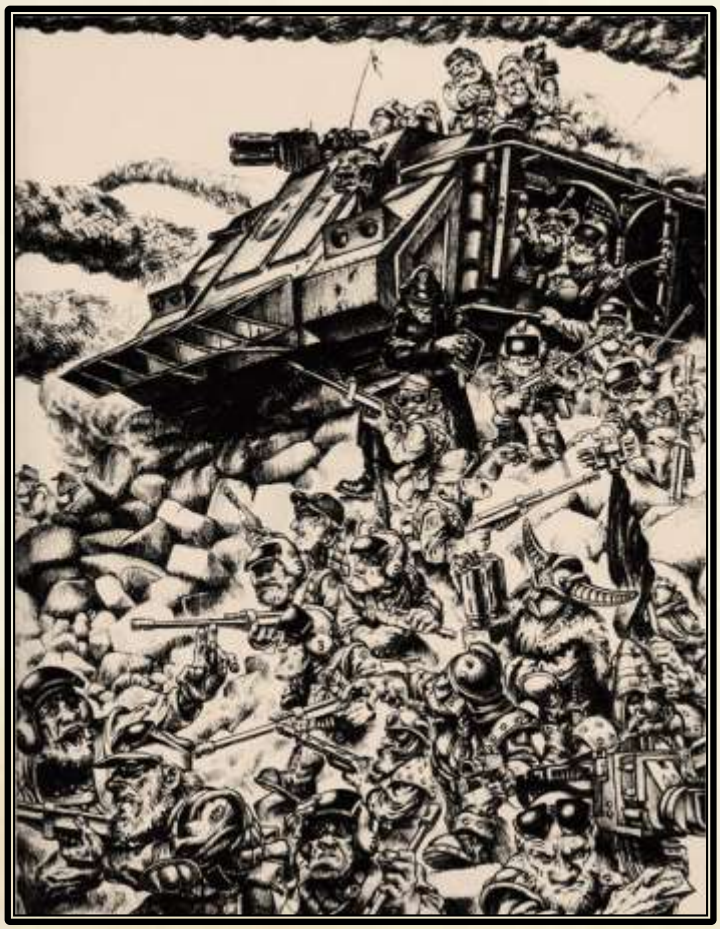
For every two units of Clan Warriors and/or Berserkers in the Regiment, you may also take:

- 0-1 Dragon unit
- 0-1 Thunderer unit

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

Fire Discipline: Clan Warriors armed with Ion Carbines are drilled to be lethally effective with these weapons. If the entire unit remains stationary, and roll to wound of '6' becomes Rending.

Clan Standard: Some units bring sacred banners to war. These relics of a hundred wars are passed on from Clanlord to Clanlord over many centuries. Whilst the Standard Bearer remains alive, his unit may reroll a failed leadership test once per turn, if the owning player so wishes.



CLAN WARRIORS (70PTS)

Composition:

12 Clan Warriors (maximum unit size 24)

Unit Type:

• Infantry

Wargear:

• Ion carbine, close combat weapon, frag grenades

Special Rules:

• Fire Discipline

Warrior Options:

• You may add up to 12 additional Clan Warriors at 6pts/model.

• One model may exchange his Ion Carbine for a Clan Standard for 5 points.

• One model may replace their close combat weapon with a power weapon (10pts) or a power fist (15pts). This model may also exchange his Ion Carbine for an Ion Pistol at no extra cost. If the unit consists of 18 or more models, up to two models may replace their close combat weapon and Ion Carbine with the options listed here.

• The entire unit may exchange their Ion Carbines with Pulsar Rifles for 1 point per model.

• Up to two models may replace their Ion Carbine with either a Burner (5pts), Magma Rifle (10pts), Neutron Rifle (10pts), Ferrum Cannon (15pts), Neutron Cannon (20pts) or Hailstorm Cannon (15pts). If the unit consists of 18 or more models, up to three models may replace their Ion Carbine with one of the weapons lists here.

Transport:

• The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for points cost), as long as the unit numbers 12 or less models.

• Alternatively, the unit may take a Mole as a dedicated transport (see relevant page for points cost).

BERSERKERS (70PTS)

Composition:

12 Clan Warrior Berserkers (maximum unit size 24)

Unit Type:

• Infantry

Wargear:

• Ion Pistol, close combat weapon, frag grenades

Berserker Options:

• You may add up to 12 additional Clan Warrior Berserkers at 6pts/model.

• One model may replace their close combat weapon with a power weapon (10pts) or a power fist (15pts). If the unit consists of 18 or more models, up to two models may replace their close combat weapon with one of the options listed here.

• Up to two models may replace their Ion Pistol with either a Burner (5pts) or a Magma Rifle (10pts). If the unit consists of 18 or more models, up to two models may replace their Ion Pistol with one of the options lists here.

Transport:

• The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for points cost), as long as the unit numbers 12 or less models.

• Alternatively, the unit may take a Mole as a dedicated transport (see relevant page for points cost).

THUNDERERS (35PTS)

Composition:

6 Clan Warrior Thunderers (maximum unit size 12)

Unit Type:

- Infantry

Wargear:

- Ion carbine, close combat weapon, frag grenades

Special Rules:

- Fire Discipline

Thunderer Options:

- You may add up to 6 additional Clan Warrior Thunderers at 6pts/model.

- One model may replace their close combat weapon with a power weapon (10pts) or a power fist (15pts). This model may also exchange his Ion Carbine for an Ion Pistol at no extra cost.

- One in every two models in the unit may replace their Ion Carbine with either a Ferrum Cannon (15pts), Neutron Cannon (20pts), Hailstorm Cannon (15pts) or Mole Mortar (15pts).

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport (see page xx for points cost).

DRAGONS (35PTS)

Composition:

6 Clan Warrior Dragons (maximum unit size 12)

Unit Type:

- Infantry

Wargear:

- Ion carbine, close combat weapon, frag grenades

Special Rules:

- Fire Discipline

Dragon Options:

You may add up to 6 additional Clan Warrior Dragons at 6pts/model.

- One model may exchange his Ion Carbine for a Clan Standard for 5 points.

- One model may replace their close combat weapon with a power weapon (10pts) or a power fist (15pts).

- One in every two models may replace their Ion Carbine with either a Burner (5pts), Magma Rifle (10pts) or Neutron Rifle (10pts).

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport (see relevant page for points cost).

TROOPS - LONGBEARD VETERANS (70PTS)

The veterans of the Squat Leagues' armed forces are named the Longbeards, for very literal reasons. These grizzled warriors have a wealth of combat experience, bitterly earned over long decades of constant warring with the multitude of enemies who assail the Homeworlds.

Renowned for their grit and stoicism, the Longbeards are unflinching in their pursuit of the enemy, and are known to stand firm when lesser warriors would turn tail and flee.

	WS	BS	S	T	W	I	A	Ld	Sv
Longbeard	4	4	3	4	1	3	2	8	4+

Composition:

6 Longbeards (max. unit size 12)

Wargear:

- Ion carbine, close combat weapon, frag grenades, carapace armour

Unit Type:

- Infantry

Special Rules:

- Fire Discipline
- Stubborn

Fire Discipline: Those armed with Ion Carbines are drilled to be lethally effective with these weapons. If the entire unit remains stationary, and roll to wound of '6' becomes Rending.

Clan Standard: Some units bring sacred banners to war. These relics of a hundred wars are passed on from Clanlord to Clanlord over many centuries. Whilst the Standard Bearer remains alive, his unit may reroll any failed leadership test, if the owning player so wishes.

Options:

- You may add up to 6 additional Longbeards at 12pts/model.
- One model may exchange his Ion Carbine for a Clan Standard for 5 points.
- One model may replace their close combat weapon with a power weapon (10pts) or a power fist (15pts).
- Any model may exchange their Ion Carbine for an Ion Pistol at no extra cost.
- The entire unit may exchange their Ion Carbines with Pulsar Rifles for 2 points each.
- Up to two models may replace their Ion Carbine with either a Burner (5pts), Magma Rifle (10pts) or Neutron Rifle (15pts.

'Mantic Games' Forge Fathers

A.P.C.

DEDICATED TRANSPORT – TERMITE (50PTS)

The Termite transport is the ubiquitous and unmistakeable transport of the Squat Leagues. Instantly recognisable, it is the most obvious adaptation of mining technology used by the Guilds in battle.

The Termite is equipped with a dual cutting head; the primary stage is a plasma drill which projects a few metres out from the tip of the nosecone, whilst the secondary stage are the great diamond-tipped teeth which rotate around the nosecone, cutting through rock, steel and ceramite with equal ease.

The Termite requires only minor modifications to make it suitable for the battlefield. The most obvious additions are the twin frag-casters fitted to the flank of the vehicle, giving the transport a much-needed defensive capability against the rampaging hordes of Orks and Tyranids against which the Squat forces have traditionally opposed.

The favoured tactic of may Warlords is to send their clan-brothers into battle transported in Termites and their larger brethren, the Mole and Hellbore. Tunnelling deep below the surface, the Termites are guided into position using sophisticated homing beacons which allow the stronghold's infantry to arrive just where the fighting is thickest. The resultant eruption of earth, and the subsequent arrival of the Squat stronghold's best infantry, is usually enough to quell any opposition.

Access Points: The Termite has access doors around the circumference of the vehicle's hull. In game terms, this equates to three openings (however for the purposes of modelling the actual amount of accessible doors will depend upon the angle of the Mole's arrival from below ground!).

Death From Below: The Termite always starts the game in reserve, using the deepstrike rules. When it becomes available, determine the actual position of it's arrival using the large blast template. Roll for scatter as normal for a vehicle arriving via deepstrike. Any models even partially caught under the final position of the large blast template are automatically suffer a strength 6, AP5 pinning hit. Against vehicles, determine the attack against side armour.

If the Termite scatters and would normally suffer a deepstrike mishap because it has arrived inside a building, resolve as follows. If the centre of the large blast template is fully over the building itself (not counting any grass, gravel etc), that building is struck by *two* strength 6 AP4 hits. If the centre of the large blast template is not over the building, that building is struck by one strength 6 AP4 hit.

Immobile: Once the final position of the surfaced Termite has been determined, it may not move again during the game. It is treated as Immobile.

•**Fire Points:** None

	BS	Front	Side	Rear	HP
Termite	3	11	11	11	3

Composition:

- 1 Termite Transport

Unit Type:

- Vehicle (Transport, immobile)

Transport Capacity:

- 14 models

Special Rules:

- Death From Below
- Immobile

Access Points:

- Three hatches (equally spread around the circumference of the Termite's hull).

Wargear:

- Plasma drill
- 2 x frag casters

Fire Points:

- None

DEDICATED TRANSPORT – TESTUDO (70PTS)

The Testudo is a variant of the ubiquitous Termite Transport. It was developed to fill a unique battlefield role, that of a pop-up defensible position anywhere in the theatre of operations.

The Testudo deploys in the same manner as it's sister-vehicle, the Termite. However, upon surfacing, the sides of the Testudo peel back and form a tight defensive ring around the emerging vehicle, thus providing a battlefield strongpoint around which the doughty warriors of the Squat Strongholds can rally and fight.

	BS	Front	Side	Rear	HP
Testudo	3	13	13	13	3

Composition:

- 1 Testudo

Unit Type:

- Vehicle (Transport, immobile)

Transport Capacity:

- 20 models

Special Rules:

- Death From Below
- Immobile
- Open-Topped

Wargear:

- None

Death From Below: The Testudo always starts the game in reserve, using the deepstrike rules. When it becomes available, determine the actual position of it's arrival using the large blast template. Roll for scatter as normal for a vehicle arriving via deepstrike. Any models even partially caught under the final position of the large blast template are automatically suffer a strength 6, AP5 pinning hit. Against vehicles, determine the attack against side armour.

If the Testudo scatters and would normally suffer a deepstrike mishap because it has arrived inside a building, resolve as follows. If the centre of the large blast template is fully over the building itself (not counting any grass, gravel etc), that building is struck by *two* strength 6 AP4 hits. If the centre of the large blast template is not over the building, that building is struck by one strength 6 AP4 hit.

Immobile: Once the final position of the surfaced Testudo has been determined, it may not move again during the game. It is treated as Immobile.

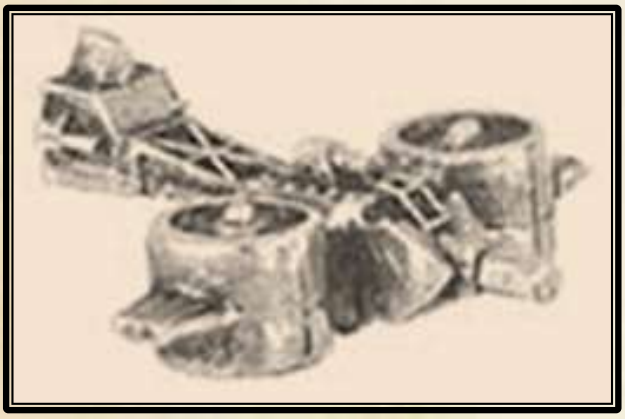
FAST

FAST - IRON EAGLE GYROCOPTOR (100PTS)

Soaring high above the battlefield fly the Gyrocoptors of the Squat mining guilds. Developed originally as long-range prospecting vehicles, the Iron Eagles are readily pressed into action in the role of forward reconnaissance and, due to their speed, are often to be found fighting at the vanguard of the Squat military forces.

The Iron Eagle's main propulsion system is a pair of large diameter uplifters, giving the gyrocoptor the ability to take off and land vertically, or to hover motionless above the battlefield. One common use of the Iron Eagle's unique propulsion system is to make surprise attacks on the enemies' flanks by popping up over low buildings or other scenery large enough to obscure the Gyrocoptor.

Combined with the Iron Eagle's agility and novel flight system is the vehicle's armament. Toting two individual Proton Catapults, the Gyrocoptor is utterly devastating at short ranges, equally as able to suppress opposition infantry as it is at neutralising light armour and enemy transports.



Pop-Up Attack: If the Iron Eagle stayed stationary in the movement phase, it may make a special pop-up attack in that turn's shooting phase. Raise the Gyrocoptor vertically upwards as far as required (there is no practical limit in game terms) until the vehicle can draw a clear line of sight over any obstacle which it is hidden behind. Then, measure weapon range from the raised position, and roll for the shooting attacks as normal. Once the shots have been fully resolved, return the Iron Eagle Gyrocoptor to it's original position.

Bombing Run: The Iron Eagle may substitute one of it's normal shooting attacks with a Bombing Run:

Name	Range	Str	AP	Type
Bombing Run	*Special - see text*	4	4	Heavy 3, small blast

Place a small blast template so that the centre-hole lies at any point along the Gyrocoptor's flightpath this turn. Roll to scatter as normal for a direct blast. Once the final position has been determined, place the remaining blast templates as per the usual rules for multiple blasts.

Targetter: The Iron Eagle Gyrocoptor may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	*24"*	X	X	Heavy 1

If the targetter hits, any subsequent shots that the Iron Eagle makes this turn are at made with BS4.

	BS	Front	Side	Rear	HP
Iron Eagle	3	11	11	11	3

Composition:

- 1 Iron Eagle Gyrocoptor
- 1-3 Iron Eagle Gyrocoptors if force contains an Engineer Guildmaster

Unit Type:

- Vehicle (fast, hover, flyer)

Wargear:

- 2 x Proton Catapults, Targetter

Special Rules:

- Deepstrike, Bombing Run, Pop-Up Attack

Options:

- May be equipped with a targetter (10 points)
- May replace both Proton Catapults with a pair of ion blasters for free, a pair of Pulsar Cannons (+10pts for the pair) or a pair of gravitic imploders (+20pts for the pair).

FAST - IRON CLAW SCOUT-COPTOR (50PTS)

Originally developed to allow the Guild Engineers to survey for new mining prospects, the Iron Claw Scout-Coptor was pressed into military service at the beginning of the Great Waaaagh of Grunhag the Flayer. Retaining the skimmer's excellent speed and maneovrability, the Guild upgraded the Iron Claw's front armour and equipped the vehicle with a forward-facing, underslung Proton Catapult. Armed in this way, this small craft has proved equally effective against both heavy infantry and light vehicles alike.

As well as it's potent weapons system and excellent manoeuvrability, the Iron Claw is also a terrifying prospect for light infantry to face, as the Scout-Coptor's pilot can make opportunistic attacks against the enemy as he skims over them.

Games Workshop Dwarf Gyrobomber

	BS	Front	Side	Rear	HP
Iron Claw	3	11	10	10	2

Composition:

- 1 Iron Claw Scout-Coptor
- 1-3 Iron Claw Scout-coptors (if force contains an Engineer Guildmaster)

Unit Type:

- Vehicle (Skimmer, Fast)

Wargear:

- Proton Catapult

Special Rules:

- Skim-Smash
- Scout

Options:

- May be equipped with a targetter (10 points)
- May replace it's Proton Catapult with an ion blaster for free, a Pulsar Cannon (+10pts) or a Gravitic Imploder (+20pts).

Skim-Smash: The Iron Claw may make a Vector Strike against any unit is passes over. This attack is made at strength 6, AP4 and Ignores Cover.

Targetter: The Iron Eagle Gyrocoptor may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	*24"*	X	X	Heavy 1

If the targetter hits, any subsequent shots that the Iron Eagle makes this turn are at made with BS4.

FAST - EAGLE'S EYE BALLOON (50PTS)

Developed in conjunction with both the Engineering Guild and the Stronghold's Air-Forces, the Eagle's Eye spotter balloon is an essential of the Squat war-machine. It's purpose is to act as the eyes and ears of the Artillery companies of the Strongholds, guiding in heavy bombardments with unerring, deadly precision.

	BS	Front	Side	Rear	HP
Eagle's Eye Spotter Balloon	4	11	11	11	2

Composition:

- 1 Spotter Balloon

Unit Type:

- Vehicle (flyer)

Wargear:

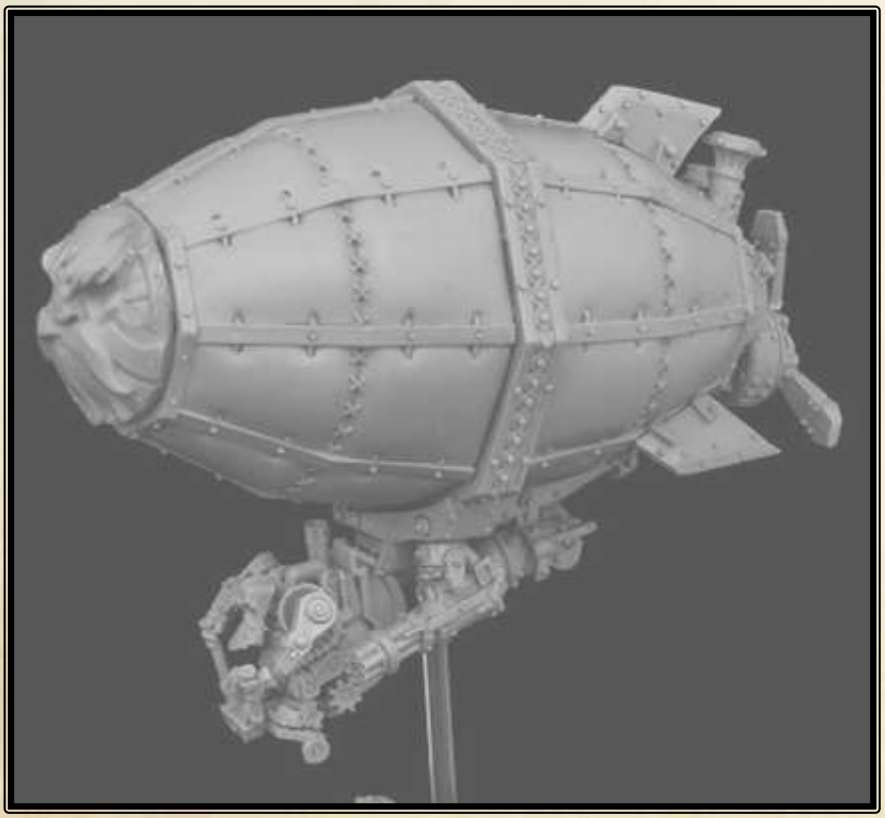
- Targeting Array

Special Rules:

- Eagle's Eye

Targeting Array: The Spotter Balloon is fitted with sophisticated sensors designed to track and target the enemy, with unerring accuracy. When a unit in the Squat army fires any weapon with the 'indirect' special rule, check line of sight from the Spotter Balloon. If the Balloon is in line of sight of the target enemy unit, the weapon may fire as though it was in LoS itself (and may therefore fire directly). The BS of either the firing unit, or the Spotter Balloon (whichever is higher) may be subtracted from the scatter distance in the case of an arrow being rolled for the placement of blast templates.

Eagle's Eye: The Spotter Balloon is always placed using the Infiltrate rules, to represent it dropping slowly onto the field of battle. Once in place, the Spotter Balloon slowly drifts. At the start of each of the owning Squat player's turns, the Balloon will drift D6" in the direction dictated by the scatter dice. In the case of a HIT being rolled, the owning Squat player may decide which direction it drifts that turn.



'Titan Forge' Ancestral Zeppelin

FAST - STERNHAMMERS (50PTS)

Among the forces of the Squat Strongholds, there are those warriors who excel at the close-quarters combat skills necessitated by years spent in confined tunnels and tight passages. These grizzled warriors are the Sternhammers, and they are deployed when the fighting is toughest.

The Sternhammers are masters of the underground tunnels which thread the earth below the ground of their Homeworlds, and their speciality is to launch a surprise attack from these subterranean passageways before fading away as quickly as they came. In this way they can emerge from the safety of the underground tunnels, eliminate a key enemy unit, and disappear again before their adversaries knows what hit them.

	WS	BS	S	T	W	I	A	Ld	Sv
Stern-Hammer	4	3	3	4	1	3	1	8	4+

Composition:

- 6 Sternhammers

Unit Type:

- Infantry

Wargear:

- Ion carbine, close combat weapon, frag grenades

Special Rules:

- Tunnel Fighting

Tunnel Fighting: Sternhammers are combat veterans and will make use of any advantage available to them. In particular, they are well-versed in the niceties of tunnel warfare and will use these subterranean passages to appear and disappear, seemingly at will. Sternhammer units may start the game in Reserve, and arrive using the Deepstrike rules. In addition, they may return to reserve during any subsequent movement phase, ready to reappear again via Deepstrike when they become available again from Ongoing Reserves. They may not use this special rule if they are Pinned, Falling Back, locked in combat or otherwise prohibited from moving for any other reason.

Options:

- You may add up to 6 additional Sternhammers at 8pts per model.
- Any model may replace their close combat weapon with a power weapon (10pts each).
- One model may replace their close combat weapon with a power fist (15pts).
- All models may replace their Ion Carbine with an Ion Pistol for free.
- One in every four models may replace their Ion Carbine with either a Burner (5pts), Magma Rifle (10pts) or Neutron Rifle (15pts).
- The entire unit may be equipped with melta-bombs (5pts each).

FAST – SAPPERS (75PTS)

Among the ranks of the Guild of Engineers, the Sappers are perhaps the most overtly militaristic of all. Their role is most akin to that of forward observation scouts, tasked with the accurate guiding in of airstrikes and subterranean assaults from Termites, Moles and the super-heavy Hellbores. In addition to their main duties, Squat Sappers are also responsible for preparing the battlefield prior to a main strike; this can range from fortifying friendly positions to compromising those of the enemy.

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

Composition:

- 6 Engineer Sappers

Unit Type:

- Infantry

Wargear:

- Flux rifle, close combat weapon, Frag Grenades

Special Rules:

- Infiltrate
- Special Ops

Transport:

- The unit may take a Termite or Testudo Transport as a dedicated transport.

Options:

- You may add up to 6 additional Sappers at 12pts per model.
- The entire unit may be equipped with melta bombs (5pts each)
- One model may be equipped with a homing beacon (10pts).

Homing Beacon: Some Engineers are equipped with devices used to allow tunnelling machines to zero in on their position. Any Termite, Mole or Hellbore arriving from deepstrike may chose to reroll the scatter dice if the position of arrival is within line of sight of at least one model in a unit equipped with a Homing Beacon.

Special Ops: Each unit of Sappers is deployed onto the battlefield with a specific task to carry out. During deployment, the owning Squat player must choose one of the following for each unit of Sappers (duplicates for multiple units is acceptable unless specifically stated):

Defensive Positions: During deployment, secretly select and mark one piece of scenery (for example with a slip of paper beneath it). The first time any unit (friend or foe!) enters this piece of scenery, they suffer 3D6 strength 3 AP6 automatic hits (no roll to hit required).

Tank Traps: Place three 6” x 1” caltrops anywhere within, or up to 6” from, the owning Squat player’s set-up zone during deployment. Any vehicle (except skimmers, flyers or jetbikes) that begin, end or move over a caltrop are permanently immobilised on a D6 roll of 5+. This includes Flat Out moves, and any other movement of any kind!

Demolitions Team: During the owning Squat player’s deployment, select one building (but not one bought by a player as part of their army list!) and replace it with a similarly-sized ruin or piece of rubble.

Fortifications: During deployment, choose one piece of scenery in the owning Squat player’s deployment zone. All cover saves for this piece of scenery gain +1 to save.

FAST - SKYLORD AIRSHIP (100PTS)

Along with it's larger sibling the Overlord, the Skylord airship is counted among the Squat stronghold's most reliable gun-platforms. Though notoriously ponderous and manoeuvrable in flight, it is this very fact that makes the Skylord such a lethal machine of war; for whilst it floats slowly through the air, it can bring a veritable arsenal of weaponry to bear on any enemy foolish enough to ignore it's deadly payload.

	BS	Front	Side	Rear	HP
Skylord	3	11	11	11	3

Composition:

- 1 x Skylord
- 1-3 Skylords if force includes an Engineer Guildmaster

Wargear:

- 2 x Proton Catapults
- 2 x Ion Blasters

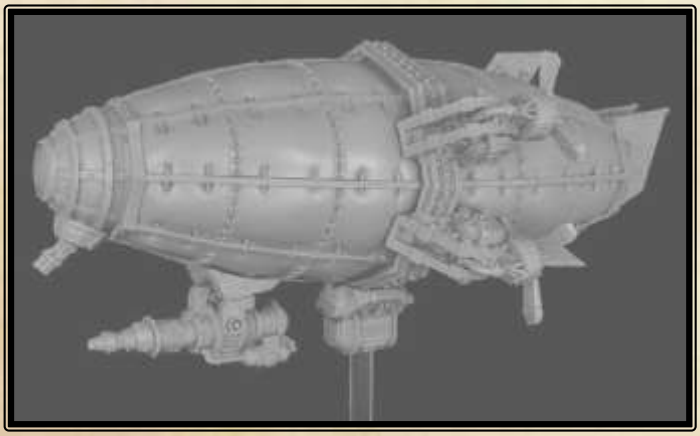
Unit Type:

- Flyer

Special Rules:

- Bombing Run
- Combustible
- Deepstrike
- Stable Platform
- Vector Dancer

Combustible: Being filled with lighter-than-air gas poses certain risks to the crew of an airship, and those nearby. If a Skylord explodes, do not roll for the range of the explosion. Instead, resolve the attack exactly as a strength 4, AP- D3 large blast barrage, with the first template centred on the base of the exploding airship. Subsequent templates scatter in the direction of a scatter dice (if a HIT is rolled, use the direction shown by the small arrow).



'Titan Forge' Colossal Zeppelin

Bombing Run: The Skylord may substitute one of it's normal shooting attacks with a Bombing Run:

Range	Strength	AP	Type
Small Blast	4	4	Heavy 3, Small Blast

Place a small blast template so that the centre-hole lies at any point along the airship's flightpath this turn. Roll to scatter as normal for a direct blast. Once the final position has been determined, place the remaining blast templates as per the usual rules for multiple blasts.

Stable Platform: Being slow-moving, airships and dirigibles provide the crew with a very stable platform from which to rain down fire on their enemies. Skylords may fire all their weapons, but may never move more than 6" in the movement phase. Additionally, the Skylord may never Jink.

Options:

- The Skylord may be equipped with an Energy Field (+15pts)
- The Skylord may be equipped with a Targetter (+10pts)
- The Skylord may replace both Proton Catapults with a pair of ion blasters for free, a pair of Flux Cannons for free, a pair of Pulsar Cannons (+10pts for the pair) or a pair of Gravitic Imploders (+10pts for the pair)

Targetter: The Skylord may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	*24"*	X	X	Heavy 1

If the targetter hits, any subsequent shots made this turn are at resolved at BS4.

Energy Field: The Skylord may be equipped with a defensive energy shield for increased protection. The energy field provides the Skylord with a 5+ invulnerable save against all attacks.

FAST - GUILD ATTACK BIKES (45PTS)

Forever the favoured form of transport of any self-respecting Squat, the Attack Bike is a powerful machine which allows the rider to quickly reach any point on the battlefield, ready to strike the enemy at close quarters. A favoured tactic of the Guilds is to race across the hinterlands targeting the weak flanks on either side of the enemy lines, engaging their armour and infantry with lightning hit-and-run attacks.

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

Composition:

- 3 Guild Bikers

Unit Type:

- Bike

Wargear:

- Rider: Ion pistol, close combat weapon, Frag Grenades
- Bike: Twin-Linked Flux Rifle

Special Rules:

- Scout

Options:

- You may add up to 9 additional Guild Bikers at 15pts per model.
- Every fourth biker may exchange his ion pistol with either a Burner (5pts), Magma Rifle (10pts), Neutron Rifle (15pts), melta-bombs (5pts), vortex grenade (15pts), or may instead replace his close combat weapon with a power weapon (10pts) or a power fist (15pts).

FAST - GUILD WAR TRIKE (120PTS)

Along with their lighter, faster brethren, the War Trikes are always to be found at the forefront of any Squat force. Striking against the flanks of the opponent's lines, the War Trikes target enemy armour with their pintle-mounted heavy weapons, with Ion Blasters, Flux Cannons, Pulsar Cannons and Proton Catapults all being preferred choices.

Guild Bikers are famed for their hit-and-run tactics, whereby they advance at breakneck speed at the enemy firing their weapons, before performing a daredevil skid-turn and accelerating away to avoid any retaliatory fire.

	WS	BS	S	T	W	I	A	Ld	Sv
Guild War Trike	4	3	3	5	2	3	1	8	4+

Composition:

- 3 War Trikes

Wargear:

- Rider: Ion pistol
- Trike: Pintle-mounted Ion Blaster

Options:

- Any Trike may replace it's Ion Blaster with a Flux Cannon for free, a Pulsar Cannon (+10pts) or a Proton Catapult (+10pts).
- You may add up to 3 additional Wartrikes at 40pts per model.

Unit Type:

- Bike

Special Rules:

- Skid Turn
- Strafing Attack

Skid Turn: Before moving a unit of War Trikes, the owning Squat player may declare that they will perform a Skid Attack. Make a single Leadership test for the unit. If successful, the models must make a normal move of between 6"-12", before then pivoting each Trike 180° around on it's front wheel. Place a suitable marker showing that the unit has made a Skid Turn. In the shooting phase, the unit may fire, but with a -1 penalty to their usual Ballistic Skill. Immediately afterward, the War Trikes may each make a move of up to 6". This move must be in a straight line and in the direction of the facing of the Trike. The unit may not then attack in the subsequent Assault phase.

Strafing Attack: Instead of making a Skid Turn, the unit may instead make a Strafing Attack. The unit may make a normal move. In the shooting phase, the trike may make *two* shooting attacks, each one against a different unit, so long as these enemy units are less than 6" away from each other. These attacks are carried out at -1 Ballistic Skill, to represent the wild, opportunistic nature of the shots. Weapons which use a Blast or Large Blast marker may not make a Strafing Attack.

FAST - GRENDEL WAR-TRIKE (120PTS)

Within the ranks of the hallowed Wyvern Guard is the Order of the Grendel, a legendary brethren who specialise in lightning-fast cavalry raids and harrying actions against even the most heavily protected of enemy armour.

The Order of the Grendel ride into battle astride mighty War-Trikes, heavily modified to withstand the crushing weight of these mighty heroes in their exo-armoured shells. Armed with either Power Blade or Power Lance, they are the ultimate in heavy shock troops, striking fast and hard against any enemy formation.

	WS	BS	S	T	W	I	A	Ld	Sv
'Grendel' War Trike	5	3	4	5	2	2	2	9	2+ 5++

Composition:

- 3 Grendel War Trikes

Unit Type:

- Bike

Wargear:

- Ion Carbine, Power Blade, Exo-Armour

Special Rules:

- Heavy Trike

Options:

- You may add up to 3 additional Grendel Wartrikes at 40pts per model.
- Any model may exchange his power Blade for a power fist (+5pts each) or a power lance (+5pts each).

Heavy Trike: In order to carry these exo-armoured warriors, the Trikes of the Order of the Grendel are heavily modified and strengthened to withstand the great weight of their riders.

Grendel war-trikes may never Jink.

Power Lance: Employed uniquely in conjunction with the 'Grendel' Attack Trike, the Power Lance is a devastating weapon used to break enemy formations before they have a chance to strike back. Any model equipped with a Power Lance counts as being equipped with a power weapon. On the turn they assault, models equipped with Power Lances gain the Lance Attack special rule:

Lance Attack: The model gains two bonus charge attacks (rather than the usual one). The model strikes at 2 x Strength and hits at initiative 5. Subsequently, they count as a normal power weapon.

Name	Range	Str	AP	Type
Power Lance (charging)	melee	x2	3	Melee, Lance Attack, Rending
Power Lance (normal)	Melee	user	3	Melee, Rending

Power Blade: This weapon is essentially a modified power axe, however it's shortened form allows it to strike more swiftly than it's more unwieldy cousin. It uses the following profile:

Name	Range	Str	AP	Type
Power Blade	Melee	6	2	Melee

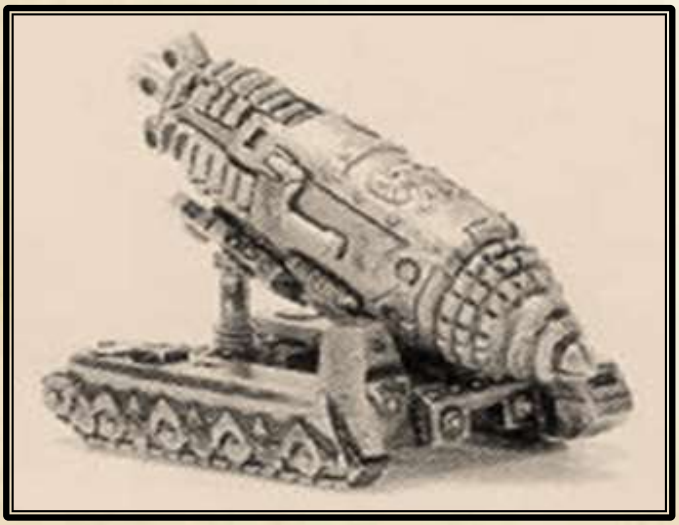
FAST ATTACK – MOLE (125PTS)

The Mole is the second-largest of all Squat tunnelling war-machines. It combines the potent threat of it's devastating arrival from below the ground with the lethal cargo of infantrymen that are carried within.

In construction and operation, the Mole is simply an enlargement of the smaller Termite. Whilst the latter vehicle is amply sized to transport a single detachment, the Mole is fully capable of delivering a fully-sized battle squad of Warriors or Berserkers directly into the heart of the enemies' positions.

Immobile: Once the final position of the surfaced Mole has been determined, it may not move again during the game.

Access Points: The Mole has access doors around the circumference of the vehicle's hull. In game terms, this equates to three openings (however for the purposes of modelling the actual amount of accessible doors will depend upon the angle of the Mole's arrival from below ground!).



Death From Below: The Mole always starts the game in reserve, using the deepstrike rules. When it becomes available, determine the actual position of it's arrival using the large blast template. Roll for scatter as normal for a vehicle arriving via deepstrike. Any models even partially caught under the final position of the large blast template are automatically suffer a strength 8, AP5 pinning hit. Against vehicles, determine the attack against side armour.

If the Mole scatters and would normally suffer a deepstrike mishap because it has arrived inside a building, resolve as follows. If the centre of the large blast template is fully over the building itself (not counting any grass, gravel etc), that building is struck by *two* strength 8 AP4 hits. If the centre of the large blast template is not over the building, that building is struck by one strength 8 AP4 hit

	BS	Front	Side	Rear	HP
Mole	3	12	12	12	4

Composition:

- 1 Mole

Unit Type:

- Vehicle (Transport, tank, immobile)

Transport Capacity:

- 25 models

Fire Points: None

Wargear:

- Plasma Drill
- 4 x Frag-Casters

Special Rules:

- Death From Below
- Immobile

HEAVY

HEAVY - LAND TRAIN ENGINE (200PTS)

The geography of the Homeworlds is hostile in the extreme. Vast rocky wastes and dust-oceans separate the Strongholds, and travel between them in perilous indeed. As well as protecting their cargo of valuable ores – and the passengers which accompany them – the Land Trains must also guard against the piratical attacks of rival Leagues, as well as the mindless predations of Ork raiding parties and other hostiles.

The Land Trains are therefore engineered and manufactured by the Guilds to the most exacting of standards, a fact which is well-known by the Lords of the Strongholds and their Warlords. In times of conflict, these mighty engines are pressed into military service. With only the most minor of modifications necessary, the Land Trains are fitted out for war; the engines are equipped with mighty battle cannons and turrets, whilst the cargo carriages are converted into Battlecars, sporting a myriad different weapons load-outs. The only limit is the destructive ingenuity of the Guildmasters – something they possess in abundance. Some of the more famous – or infamous – Battlecars include the Dragon and Mortar carriages, and the legendary Berserker Battlecar, which carries a full complement of semi-crazed Squat warriors right into the heart of the fiercest fighting.

	BS	Front	Side	Rear	HP
Land Train Engine	3	14	12	10	4
Land Train Battlecar	3	12	12	10	3

Composition:

- 1 x Engine and 0-2 Battlecars

Unit Type:

- Vehicle (heavy tank – Engine and Battlecars)

Special Rules:

- Rolling Thunder (Engine only)
- In It Together (Engine and Battlecars)

Wargear (Engine):

- Volcano Cannon, Stun-Cannon, Ion Blaster Turret

Rolling Thunder: Due to their ponderous nature, Land Train Engines count as Heavy Tanks for all purposes.

In addition, the Engine may reroll difficult and dangerous terrain rolls, as they crash through obstacles as though they were not there.

In it Together: A Land Engine and it's attendant Battlecars count as a single vehicle squadron. In addition, the carriages must remain in contact with the engine or carriage immediately in front or behind, as befits it's nature as a single train of vehicles.

If the leading Engine explodes, is wrecked or becomes immobilised, the Battlecars are automatically immobilised for the remainder of the battle.

If a Battlecar explodes, is wrecked or becomes immobilised, the Engine and any carriages it is towing may move off and abandon the stricken Battlecar as described in the Squadrons rules in the main Warhammer 40,000 rulebook. Any carriages behind the damaged/destroyed Battlecar are also stranded and count as Immobilised.

Land Train with Stun-Cannon (bottom), Volcano Cannon (middle) and Ion Blaster (turret)

Name	Range	Str	AP	Type
Volcano Cannon	24””	9	2	Heavy 1, Large Blast, Ordnance
Stun-Cannon	36”	-	-	Poison (3+), Stun-Shot
Ion Blaster	36”	5	4	Heavy 2

Stun-Shot: Successful hits made by the Stun-Cannon cause the target unit to count it's Initiative as '1' for all purposes until the end of their next turn.

Based on the chassis' of peacetime ore-carrying Land Train carriages, the Squat Battlecars are more akin to reinforced mobile fortresses than conventional vehicles. Over the millennia, a few legendary versions have become synonymous with the archetype; other versions exist only as single prototypes, dreamt up and brought into existence by the single-minded efforts of lone engineers intent on forever carving their names into the long and proud history of the Guilds. Of the myriad variants created over the millennia, the following are but a handful of the more renowned Battlecars used by the Home Defence Corps.

HEAVY – BERSERKER BATTLECAR (50PTS)

Housing twenty-five Berserkers, this carriage delivers Squat infantry into the heart of the enemies' lines.

Unit Type: Vehicle (Transport, Heavy Tank, Open Topped)

Special Rules: Assault Vehicle

Transport Capacity: 25 models

Access Points: 2 hatches (one per side)

Splinter-Bomb Cannon (Turret Mounted): Used to support the infantry as they advance, these weapons spew forth a storm of lethal shrapnel designed to suppress the enemy long enough for a final, crushing assault to be made:

Name	Range	Str	AP	Type
Splinter Bomb Cannon	12"	4	5	Heavy 3, Blast, Pinning

HEAVY – MORTAR BATTLECAR (100PTS)

Featuring the most conventional of all the Battlecars' weapons systems, the Siege Mortar lobs shells high into the air, bypassing defence-lines and hitting the unsuspecting enemy before they know they are under attack.

Siege Mortar: Packed with a combination of promethium and shrapnel, the mortar shells drive the enemy from even the most secure cover:

Name	Range	Str	AP	Type
Siege Mortar	24-60"	6	3	Ordnance Barrage 1 Promethium Burn

Promethium Burn: Cover saves taken against wounds inflicted by the Siege Mortar suffer a -2 modifier.

HEAVY – QUAKE BATTLECAR (75PTS)

This carriage mounts the much-feared Quake Cannon, which fires a shell capable of devastating the enemy lines with ease.

Quake Cannon: On detonation, this round causes a concussive shockwave which literally shakes the ground under the feet of the enemy.

Name	Range	Str	AP	Type
Quake Cannon	36"	*	4	Heavy 1, Large Blast, Groundshaker Rounds

Groundshaker Rounds: Every model hit takes an immediate initiative test. If failed, the model suffers 1 wound (armour, cover and invulnerable saves may be taken as normal).

HEAVY – PULSAR BATTLECAR (120PTS)

The Pulsar Bombard is an ingenious two-stage weapon developed to eliminate even the heaviest of enemy armour.

Pulsar Bombard: On impact, a high-energy release of exotic anti-particles annihilates ordinary matter, leaving the conventional second stage round to wreak destruction on the weakened enemy armour.

Name	Range	Str	AP	Type
Pulsar Bombard	36”	x	x	Heavy 2, Pulsar

Pulsar: Against any model with an armour value, roll to hit as normal with the Pulsar Bombard. If successful, the weapon first reduces the armour value of the target vehicle by D3+1. Then, resolve each successful hit at strength 7, AP5 against the vehicle.

Against models with a toughness value, roll to hit as normal with the Pulsar Bombard. If successful, resolve the attack at strength 7, AP5, Heavy 2.

HEAVY – RAD-BOMB BATTLECAR (150PTS)

Armed with a terrifying rad-bomb, this single-shot weapon is the last word in battlefield superiority.

Rad-Bomb: On impact, the warhead releases a nuclear detonation that devastates all around it.

Name	Range	Str	AP	Type
Rad-Bomb	24-72”	8	2	Ord. barrage D3+1, large blast, one shot

HEAVY – DRAGON BATTLECAR (100PTS)

Equipped with the fearsome Magma Cannon, the Dragon Battlecar is a devastating weapon when used against massed hordes.

Magma Cannon: When fired, the weapons spouts liquid flame in great plumes from it’s gaping muzzle.

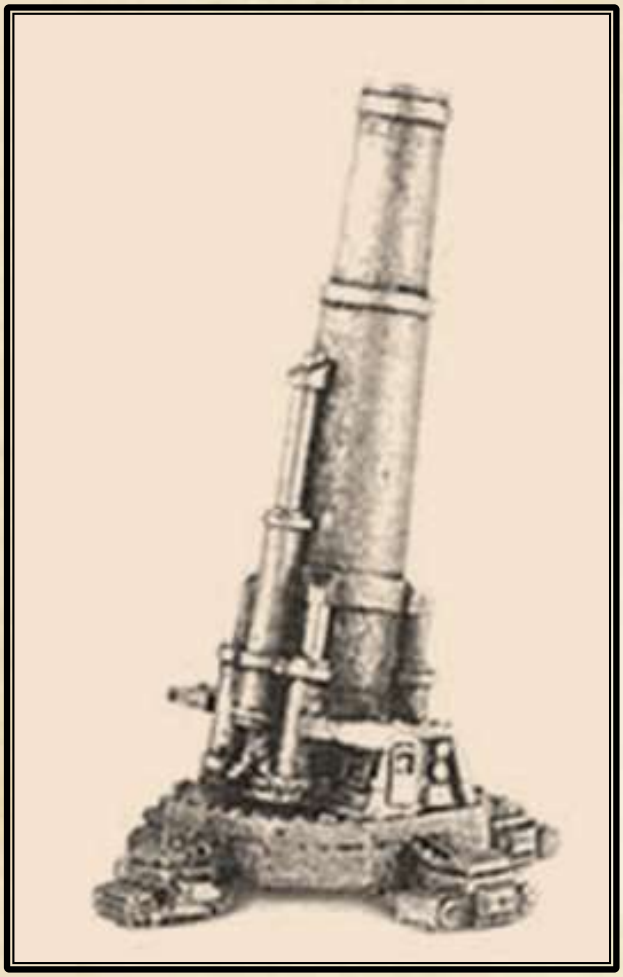
Name	Range	Str	AP	Type
Magma Cannon	Template	5	3	Heavy 3 , Torrent, Blazing Surge

Blazing Surge: Note that all three template shots from the Magma Cannon must start from the same point of origin.

Land Train with Berserker Battlecar, Dragon Battlecar, Rad-Bomb Battlecar and Quake Battlecar.

HEAVY - GOLIATH MEGA-CANNON (100pts)

Towering above the other fortifications and war-machines on a battlefield is the Goliath Mega-Cannon. Originally developed during the Age of Isolation by the Squat Guildsmen to level an opposing armies' stronghold, this thundering behemoth has since been proven to be just as effective against massed ranks of infantry, or the giant god-machines of the legendary Titan Legions.



Choice of Ammo: Before the beginning of the game (ie before deployment and choosing sides), the owning Squat player may choose either 'Black-Bear' or 'White-Wolf' shells. The Goliath Mega Cannon may only fire these same shells for the duration of the game.

Name	Range	Str	AP	Type
Goliath 'Black-Bear' Rounds	24-120"	5	4	Ordnance Barrage 2, large blast
Goliath 'White-Wolf' Rounds	24-120"	9	2	Ordnance D3, Small Blast

Immobile War-Machine: The Goliath Mega Cannon is an immense piece of artillery, and takes many days of preparation to put into service. Once positioned at the start of the game, the Goliath Mega Cannon may not be moved again for the duration of the game. It counts as being Immobile.

	BS	Front	Side	Rear	HP
Goliath Mega Cannon	3	12	12	12	3

Composition:

- 1 Goliath Mega-Cannon

Unit Type:

- Vehicle

Wargear:

- Goliath Cannon

Special Rules:

- Choice of Ammo
- Immobile War-Machine

HEAVY - THUDD GUN BATTERY (40PTS)

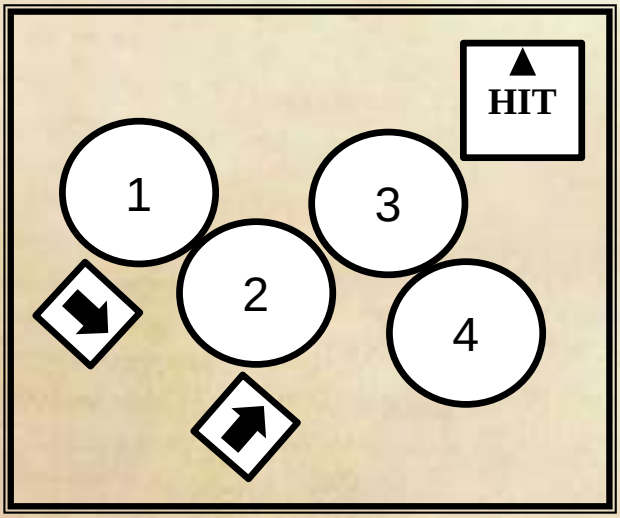
The Squat Quad Launcher is more commonly known as the Thudd Gun on account of the rhythmic and distinctive thudd-thudd-thudd-thudd noise that it makes when fired. The weapon launches a close salvo of four shots, producing a corresponding quadruple burst pattern on the ground. It is unusually heavy, and for this reason is always mounted on its own special motorised tractor unit.

Thudd Gun: The Thudd Gun fires with the following profile:

Name	Range	Str	AP	Type
Thudd Gun	36”	7	5	Heavy 4, Small Blast, Chain-Shot, Indirect

Indirect: The Thudd Gun may fire against targets that are out of normal line of sight. Determine these shots as usual, with the exception that the Thudd Gun’s BS is not subtracted from the scattering distance of the first blast.

Chain-Shot: Place and roll to scatter for the first template as normal. The position of subsequent blast templates is determined by rolling the scatter die, and placing the next template adjacent to the previous one (not the first template, as normal). If a Hit is rolled, the owning Squat player may choose which direction that shot moves in.



Targetter: The Thudd Gun may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	36”	-	-	Targetter

Targetter: If the targetter hits, any subsequent shots that the Thudd Gun makes this turn are at made with BS4.

	WS	BS	S	T	W	I	A	Ld	Sv
Clan Warrior	4	3	3	4	1	3	1	8	5+
Thudd Gun	-	-	-	7	2	-	-	-	3+

Composition:

- 1 Thudd Gun Team, comprising 1 Gun and 2 Crewmen

Unit Type:

- Artillery (Thudd Gun)
- Infantry (Clan Warriors)

Wargear:

- Thudd Gun

Special Rules:

- Chain-Shot
- Indirect

Options:

- You may add up to 2 additional Thudd Gun teams at 40pts per team.
- All Thudd Guns in the unit may be fitted with a Targetter (+10 points each)

HEAVY - MOLE MORTAR (25PTS)

The war-machines and weaponry of the Squat Strongholds are as likely to strike from below as from above, befitting a race who hail from the high-gravity worlds of the Galactic Core. Typical of this method of subterranean warfare is the Mole Mortar, an ingenious artillery piece which fires a solid, burrowing warhead into the ground, destined for the enemy lines far distant. On firing, the Mortar shell can be ranged-in to either explode just below the surface, causing an effect the Squat Guild engineers cheerfully call a 'groundbreaker'. Alternatively the round can be fired to erupt a few metres above ground, causing a devastating air-burst intended to target light infantry.

	WS	BS	S	T	W	I	A	Ld	Sv
Mole Mortar	-	-	-	7	2	-	-	-	3+
Crewman	4	3	3	4	1	3	1	8	5+

Composition:

- 1 Mole Mortar Team, comprising 1 Gun and 2 crewmen

Unit Type:

- Mole Mortar: Artillery
- Crewman: Infantry

Wargear:

- Mole Mortar

Options:

- You may add up to 2 additional Mole Mortar teams at 25pts per team.
- You may add up to 2 additional crewmen per Gun-Team for 5pts per Crewmen.

Mole Mortar:

The Mole Mortar artillery piece is fired using either the Air Burst or Groundbreaker profile. Choose which mode the weapon will be fired in, prior to making the attack. All guns in the unit fire using the same mode.

	Range	Strength	AP	Type
Air Burst	12"-36"	5	4	Heavy Barrage 1, Large Blast *, Concussive
Ground Breaker	12"-36"	7	4	Heavy Barrage 1, Small Blast *, Concussive

* May fire directly or indirectly.

HEAVY – ION-SHIELD GENERATOR (80PTS)

Based on the containment fields used to pen the less-than-savoury Ogryn abhumans who are often employed to labour in the Squat Leagues' mining complexes, the Ion-Shield Defence Shield is an outstanding feat of Guild engineering prowess. Each Field Generator comprises a miniature ion reactor-core, which is then latticed with other nearby Field Generators to produce an energy wall which is near-impassable to any physical objects, living or mechanical.

	BS	Front	Side	Rear	HP
Ion-Shield Generator	-	11	11	11	2

Composition:

- 2 Ion-Shield Generators

Unit Type:

- Vehicle, Immobile

Special Rules:

- Ion-Shield

Options:

- You may add up to 1 additional Shield Generator for 40pts.

Ion-Shield: During deployment, each Field Generator must be placed within 12" of another Generator from the same unit.

Any non-Flyer unit (friend or foe!) which passes between the Field Generators suffers a S.7 AP4 automatic hit (hits against vehicles are made against the front armour).

Units suffer a number of hits equal to the number of models which have physically passed (fully or partially) through the generator field. Assume for game purposes that the generator field is infinitely high.

Each Field Generator is treated as a separate unit for the purposes of being attacked.

If any non-vehicle Squat model is in base contact with a Field Generator, it may be activated or de-activated at the start of each phase of the Squat player's turns. This is to allow friendly models to pass through unhindered.

HEAVY - SKYHAMMER FLAK-TRACK (50PTS)

Originally developed during the great Ork Waaaagh led by Grunhag the Flayer, the Skyhammer is a dedicated anti-aircraft system which excels at hunting and destroying light- and medium-armoured jets and flyers.

Based on crawler tracks commandeered from peacetime mining cutters, the first Skyhammers were crude affairs, thrown together to face the sudden and very lethal onslaught of Grunhag's waaaagh. Subsequent iterations refined the system into the version found today in the Strongholds and Guildhalls of modern Squat society.

'Ramshackle Games' Tracked Vehicle

	BS	Front	Side	Rear	HP
Skyhammer	3	11	10	10	2

Composition:

- 1-3 Skyhammer Flak-Tracks per unit

•Unit Type:

- Vehicle, Open-Topped

Options:

- You may add up to 2 additional Skyhammers for 50pts each.
- The whole unit may be equipped with Targetters (+10 pts each) and/or Early Warning Scanners (+15 pts each)

Wargear:

- 2 Skyhammer Gatling Cannons

Skyhammer Gatling Cannon

The Flak-Track is equipped with two Skyhammer Gatling Cannons, each with the following profile:

Name	Range	Str	AP	Type
Skyhammer Gatling Cannon	48"	6	5	Heavy 2, Rending, Skyfire

Targetter: The Skyhammer may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	36"	-	-	Targetter

Targetter: If the targetter hits, any subsequent shots that the Skyhammer makes this turn are at made with BS4.

Early Warning Scanner: The Skyhammer may be equipped with an Early Warning Scanner, which sweeps the skies using multiple frequencies to search out any enemy threat vectors. Any model equipped with an Early Warning Scanner gains Interceptor.

'Mantic' Forge Father Jotunn Heavy Hailstorm Cannon

HEAVY – IRON ANCESTOR (100PTS)

When a mighty hero of the Stronghold is mortally wounded, his life is preserved by placing his dying body into stasis. The revered warrior is then awarded one of the greatest honours that can be bestowed upon a Squat; he is removed from stasis and enthroned inside an Iron Ancestor chassis, which is part war-machine, part life support system. This suit of battle armour effectively grants the wearer immortality, and offers him one of the most devastating personal war-suits in the galaxy, befitting the warrior's mighty stature.

	WS	BS	S	T	W	I	A	Ld	Sv
Iron Ancestor	4	4	7	8	4	2	3	9	2+ 5++

Composition:

- 1 Iron Ancestor

•Unit Type:

- Monstrous Creature

Transport:

- Units which consist of only 1 Iron Ancestor may take a Termite Transport as a dedicated transport.

Wargear:

- Twin Linked Proton Catapult
- Siege Hammer

Options:

- You may add up to 2 additional Iron Ancestors for 100pts each.
- The entire unit may be equipped with a Skyfire Array for 20pts per model.
- Any model may replace it's twin-linked Proton Catapult with a Siege Hammer for free, or replace it's Siege Hammer with a Twin-Linked Proton Catapult for 10pts.

Siege Hammer: This weapon is a mighty hammer which strikes with a thunderous, energised blow.

Name	Range	Str	AP	Type
Siege Hammer	-	user	2	Melee, Concussive, Mighty Blow

Mighty Blow: Successful invulnerable saves made against hits from a Siege Hammer must be rolled. If the model is equipped with two Siege Hammers, it gains an additional attack, as usual, for having two melee weapons. Instead of making it's normal attacks in the assault phase, it may instead make a single 'Mighty Blow' with each Siegehammer. These two attacks are carried out at strength 10, AP1 and causes Instant Death.

'Mantic' Forge Father Iron Ancestor

'Mantic' Forge Father Iron Ancestor Doomstorm

HEAVY – SURTR GUN PLATFORM (70PTS)

The Surtr gun platform is an adaptation of the Storrisson Gravitic High-Yield Mining Extractor, one of the crowning achievements of Squat engineering know-how. The machine works by creating a Higgs-Boson gravity field around a piece of matter, and then fluctuating the field strength until that item crumbles to dust. The military application for this tool was immediately obvious, and was converted into the Surtr Gun Platform for use against the Gargants and Stompas of Grunhag's Great Waaaagh.

	BS	Front	Side	Rear	HP
Surtr Gun	3	11	10	10	2

Composition:

- 1 Surtr Gun

•Unit Type:

- Vehicle, Open-Topped

Wargear:

- 1 Mass-Deflector Cannon

Options:

- You may add up to 2 additional Surtr Gun Platforms for 70pts each.
- The whole unit may take Targetters (+10 pts each).

'Mantic' Forge Fathers Surtr Heavy Heat Cannon

Mass-Deflector Cannon: The Surtr Gun Platform is equipped with a single, large-calibre Mass-Deflector Cannons, each with the following profile:

Name	Range	Str	AP	Type
Mass-Deflector Cannon	60"	*	4	Heavy 1, Large Blast, Mass-Deflector

Mass-Deflector: The warhead fired from this cannon works on the gravitic principle of mass-conversion. Hits against heavily armoured targets thus cause more damage than those against lighter enemy units. First, determine the final position of the large blast marker. Against non-vehicle units, hits are made at Strength 7, AP4. Vehicles instead suffer a single Haywire hit. Heavy vehicles suffer D3 Haywire hits. Super-heavy vehicles suffer D3+1 Haywire hits.

Targetter: The Surtr may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	36"	-	-	Targetter

Targetter: If the targetter hits, any subsequent shots made this turn are at made with BS4.

LORDS OF WAR

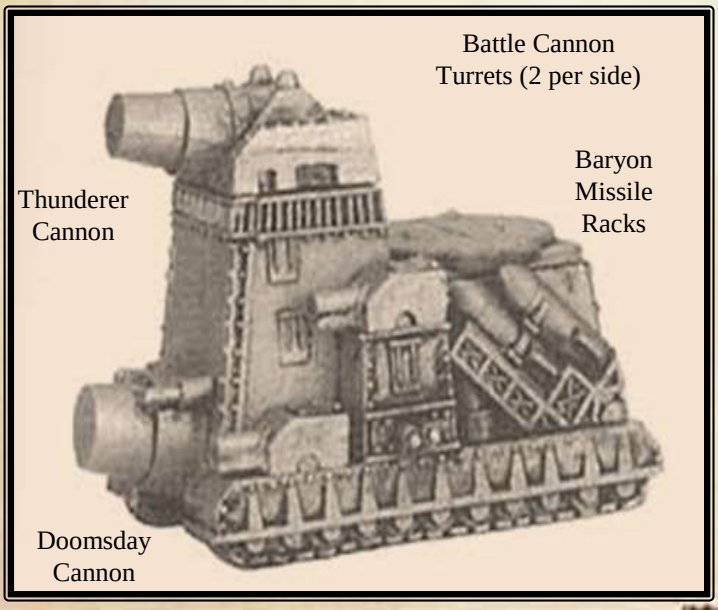
LORD OF WAR – COLOSSUS (400PTS)

The mighty Colossus war-engine is a stalwart in the arsenal of the Squat defence forces. Towering above the lesser tanks and walkers of the Imperium, the Colossus is the last word in battlefield supremacy, able to take on swarms of infantry or heavy armour with equal ease.

The Colossus is armed with it's signature weapon, the Doomsday Cannon, alongside the equally devastating Thunderer Cannon. These two main armaments have the payload to level whole city-blocks with a single blow, or lay waste to great swathes of the enemy's ranks.

	BS	Front	Side	Rear	HP
Colossus	3	14	14	12	12

Landing Pad: The Colossus is equipped with a landing pad toward the rear of it's tremendously armoured carapace. The landing pad is large enough for a single Iron Eagle Gyrocoptor or a unit of Iron Claw 'Scout' Gyrocoptors. These models may land on the Colossus at the end of a 'Hover' move in your Movement phase. Additionally, a single Iron Eagle Gyrocoptor, or a unit of Iron Claw 'Scout' Gyrocoptors, may start the game mounted upon the Colossus' landing pad. They must start, and remain, in Hover mode during the first player turn. The landing pad confers a 5+ invulnerable save to any Iron Eagle or Iron Claw landed upon it.



Composition:

- 1 Colossus Siege Machine

Unit Type:

- Super-Heavy Vehicle (tank)

Wargear:

- Doomsday Cannon (forward-fixed)
- Thunderer Cannon (forward-fixed)
- 4 x Battle Cannon Turrets (forward-fixed)
- 4 x Baryon Missiles
- Pad Landing Pad
- Armoured Ceramite (front only)

Special Rules:

- Landing Pad

Name	Range	Str	AP	Type
Doomsday Cannon	12-120"	-	2	Heavy 3, Massive Blast (7"), Barrage, Earth Breaker
Thunderer Cannon	12-72"	9	3	Heavy 1, Massive Blast (7"), Ordnance, Concussive
Baryon Missile	24-120"	-	5	Heavy 1, Large Blast, Graviton, Ignores Cover, Limited Ammo (4)

Earth Breaker: Every model hit takes an immediate initiative test, with a -1 penalty. If failed, the model suffers 1 wound (armour, cover and invulnerable saves may be taken as normal).

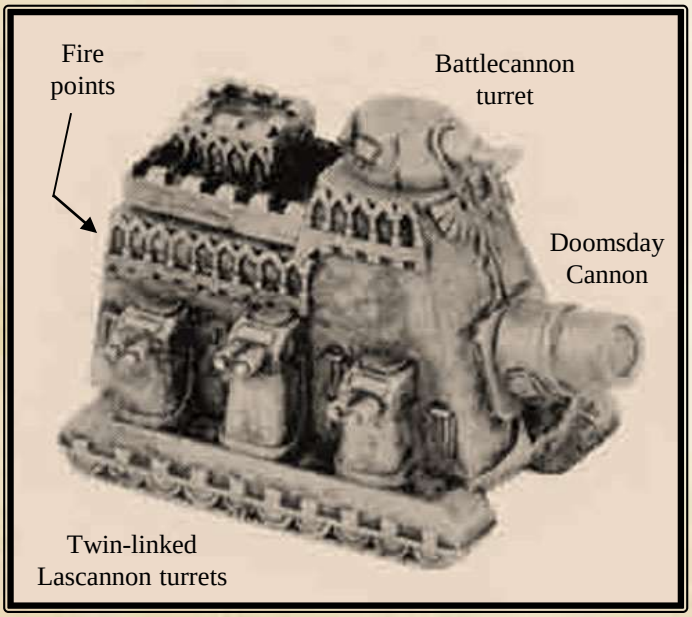
LORD OF WAR – LEVIATHAN (400PTS)

The Leviathan is both a mighty war-engine and an indomitable fortress, acting as a mobile command centre at the vanguard of the Squat forces.

Based upon the same monolithic chassis as the Colossus, the Leviathan shares many of it's close cousin's weapons systems, including the fearsome Doomsday cannon, as well as a turret-mounted Battlecannon and Lascannon turrets to protect the machine from threats to it's flanks.

As well as being a battlefield behemoth, the Leviathan is also a forward command base for the higher echelons of the Squat military hierarchy, allowing them to dictate the battle from the frontlines. In this way, every potential cut and thrust of the enemy can be detected and countered before a blow can be struck against the forces of the Squat Strongholds.

	BS	Front	Side	Rear	HP
Leviathan	3	14	14	12	12



Command Centre: The Leviathan acts as a forward command base for the Squat forces, directing the battle and lending their firepower to the areas where the fighting is fiercest. All units with at least one model within 12" of the Leviathan count their Leadership as one point higher than normal. In addition, the owning player may choose to re-roll any Reserves rolls (failed or successful).

Composition:

• 1 Leviathan Mobile Command Centre

Unit Type:

• Super-Heavy Vehicle (Transport, tank)

Wargear:

- Doomsday Cannon
- Battle Cannon (top turret; 360° fire arc)
- 6 x twin-linked Lascannon (side turrets; +/- 45 ° fire arc)
- Armoured Ceramite (front only)

Special Rules:

- Assault Vehicle
- Command Centre

Transport Capacity:

- 50 models

Access Points:

- 1 hatch (at rear) through which up to 50 models a turn may either embark or disembark.

Fire Points:

- 20 fire points (10 per side).

Name	Range	Str	AP	Type
Doomsday Cannon	12-120"	-	2	Heavy 3, Massive Blast (7"), Barrage, Earth Breaker

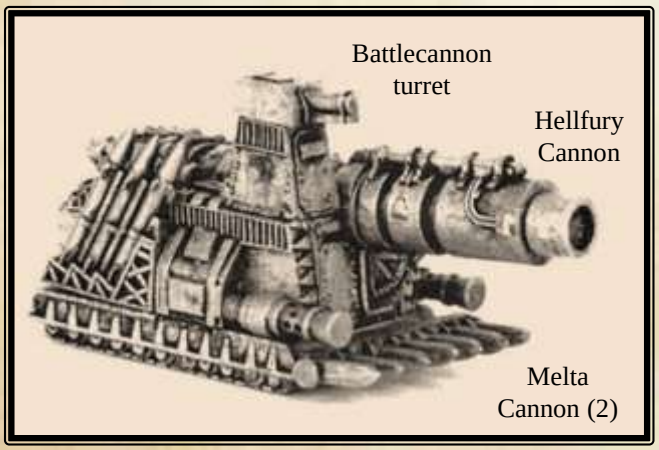
Earth Breaker: Every model hit takes an immediate initiative test, with a -1 penalty. If failed, the model suffers 1 wound (armour, cover and invulnerable saves may be taken as normal).

LORD OF WAR – CYCLOPS (450PTS)

The Cyclops 'Titan-Killer' was developed by the Guild Engineers during the Time of Isolation as a counter to the grave danger posed to the Homeworlds by the hulking mechanical Gargants of the Ork tribes. This threat was never more urgent than during the Great Waaaagh of Grunhag the Flayer, in whose mighty warhost there numbered many hundreds of the Orkish Great Gargants and their relatively smaller brethren, the ubiquitous Gargants and Stompas.

To guard against the threat of these Titan-class war-machines, the Engineering Guilds worked in concert to produce the first prototype of what would become the Cyclops Titan-Killer. Essentially, the vehicle mounts a single mighty Hellfury Cannon atop a Colossus chassis, braced and reinforced to withstand the enormous recoil of the main armament.

In addition to the Titan-killing primary weapon, Cyclops are also armed with a pair of forward-facing Melta Cannons and Doomstorm Missiles for dealing with lighter armoured threats, and a turret-mounted Battlecannon for personal defence. As well as these ranged armaments, the Cyclops also features a Battle Ram, which is a series of front-mounted spikes, each larger than a Rhino transport. This ram allows the Cyclops to plough though enemy fortifications as though they were not there.



	BS	Front	Side	Rear	HP
Cyclops	3	14	14	12	12

Composition:

- 1 Cyclops Titan-Killer

Unit Type:

- Super-Heavy Vehicle (tank)

Wargear:

- Hellfury Cannon (forward-fixed)
- 6 x Doomstorm Missiles
- 1 x Battle Cannon (top turret; 360° fire arc)
- 2 x Melta Cannon (forward-fixed)

Special Rules:

Battle Ram: The Cyclops may make Thunderblitz ram attacks against buildings. On the Thunderblitz ram table, replace all references to 'Vehicle' with 'Building'. Furthermore, on a result of 6, replace the '*Flipped*' result with the '*Detonation*' result from the building damage table.

Name	Range	Str	AP	Type
Hellfury Cannon	60"	D	1	Heavy 1, Large Blast, Hellfury (+1 on Damage Chart, Gets Hot)
Doomstorm Missile	24"-72"	7	5	Heavy 1, Massive Blast (7"), One Use, Haywire
Melta Cannon	36"	9	1	Heavy 1, Melta, Small Blast

Hellfury: Such is the strength of the Hellfury Cannon, that is will penetrate the armoured skin of even the mightiest of war-machines. However, releasing this prodigious amount of energy is not without danger, and it is possible for the ion core which powers the weapon to feedback with resonant energy and cause a massive explosion deep within the hull of the Cyclops. The Hellfury Cannon adds +1 to the D table result, but natural (unmodified) rolls of '1' cause the weapon to Get Hot.

LORD OF WAR - OVERLORD AIRSHIP (250PTS)

Soaring high above the battlefield is the Overlord, a slow-moving but utterly lethal example of Squat engineering ingenuity. The airship provides a steady platform for the gunners who man the Battlecannon turrets, allowing them to rain fire down upon the enemy with terrifying accuracy.

	BS	Front	Side	Rear	HP
Overlord	3	13	13	13	8

Composition:

- 1 Overlord Airship

Wargear:

- 6 x Battle Cannon

Special Rules:

- Deepstrike
- Bombing Run
- Very Combustible
- Stable Platform

Unit Type:

- Super-Heavy Vehicle (flyer, Hover)

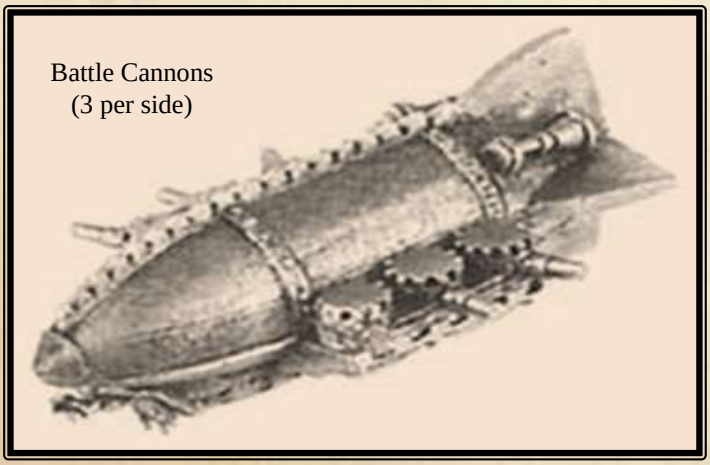
Transport Capacity:

- 25 models

Access Points:

- 3 hatches (one on either side; one at rear)

Very Combustible: Being filled with lighter-than-air gas poses certain risks to the crew of an airship, and those nearby. If an Overlord explodes, do not roll for the range of the explosion. Instead, resolve the attack exactly as a strength 5, AP- D3 massive blast (7") barrage, with the first template centred on the base of the exploding airship. Subsequent templates scatter in the direction of a scatter dice (if a HIT is rolled, use the direction shown by the small arrow).



Bombing Run: The Overlord may substitute one of it's normal shooting attacks with a Bombing Run:

Range	Strength	AP	Type
-	6	4	Heavy 3, Large Blast

Place a large blast template so that the centre-hole lies at any point along the airship's flightpath this turn. Roll to scatter as normal for a direct blast. Once the final position has been determined, place the remaining blast templates as per the usual rules for multiple blasts.

Stable Platform: Being slow-moving, airships and dirigibles provide the crew with a very stable platform from which to rain down fire on their enemies. Overlords may fire all their weapons, but may never move more than 6" in the movement phase. Additionally, the Overlord may never Jink.

Options:

- The Overlord may be equipped with an Energy Field (+15pts)
- The Overlord may be equipped with a Targetter (+10pts)

Targetter: The Skylord may be equipped with a targetter, which is fired as a normal weapon with the following profile:

Name	Range	Str	AP	Type
Targetter	*24"*	X	X	Heavy 1

If the targetter hits, any subsequent shots made this turn are at resolved at BS4.

Energy Field: The Overlord may be equipped with a defensive energy shield for increased protection. The energy field provides the Overlord with a 5+ invulnerable save against all attacks.

LORD OF WAR – HELLBORE (200PTS)

The Hellbore is the largest of the subterranean tunnelling machines which are the signature troop transports of the Squat fighting forces. Essentially a reinforced metal tube with a massive cutting head, the Hellbore was based on a civilian mining machine from the now dimly-remembered Time of Exploration, when the rapid expansion of humanity brought the first human explorers to the mineral-rich worlds of the galactic deep core.

	BS	Front	Side	Rear	HP
Hellbore	3	13	13	13	8

Composition:

- 1 Hellbore

Unit Type:

- Super-Heavy Vehicle (Transport, tank, immobile)

Fire Points:

- None

Transport Capacity:

- 50 models (or two units of up to 25 models each, including attached characters)

Access Points:

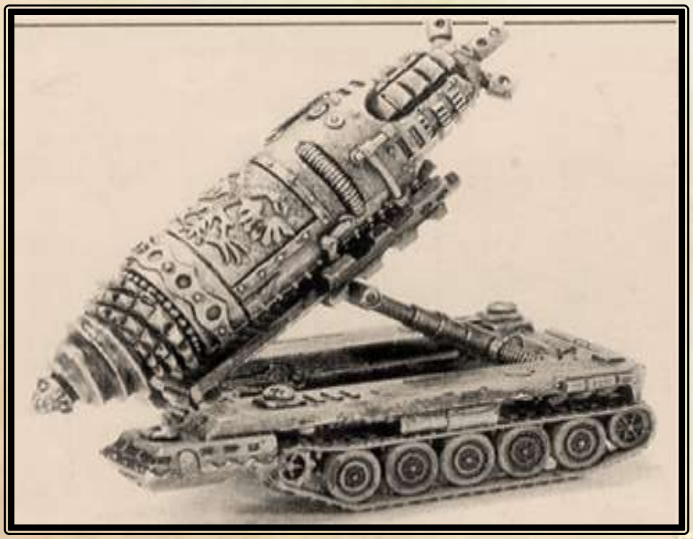
- 3 hatches (radially around hull)

Wargear:

- Plasma Drill
- 4 x Frag-Casters

Special Rules:

- Death From Below
- Immobile



Death From Below: The Hellbore always starts the game in reserve, using the deepstrike rules. When it becomes available, determine the actual position of it's arrival using the large blast template. Roll for scatter as normal for a vehicle arriving via deepstrike. Any models even partially caught under the final position of the large blast template are automatically suffer a strength 10, AP3 pinning hit. Against vehicles, determine the attack against side armour.

If the Hellbore scatters and would normally suffer a deepstrike mishap because it has arrived inside a building, resolve as follows. If the centre of the large blast template is fully over the building itself (not counting any grass, gravel etc), that building is struck by *two* strength 10 AP3 hits. If the centre of the large blast template is not over the building, that building is struck by one strength 10 AP3 hit

Immobile: Once the final position of the surfaced Hellbore has been determined, it may not move again during the game.

Access Points: The Hellbore has access doors around the circumference of the vehicle's hull. In game terms, this equates to three openings (however for the purposes of modelling the actual amount of accessible doors will depend upon the angle of the Hellbore's arrival from below ground!).

LORD OF WAR - JOTUNN (350PTS)

Originally developed as a crew-manned heavy-lift loader in the Squat low-orbit ore-yards, the Jotunn Iron-Strider is a colossal war-engine which towers above all else on the battlefield, save those mightiest engines from the Collegia Titanica.

During the xenos incursions late in the Time of Isolation, the Squat Homeworlds were beleaguered by Gargants, Stompas and other ramshackle, though no less deadly, machines of the Ork Mekboyz half-crazed imaginations. Whilst the Colossus, Leviathan and Cyclops super-heavies were able to pin down a Gargant at range, the Squats had no counter to the Ork threat at close range. Therefore the heavy-lift loaders were rapidly weaponised and pressed into service against the green menace. Equally able to match even the mightiest of Gargants at range or at close quarters, the Jotunn Iron-Striders allowed the Squats to meet the Ork hordes head-on in even the fiercest of battles.

	WS	BS	S	Fr	Sd	Rr	I	A	HP
Jotunn	3	3	10	13	13	12	3	3	6

Composition:

- 1 Jotunn Iron-Strider

Unit Type:

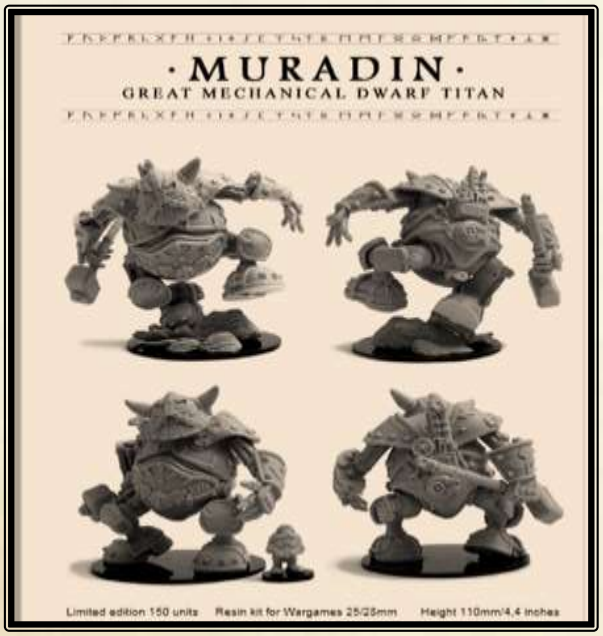
- Vehicle (Super-Heavy Walker)

Wargear:

- Ferrum Mega-Blastgun
- Reaper Chainsword
- Armoured Ceramite (front only)

Name	Range	Str	AP	Type
Reaper Chainsword	-	D	2	Melee
Ferrum Mega-Blastgun	36”	7	4	Heavy 12, Shred, Rending, Concussive

Dreamforge Games ‘Leviathan Crusader’ (approx. 8.5” tall)



ResinLab Models ‘Muradin’ (approx. 4.5” tall)

FORTIFICATIONS

FORT – ANVIL BUNKER (50PTS)

Originally developed as a personal habitation block for miners in the dust-wastes of the Squat Homeworlds, the Anvil Bunker sees plentiful use on war-torn battlefields throughout the Imperium. It's strong yet simple pre-fabricated construction mean the Bunker can be erected in a few short minutes, giving the Warriors of the Brotherhoods shelter and protection from anything the universe can throw their way.

	BS	Front	Side	Rear	HP
Anvil	3	12	12	12	3

Composition:

- 1 Anvil Bunker

Transport Capacity:

- 1 unit of up to 12 models

Terrain Type:

- Small Building

Weapons:

- None

Access Points & Fire Points:

- 1 Entrance
- 4 Fire-Points; 2 models may fire from each

Options:

- May take items from the Buildings, Obstacles and Battlements & Battlefield lists (see Stronghold Assault book for details)

Special Rules:

- Defensive Structure

Defensive Structure: The following rules and conditions apply:

- The battlements confer a 4+ cover save to units on them
- Units that Go to Ground on the battlements gain +2 to their cover save, instead of the usual +1

'Miniature Scenery' Pod Bunker
(https://www.miniaturescenery.com/ProductPage.asp?Code=BNKPOD)

FORT – HEARTH-FORGE CITADEL (75PTS)

The mining complexes of the Squats are formidable fabrications in the own right, built to withstand even the worst conditions that the elements of the Homeworlds can throw at them. This strong construction means that these mining facilities can double as defensive fortifications on the battlefield, offering the armies of the Squat Strongholds a safe and dependable bastion from which to see off any aggressor.

	BS	Front	Side	Rear	HP
xxxxxx	3	13	13	13	4

Composition:

- 1 Hearth-Forge Citadel

Transport Capacity:

- 1 unit of up to 24 models

Terrain Type:

- Medium Building

Weapons:

- None

Access Points & Fire Points:

- 1 Entrance
- 8 Fire-Points; 2 models may fire from each

Options:

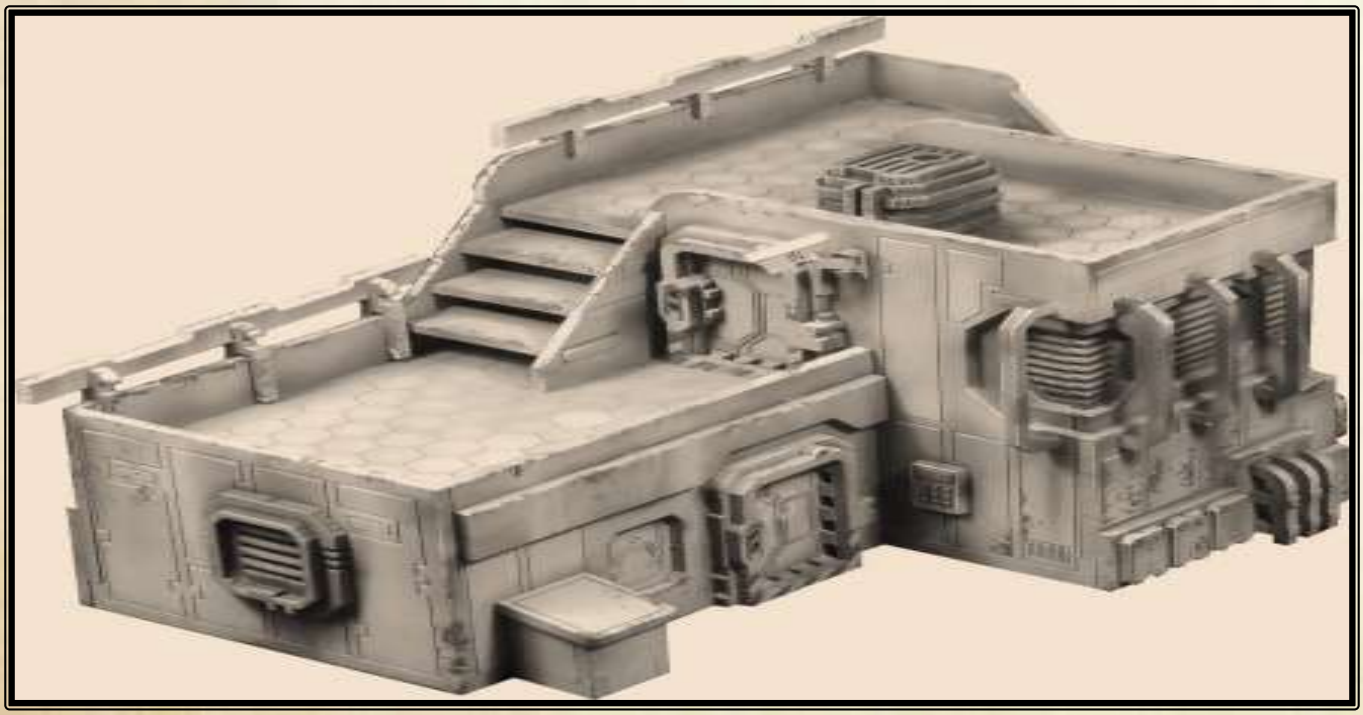
- May take items from the Buildings, Obstacles and Battlements & Battlefield lists (see Stronghold Assault book for details)

Special Rules:

- Defensive Structure

Defensive Structure: The following rules and conditions apply:

- The battlements confer a 4+ cover save to units on them
- Units that Go to Ground on the battlements gain +2 to their cover save, instead of the usual +1



'Miniature Scenery' Central Processing Building
(https://www.miniaturescenery.com/ProductPage.asp?Code=SCF2SH)

FORT – KONIGSBORG SUB-FORTRESS (75PTS)

Due to the inhospitable nature of the Homeworlds, where dust-storms rage for months at a time and whole continents are impassable due to the rad-damage from previous conflicts, the Squats tend to live their entire lives underground, only coming to the surface to prospect for new mining sites or to fend off Xenos attacks. The subterranean complexes of the Squats are therefore far-reaching, and highly defensible.

From the surface, all that is usually visible are the iris-like portals through which the Squat airships, gyrocoptors and bulk-lifters can pass, and small access-ways and escape hatches for the abhuman personnel.

	BS	Front	Side	Rear	HP
Konigsborg Main Entrance	3	14	14	14	4

Composition:

- 1 Konigsborg Subterranean Fortification comprising one Main Entrance and three Escape Hatches

Terrain Type:

- Large Building

Special Rules:

- Subterranean Fortification

Access Points & Fire Points:

- One Main Entrance and three Escape Hatches
- No Fire Points

Transport Capacity:

- 2 units, each of up to 24 models, or a single Vehicle (not super-heavy).

Options:

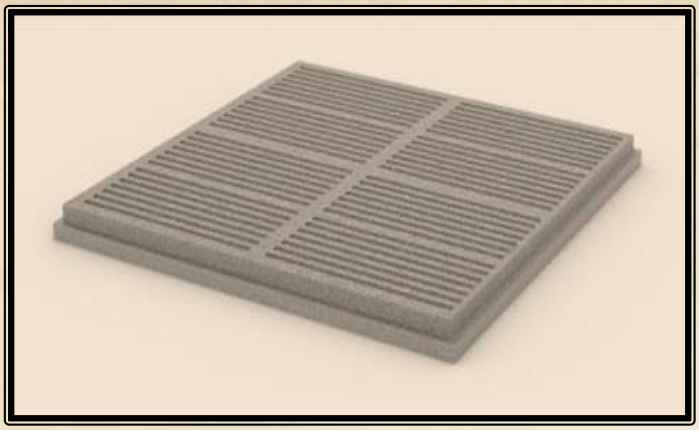
- May take items from the Buildings, Obstacles and Battlements & Battlefield lists (see Stronghold Assault book for details)

Subterranean Fortification: The Konigsborg Sub-Fortress consists of a single Large Building whose physical location is determined by the position of the main entrance. In addition, the building has three escape hatches, which are placed in the normal manner (see the Stronghold Assault book for details).

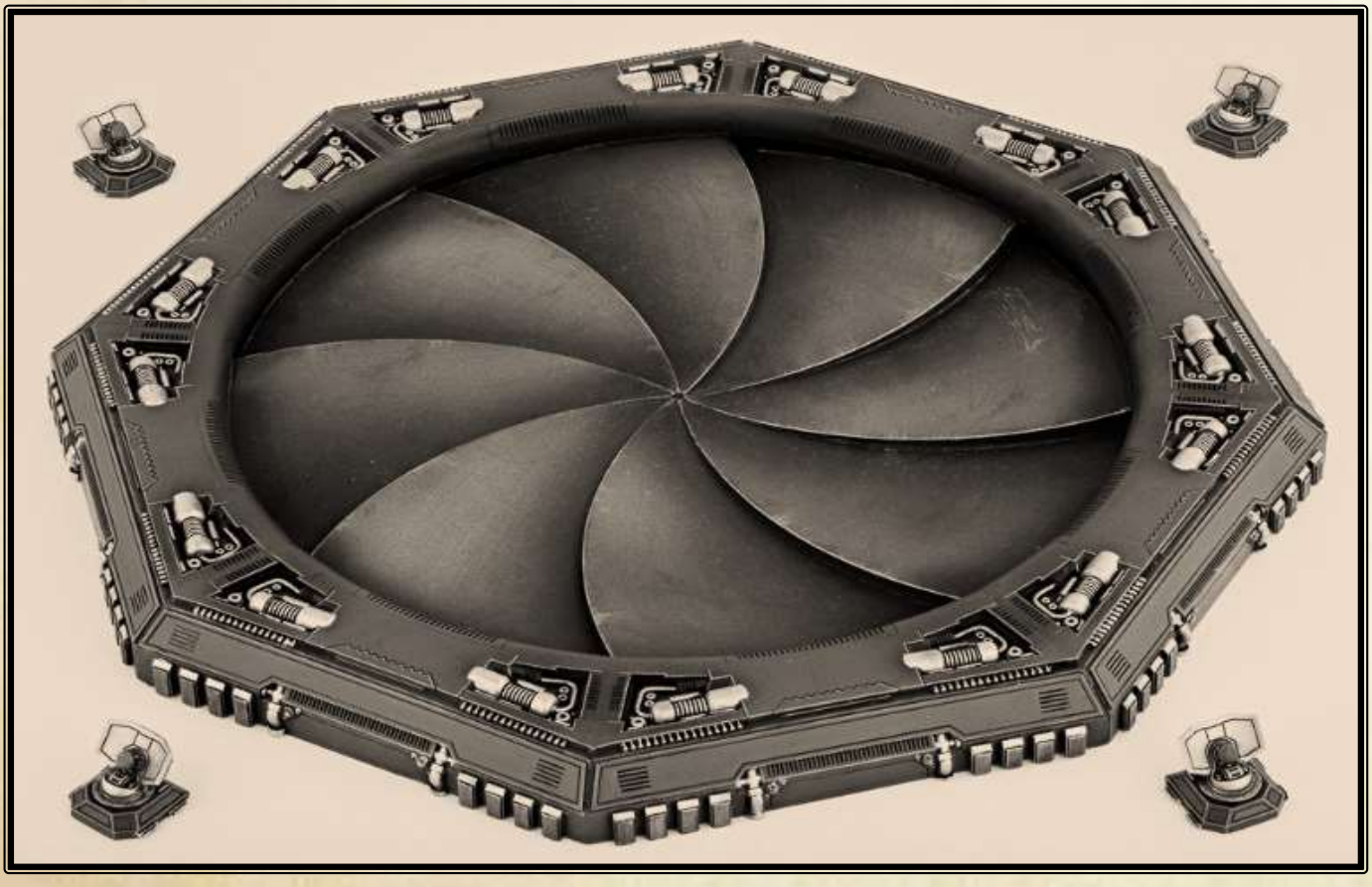
The Konigsborg Sub-Fortress may be targeted as normal, either by ranged or close assault attacks. If the building suffers a Penetrating Hit and the Building Damage chart indicates that the unit(s) inside suffer any hits, then these are resolved against the rear armour of any vehicle currently occupying the building.

In the case of a Destroyed result, treat the Konigsborg Sub-Fortress just like any other building, except that the 'building' should be replaced by a suitably large crater (generally as per the 'Detonation' result). Occupying units (including vehicles) are placed adjacent to the crater, following the usual rules for an Emergency Disembarkation.

Shown below are examples of models which may be used to represent the Konigsborg Sub-Fortress and it's attendant Escape Hatches. The prime consideration for the main entrance is that it should be approximately 9"-12" across, and no more than around 1" tall. The Escape Hatches should be 1"-2" across and less than 1" tall.



'Shapeways, Inc.' Terrain Grate 1
http://www.shapeways.com/product/GRA7PW6LB/scifi-miniature-terrain-grate-1



'Hawk Wargames' Underground Hanger
http://www.hawkwargames.com/collections/scenario-pieces

FORTIFICATION UPGRADES

Some fortifications can purchase upgrades by paying an additional points cost. The fortifications that can purchase upgrades, and the types of upgrades they can access, are stated in that fortification's datasheet entry.

BUILDINGS

The following upgrades can only be purchased for fortifications that are buildings. A small building can purchase a single upgrade, a medium building can purchase up to two, while a large building can purchase up to three. A single building can only have one of each upgrade. The first time a unit (friend or foe) occupies a building with upgrades, the owning player must declare all upgrades the building has. Unless otherwise stated, these upgrades do not apply to a building's battlements.

MULTIPLE PART BUILDINGS AND UPGRADES

An upgrade purchased for one part of a multiple part building only applies to the part it was purchased for, not to the entire of the multiple part building. If you wish to upgrade the entire multiple part building with the same upgrade, you will need to pay the appropriate points cost for each part. Each part of a multiple part building (excluding battlements) can have different upgrades.

AMMO STORE ..... 15 PTS

Extra crates of ammunition have been stockpiled within this fortification, ready to be distributed to garrisoning troops.

A unit occupying this building re-rolls To Hit rolls of a 1 when firing out of the building's fire points. Note this does not apply to a model manually firing an emplaced weapon.

BOOBY TRAPS ..... 20 PTS

This fortification has been rigged with a surprise for the first unwitting patrol to stumble across it.

The first unit to occupy this building (friend of foe) immediately suffers 2D6 Strength 4 AP5 hits with the Ignores Cover special rule.

ESCAPE HATCH ..... 25 PTS

This fortification maintains a concealed escape route.

When this building is first occupied, the owning player can place an escape hatch marker anywhere within 12" of the building that is not impassable terrain or within another building. The escape hatch marker is an additional Access Point for the building, but models using it cannot use the Repel the Enemy special rule (pg 16).

MAGOS MACHINE SPIRIT ..... 30 PTS

The fortification itself is semi-intelligent, imbued with a machine spirit with an improved control over its arsenal.

This building's automated fire is resolved using BS3.

SEARCHLIGHTS ..... 5 PTS

Searchlights are often fitted to fortifications to spot approaching enemies who lurk in the dark.

A building's searchlights follow the same rules as vehicle searchlights, as detailed in the *Warhammer 40,000* rulebook.

VOID SHIELD ..... 25 PTS

The fortification houses an ancient device that can generate a localised void shield.

Whilst a building has a void shield, any hits scored by shooting attacks against the building, models embarked within it or upon its battlements will instead hit the void shield. A void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for the collapsed void shield; a roll of 5+ instantly restores it.

OBSTACLES

Makeshift barricades can provide a vital outer perimeter.

Obstacle upgrades are small sections (each up to 6" in length) of battlefield debris (see opposite). A fortification can purchase up to six sections of obstacles, in any combination, from the list below. These are placed at the same time as the fortification they were brought alongside and must be placed wholly within 6" of their fortification.

TANGLEWIRE	5 PTS/SECTION
BARRICADES	10 PTS/SECTION
TANK TRAPS	15 PTS/SECTION

BATTLEMENTS & BATTLEFIELD

Weapons and wargear litter the battlefields of the 41st Millennium.

Battlement & Battlefield upgrades are single pieces of battlefield debris. A list of the relevant descriptions and rules for battlefield debris can be found opposite. Each fortification can purchase a single Battlement & Battlefield upgrade from the list below. These are placed either on the fortification's battlements (if it is a building with battlements) or anywhere on the tabletop that is wholly within 6" of their fortification.

AMMUNITION DUMP	20 PTS
COMMS RELAY	20 PTS
GUN EMPLACEMENT WITH ICARUS LASCANNON	35 PTS
GUN EMPLACEMENT WITH QUAD-GUN	50 PTS

RITES OF WAR

30K / HORUS HERESY RITES OF WAR

Any army led by either a Squat Warlord, an Engineer Guildmaster or an Ancestor Lord may choose one of the following Rites of War.

ROARING THUNDER:

Effects:

- Units of Guild Attack Bikes must be selected as Troops choices.
- Any non-vehicle units must be mounted on Bikes or Trikes.

Limitations:

- Your army must contain an Engineer Guildmaster, and he must be the army's warlord.
- Only units of Bikes/Trikes, those that can select Bikes/Trikes as part of their wargear, and Vehicles may be selected as part of this army.

IRON CASTELLUM:

Effects:

- Any unit which can normally select either a Termite or a Testudo dedicated transport may instead choose an Anvil Bunker Fortification as their dedicated transport.
- Fortifications of any type may be selected as Fast Attack, Elites and Heavy Support choices.

Limitations:

- All non-vehicle units must start the game embarked inside Fortifications or Transport vehicles.
- Termites and Testudo transports may not be selected.
- Any unit which cannot start inside a Fortification or Transport vehicle may not be selected.

HEAVY METAL:

Effects:

- All non-vehicle units must start the game embarked inside Transport vehicles.

Limitations:

- Any unit which cannot start inside a Transport vehicle may not be selected.

MASTERS OF THE FORGE:

Effects:

- Units of Wyvern Guard, Grendel Attack Bikes, Huscarls and Hearthguard may be taken as Troops choices.

Limitations:

- The army must include a Squat Warlord as an HQ selection, and he must be the army's warlord.
- If all units of Wyvern Guard, Grendel Attack Bikes, Huscarls and Hearthguard are destroyed, the opposing player gains one victory point when the result of the game is being calculated.

WARGEAR

Name	Range	Str	AP	Type
Anti-Matter Field Generator	6” + template	X	X	Heavy 1; A unit hit by an anti-matter field generator suffers a -1 modifier to all armour saves until the beginning of the next Squat turn.
Baryon Missile	24-120”	-	5	Heavy 1, Large Blast, Graviton, Ignores Cover, One Use
Burner	Template	4	5	Template
Chaingun	18”	6	6	Assault 2, Rending
Doomsday Cannon	12-120”	-	2	Heavy 3, Massive Blast (7”), Barrage, Earth Breaker (every model hit takes an immediate initiative test, with a -1 penalty. If failed, the model suffers 1 wound (armour, cover and invulnerable saves may be taken as normal)).
Doomstorm Missile	24”-72”	7	5	Heavy 1, One Use, Armourbane
Flux Pistol	6”	4	5	Pistol, 1” blast, Pinning, Shred
Flux Rifle	18”	4	5	Assault 1, ½” blast diameter per successful hit, Pinning, Shred
Flux Cannon	36”	4	5	Heavy 1, large blast, Pinning, Shred
Ferrum Blaster	18”	5	4	Assault 2, Concussive
Ferrum Cannon	48”	7	3	Heavy 1, Concussive
Ferrum Mega-Blastgun	36”	7	4	Heavy 12, Shred, Rending, Concussive
Frag Caster	Template	5	4	Heavy 1; Unit may subsequently assault into cover without Initiative penalty
Gravitic Imploder	24”	X	X	Heavy 1, Small Blast; After position of blast template is determined, each affected model makes a Strength test. Any model that fails is immobilised for the remainder of the game. They may shoot but may not move, run, assault or make any sweeping advance or follow-up moves. If assaulted, the model may not strike, but make armour / invulnerable saves as normal.
Hailstorm Gun	24”	4	4	Assault 4
Hailstorm Cannon	48”	7	4	Heavy 2, Rending
Hellfury Cannon	60”	D	1	Heavy 1, Large Blast, Hellfury (+1 on Damage Chart, Gets Hot)
Ion Pistol	12”	3	4	Pistol
Ion Carbine	18”	3	4	Assault 2
Ion Blaster	36”	5	4	Heavy 2
Magma Blaster	12”	8	1	Assault 1, Melta
Magma Cannon	Template	5	3	Heavy 3 , Torrent, Blazing Surge: all three template shots from the Magma Cannon must start from the same point of origin.
Magma Rifle	12”	8	1	Melta
Mass-Deflector Cannon	60”	*	4	Heavy 1, Large Blast, Mass-Deflector
Melta Cannon	36”	9	1	Heavy 2, Melta, Small Blast
Mole Mortar Air Burst	12”-36”	5	4	Heavy Barrage 1, Large Blast (may fire directly or indirectly), Concussive,
Mole Mortar Ground Breaker	12”-36”	7	4	Heavy Barrage 1, Small Blast (may fire directly or indirectly), Concussive

Name	Range	Str	AP	Type
Neutron Pistol	12”	5	3	Pistol, Gets Hot
Neutron Rifle	24”	7	2	Rapid Fire, Gets Hot
Neutron Cannon	48”	9	2	Heavy 1
Plasma Drill	Reverse Template	8	2	Heavy 1, Lance
Proton Catapult	24””	6	5	Heavy 4
Pulsar Bombard	36”	x	5	Heavy 2, Pulsar Pulsar: Against any model with an armour value, roll to hit as normal with the Pulsar Bombard. If successful, the weapon first reduces the armour value of the target vehicle by D3+1. Then, resolve each successful hit at strength 7, AP5 against the vehicle. Against models with a toughness value, roll to hit as normal with the Pulsar Bombard. If successful, resolve the attack at strength 7, AP5, Heavy 2.
Pulsar Rifle	24”	3	6	Assault 3
Pulsar Cannon	36”	8	4	Heavy 1, Lance
Quake Cannon	36”	*	4	Heavy 1, Large Blast, Groundshaker Rounds Groundshaker Rounds: Every model hit takes an immediate initiative test. If failed, the model suffers 1 wound (armour, cover and invulnerable saves may be taken as normal).
Reaper Chainsword	-	D	2	Melee
Siege Hammer	-	use r	2	Melee, Concussive, Mighty Blow
Skyhammer Gatling Cannon	48”	6	5	Heavy 2, Rending, Skyfire
Stasis Bomb	6”	X	X	Assault 1, One Shot, Large Blast Any model struck by a Stasis Bomb must make an Initiative characteristic test. If failed, that model may not carry out any actions until the beginning of the next Squat turn. If caught in an assault, the model may not make any attacks, but may make armour and/or invulnerable saves as normally allowed.
Targetter	*24”*	X	X	Heavy 1
Thudd Gun	36”	7	5	Heavy 4, Small Blast, Chain-Shot, Indirect
Thunderer Cannon	12-72”	9	3	Heavy 1, Massive Blast (7”), Ordnance, Concussive
Void Cannon	24”	10	2	Roll to hit first target; automatically hits every model in line; toughness of first hit is subtracted from weapon strength for subsequent shot.
Volcano Cannon	24”	9	2	Heavy 1, Large Blast, Ordnance

1ST EDITION BACKGROUND

1st EDITION SQUAT HISTORY

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 hard 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. Many worlds were swallowed by the warp and disappeared forever, others were trapped in stasis and became lost. Most survived 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 thein. 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 Bruggin by the League of Thor. Peace only came with the huge Ork invasion of Grunhag the Flayer which obliged all the Leagues to co-operate 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 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-arcana of the Imperium.

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.

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.

WHITE DWARF COMPEDIUM BACKGROUND

WHITE DWARF COMPENDIUM SQUAT HISTORY:

Of all the Abhuman strains, Squats are perhaps the closest to normal Humans in physiological terms. They are allowed great freedom by the Imperium, supplying warriors and machine crews for the Imperial Guard in exchange for the comparative autonomy of their Home Worlds.

THE HOME WORLDS

The origins of the Squats, like those of other Abhuman strains, lie in the Age of Strife, when warpstorms cut off many areas of the Imperium. Even Terra itself was isolated for a time, and the group of star systems known as the Home Worlds were cut off from the rest of the Imperium for several millennia.

The Home Worlds are in one of the oldest areas of Human expansion. The planets have a surprising number of common features - notably high gravity and a bleak, inhospitable environment - which some scholars have claimed are responsible for the development of the set of mutations which define the Squat Abhuman strain.

The surfaces of the Home Worlds are invariably rocky and barren, with few if any native life forms. Atmosphere is either thin or non-existent, and where an atmosphere is present the surface is lashed by violent storms.

Despite (or perhaps because of) their bleak, forbidding nature, the Home Worlds are rich in mineral deposits - these were the main factor behind the early colonisation of the planets. The richness of deep lodes, coupled with frequent magnetic and radioactive storms, led the miners to develop an underground culture. These underground settlements were dependent on vast arrays of machinery to keep them alive and to work their mines, and while physical strength and resilience were still important, a compact, stocky build was more practical than the normal Human frame in the low tunnels and cramped machine-rooms. Thus developed the two main features which distinguish Squats from normal Humans: their mechanical aptitude and their short, powerful build.

THE HISTORY OF THE SQUATS

Despite the fact that the Home Worlds were cut off for millennia, an almost complete history of the Squats survives, thanks to the painstakingly-maintained records and chronicles of each Squat stronghold. Scholars of the Administratum are still engaged in analysing the millions of individual records from the Squat Home Worlds and assessing their significance to the Imperium, but the broad history of the Squats, divided into five ages, is common knowledge.

The earliest of the Squat ages is the Age of Founding, which corresponds roughly to the Imperial Dark Age of Technology. During this period, the Squats had not emerged as a distinct race, and indeed some scholars argue that the Age of Founding should not be counted as part of Squat history. This is the age, some twenty millennia before the present day, when the first mining colonies were established on the Home Worlds. Contact with Terra was almost constant, and the Home Worlds were well-supplied for their task of winning mineral wealth from the bleak planets.

The first age of Squat history proper is the Age of Isolation which corresponds to the earlier phase of the Imperial Age of Strife, some eighteen millennia before the present. The mining colonies which would later become the Squat Home Worlds were isolated from the rest of the Imperium by terrible warpstorms. So close, indeed, did these storms come to the mining colonies that some planets and small systems were sucked into the seething Chaos and never seen again. The severing of contact with Terra led to continual shortages of fuel and foodstuff, and the miners were forced to become self-sufficient, developing considerable technical expertise in the process. The mining colonies became independent strongholds, trading amongst themselves and sharing resources and discoveries. It was during the Age of Isolation that the Engineers Guild first developed as a social and political power within Squat society, and strongholds began to group together in Leagues formed by complex political and trading agreements.

WHITE DWARF COMPENDIUM SQUAT HISTORY:

A slight abating in the warp storms led to encounters with alien races in the Age of Trade. While the rest of the Imperium was still locked in the wars of the Age of Strife, the Squats made contact with both Orks and Eldar. At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realised that the Squats were determined and tenacious fighters, and that trade was a more practical arrangement. The Squats took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. To this day, Squat hydroponic plants, developed with Eldar help, are among the most efficient food sources in the Imperium. The Squats remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Squats' complex structure - of treaties and trade agreements maintained a stable peace.

The Age of Trade lasted for nearly three millennia, but finally collapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Home Worlds. Losses on both sides were astronomical, with vicious tunnel-fights through the mine workings and bloody pitched battles in the Squats' underground settlements. The Squats appealed to their Eldar trading partners for help against the invading Orks, but none was received.

The Age of Wars, as it became known, is regarded by the Squats as the blackest chapter in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity which still persists. Many strongholds were wiped out by the Orks, and the traditional epic ballad known as The Fall of Imbach commemorates one such destruction. Even today expeditions are mounted from the Squat Home Worlds in search of lost strongholds, and these expeditions are often accompanied by Adeptus Mechanicus personnel, eager to rediscover lost Squat technology.

The final phase of Squat history is the Age of Rediscovery, which continues during the present day.

As the Imperium recovered from the Age of Strife and began to re-unite the scattered worlds of Humanity the Squat Home Worlds were rediscovered and contact with the Imperium was re-established.

The Imperium found that a distinct culture had developed on the Home Worlds, and that the Squats had moved outwards through the galaxy, extending their domains. Often they settled harsh planets similar to their own Home Worlds, but they also occupied more conventional worlds able to support normal Human civilization.

SQUATS AND THE IMPERIUM

The Squat Home Worlds are almost unique in the Imperium, as they are not directly controlled by the Administratum. Instead, they are allowed a certain amount of autonomy, being ruled by their strongholds and Leagues just as they were before the Age of Rediscovery. The experiences of the previous millennia has left the Squats with a strong sense of cultural unity and a fiercely independent nature, and instead of rejoining the Imperium as subject worlds, the Home Worlds negotiated a series of treaties which enabled them to keep their independence. The racial character of the Squats - hard-working, tenacious, honourable, and inimical to alien races - is almost perfect from the Imperial point of view, and the Imperium is content to allow them a great degree of self-government.

In exchange for their comparative freedom, the Home Worlds provide troops for the Imperial forces, and trade their mineral wealth exclusively with the Imperium - trade that has made the Squats a wealthy race. They also undertook at the start of the Age of Rediscovery to allow the Adeptus Mechanicus unrestricted access to their technology; it is significant that the Squat Home Worlds have a higher incidence of working Standard Template Construct equipment from the Dark Age of Technology than any other group of worlds known to Humanity.

The Squats rule themselves in all internal affairs,

but are expected to follow Imperial policy on wider matters. There has never been any conflict on this point, largely because Squats as a race are not greatly interested in what goes on beyond their strongholds and Home Worlds - their long period of isolation has made them an inward-looking race.

Perhaps the most surprising aspect of the relationship between Squats and the Imperium is that Squats do not follow the Imperial cult, Instead, they practise a form of ancestor-worship, venerating the dead of their clan and their family. Every Squat joins his ancestors on his death, adding his honour to that of his forebears, but a part of his name and his honour remains with his living descendants, forming a constant link between the living and the dead. Squats are very careful to ensure that their deeds in life will add to the glory of the clan and its ancestors; they guard their reputation fiercely, and will go to great lengths to blot out a disgrace to their honour or the honour of their clan.

When Squats serve alongside the Imperial Guard, they adopt certain aspects of the Imperial cult, incorporating them into their own ancestor-worship. The Imperial line, as preached by the Imperial Guard Commissars who come into contact with Squat forces, is that the ancestor-spirits of the Squats are watched over by the Emperor, and Squats are happy to accept this idea and participate in the rituals of Emperor-worship on those terms.

SQUATS AND CHAOS

To the shame of the Squat race, there are many strongholds and Brotherhoods who have sided with

Chaos. During the wars of the Horus Heresy, Squat forces fought on both sides, and inevitably some fell prey to the corruption of Chaos. Like the other followers of Horus, these have now largely been banished to the Eye of Terror, but there are always rumours of isolated groups of Chaos Squat raiders in various parts of the Imperium. It has even been rumoured that some of the strongholds which were lost to the warpstorms in the Age of Isolation may have survived, their horribly-mutated inhabitants raiding into the Imperium from time to time.

SQUAT PHYSIOLOGY

The Squats are the most Human-like of the Abhuman races, standing about two-thirds the height of a normal Human with a stocky, powerful build. Their hair is very strong and fast-growing, and most Squats cultivate short-pointed beards, or at least moustaches and sideburns. Despite their short, thick-fingered hands, Squats have a very high degree of manual dexterity, and are able to operate the most intricate machinery with ease.

Squats are extraordinarily long-lived by normal Human standards. A lifespan of three hundred years is normal, and some Squats, known as Living Ancestors, are often so ancient that their true age can only be guessed at.

In character, Squats are an honourable race, but they are also irascible and often short-tempered. In battle they are renowned for their doughty resolve and tenacity as warriors. Coupled with their amazing abilities as miners and workers of metals, this has made them a valuable asset for the Imperium.

SQUAT SOCIETY

Squat society is based on the stronghold. A stronghold may be a surviving mining community from the original colonisation, or a so-called newhold, founded when the race expanded during the latter part of the Age of Isolation and the early part of the Age of Trade.

Strongholds are self-contained, autonomous communities, ruled by a hereditary Squat Lord and an aristocratic class known as the Hearthguard. They are comparable to the city-states of early Terran cultures, and a great number of strongholds may coexist close together.

Strongholds join together into Leagues for mutual defence, trade and other dealings with the Imperium. A League may vary in size considerably; the League of Emberg, for instance, consists of four strongholds,

while the powerful Kapellan League is made up of over three thousand. Each League is ruled by a High Council, comprising the Lords of each member stronghold. The High Council debates all matters which affect the League as a whole, and ratifies trade and other agreements on behalf of its member strongholds; it also serves as a court of appeal for cases which involve the death sentence.

There is no formal organisation between the Leagues on any Home World, although they maintain constant communications and act together In time of war.

STRONGHOLDS

Traditionally, each stronghold centres around a mine and the underground settlement associated with it, although as the race expanded in the Ages of Isolation and Trade, different types of world were colonised by the Squats and some strongholds are not associated with mining activity.

Each stronghold is ruled by a hereditary Lord, who is supported by a powerful body of retainers known as the Hearthguard. It is the Hearthguard which provides the elite core of a Squat military force, as well as providing servants and advisors to the Lord himself. When the Lord takes to the battlefield in person, the Hearthguard fights as a unit under his command. In most strongholds, the Hearthguard has become an aristocracy, composed of a limited number of families or clans.

The principal military force of a Squat stronghold is its Brotherhood or War-Brethren. Each Squat has an obligation of military service to his stronghold, and can be called to serve for a period of 30-70 years in the Brotherhood. However, because Squats live long and breed slowly, a tradition requires that a Squat may not be called to the Brotherhood until he has sired and raised two sons to maturity, which in Squat terms is the age of 70 Terran Standard years. Thus, the continuity of the race is not threatened by its military activities.

When his period of service has expired, a Squat returns to his stronghold with honour (and hopefully not a little wealth). He then takes up a position of responsibility in his family's business, having reached full adulthood by virtue of his military experience.

Although the Brotherhoods are the main defence forces of the strongholds, they are far better known for their mercenary activities. In time of peace a stronghold's military forces are traded in the same way as its other resources, either to fight for the Imperium or to other strongholds. As war is an honourable profession for a Squat, these mercenary adventures are rarely resented - indeed, they are regarded as an integral part of every Squat's life.

On occasion, unscrupulous or incompetent Squat Lords have sent Brotherhoods into impossible situations, especially in the inter-League squabbles which were widespread during the Ages of Isolation and Trade. This problem has been largely resolved by the practice of placing one of the Lord's close relatives - known as a Warlord - in command of the Brotherhood, ensuring that no undue risk is taken and that the honour of the stronghold is not compromised.

Some particularly adventurous Lords may send out their stronghold's Brotherhood on expeditions, regarding these as little more than an extension of their other business activities. The term expedition' is rather loosely defined, and these ventures can range from a search for a stronghold that was wiped out in the Age of Wars, to an expansionist action against alien races, to a full-blown campaign of piracy. Some Brotherhoods have turned to buccaneering as a profession, amassing wealth for an honourable return home, the booty being distributed between the pirates themselves and the Lord of their stronghold. Squat Reavers, as they art known, are strange by normal Human standards - their single-minded attention is directed purely on financial gain, and they will attack any worthwhile target with grim and implacable resolve, but completely without prejudice or malice.

In the Age of Rediscovery, the Squat Home Worlds have undertaken to provide the Imperium with a tithe, which takes the form of Brotherhoods being

sent to serve with the Imperial Guard, or indeed as complete Squat forces under the Imperial banner. Space Marines are noted for their intolerance to Abhuman races, whom they see as tainted and genetically impure, and the Administratum will not generally post Squat troops to areas where they will be in close contact with Marines.

THE ENGINEERS GUILD

Like so much of Squat culture, the Engineers Guild traces its origins back to the Age of Isolation. Squats as a whole developed a considerable technical expertise in order to survive without support from Terra, and there was a regular traffic between strongholds in mechanical supplies and techniques. From this traffic arose a distinct class of travelling engineer, moving constantly between strongholds, spreading knowledge and solving technical problems. The Guild arose to protect these individuals, who often found themselves caught up in inter-League wars a long way from their native strongholds.

The Guild soon developed into a real power throughout Squat society, and Engineers enjoy a considerable prestige. The most gifted offspring of each stronghold are inducted into the Guild at an early age, and intensively trained in all aspects of technology, engineering and machine maintenance. Although a Squat is not deemed to have reached maturity until the age of 70, gifted youngsters may join the Guild at 40 or even 30 years of age, though in doing so they must renounce all family ties and rights to inheritance.

The Guild is by no means as rigidly structured as the mainstream of Squat society. Ability counts for everything, and age, birth and background are of no account. The Engineers see themselves as unencumbered by petty traditions, while most stronghold Squats would describe them as disorganised and anarchic. The Engineers Guild is sub-divided into a number of Lodges, each with its own leadership, symbols, customs and rituals. Clothing, equipment and vehicles tend to be marked with the symbol of the Lodge rather than that of the Guild, although all Squat Engineers wear the Guild symbol of a hammer as a pendant. The technical jargon of the Engineers Guild varies slightly from Lodge to Lodge; an Engineer from one Lodge can make himself understood by a member of another Lodge if he wishes, or can make use of his Lodge dialect so that an outsider cannot understand him when he discusses technical matters.

Each Squat stronghold has an enclave of Guildsmen, even though individual Engineers come and go as they please or as the Guild orders. The Engineers renounce all stronghold allegiances on joining the Guild, and do not mix a great deal with the other Squats of a stronghold. Sometimes, an Engineer may leave the Guild and join a stronghold through marriage - even so, his sons will almost certainly join the Guild in their turn. And while Guild members may attach themselves to a particular stronghold for years or even generations, they move on at will, and owe their true allegiance to the Guild alone.

Squat Engineers have a very characteristic appearance, which to Human eyes seems to contradict the high esteem in which they are held by the rest of their race. They wear no helmets and their hair is grown long, being either tied or greased back. They favour well-worn leathers and other hard-wearing working clothes, with tough monkey boots, usually scuffed by the constant knocks and battering they take. Many Engineers add bandanas and mirror shades or goggles to their outfit, often jauntily pushing their goggles up onto their foreheads. They travel light, not generally bothering with anything they cannot carry on the bikes and trikes which are as much a status symbol as a means of transport. Because of their wandering lifestyle, Engineers are more adventurous than the bulk of Squats, are often found serving with Brotherhoods on the battlefield, or even hiring themselves and their machines out on a mercenary basis, working throughout Imperial space and beyond. Individual Squat Engineers with impressive reputations may be directly recruited by the Imperium, and some have been known to reach senior positions within the Adeptus Mechanicus.

WHITE DWARF COMPENDIUM SQUAT HISTORY:

LIVING ANCESTORS

The typical lifespan for a Squat is about 300 years. A small proportion of the population, however, reaches the age of 400, and once a Squat has lived this long, his chance of longevity is drastically increased - lifespans of 800 years are common among this group, and there are some individuals whose true age can only be guessed at. This small proportion of the Squat population which lives to great old age is treated with enormous respect, being known as Living Ancestors or Spirit Lords; they are treated as living members of the ancestor group which forms the basis of Squat religion. Their long lives have filled them with wisdom, and they are their Lord's most respected and trusted advisors.

Also, at about the age of 500, certain physiological changes begin to occur. As age begins to sap their speed and strength, they develop an incredible degree of mental and physical resilience, along with certain psychic powers. The fact that psychic powers are practically unknown amongst other Squats makes the Living Ancestors doubly venerated. These psychic powers come from their spiritual closeness to the dead ancestors of their clan, which they tap as a source of psychic energy. Their strength as psykers is directly related to the prestige and honour of the stronghold's ancestors, and the higher the status of the ancestors the more powerful are the Living Ancestors.

When a Squat reaches Living Ancestor status, he surrenders his name and his goods to his descendants, just as if he had actually passed on. A funeral ritual is held by his clan, and the new Living Ancestor goes to live with others of his kind.

As well as advising the Lord of their stronghold, the Living Ancestors often accompany the Brotherhood in battle providing defensive psychic support and advising the Warlord.

ON THE BATTLEFIELD

Squat forces may be found on the battlefield in a number of circumstances.

They may be serving with Imperial Guard forces or the forces of a Rogue Trader, to take part in an Imperial conflict as part of their Home Worlds' tithe of service to the Imperium. As well as using single Brotherhoods to fight alongside other Human and Abhuman troops, the Imperium uses complete Squat armies to impose its will.

Squats may be fighting on their own account, defending their stronghold or taking part in an inter-League dispute or other local conflict - given the volatile temperament of most Squats, it is not unusual for Brotherhoods of adjacent strongholds to go to war, fighting for territory, mineral wealth or over some slight to the honour of the stronghold.

They may have been hired out by their Lord as a mercenary force to serve in some foreign conflict, although they will not generally serve alongside Orkoids or Eldar unless they have turned to Chaos. Squat mercenaries can also be found serving with Imperial forces, or with other Squats - it is traditional for Lords to hire their forces back and forth to serve in each others' conflicts.

They may have been sent out as Reavers by their Lord, or may have taken to buccaneering of their own accord.

Regardless of the circumstances, the Brotherhood organisation remains the same.

There are four main troop types in any Squat force: the Hearthguard, the Brotherhood, the Engineers Guild and Living Ancestors.

WARLORD AND HEARTHGUARD

To guard against the misuse of Brotherhood troops by unscrupulous stronghold Lords, a Brotherhood force is, always led by a close relative of the Lord, known as the Warlord. Under his personal command is a unit of the Hearthguard, drawn from the Lord's loyal retainers, who form an aristocratic class in the stronghold. The Hearthguard is a warrior elite, and their status is reflected in their fondness for lavishly-ornamented gold jewellery. Belts, buckles, chains, pieces of armour and even weapons are decorated with traditional designs in gold and other precious

metals, and a Hearthguard's prowess is displayed in the form of these decorative items.

It is traditional for a Lord to present a Hearthguard with a gift in recognition of valour and loyalty, which is nearly always specially made - sometimes by the hand of the Lord himself, the highest of honours - and is often decorated with scenes of the event which it commemorates. These trophies are handed down from father to son, and a leading member of a long-established Hearthguard family can be expected to take the field resplendent with priceless antique jewellery. Unlike the normal Squat principle of succession, where everything passes to the heirs on a Squat's death, a Hearthguard cannot inherit his dead father's jewellery and trophies until he has won his first trophy on his own account; he then inherits his father's name, along with his full panoply of jewellery and equipment. The adopted name of a Hearthguard commemorates the greatest deed of his father, and will remind him and his companions of his ancestor's fame.

Because of their richly decorated equipment and other trophies, the Hearthguard are very individual in their appearance, and do not wear any kind of uniform. Each Squat's equipment and jewellery tells of his own deeds and those of his forebears, and the Hearthguard vie with each other in the distinctiveness and splendour of their appearance. Archaic and mediaeval styles are very popular, with lavish decoration in traditional patterns. It has often been remarked that a Warlord and his Hearthguard on their motorbikes bear more than a passing resemblance to the armoured knights on horseback who may be found in many mediaeval cultures.

Rather like the knights of mediaeval worlds, Warlords and Hearthguard often have magnificent suits of exo-armour, all-enclosing, sealed and self-powered environment suits built for them by the Engineers Guild. Like other Hearthguard equipment, exo-armour is handed down from father to son, and is perhaps the proudest status symbol of the Squat military aristocracy.

One detail which is common to the whole of the Hearthguard is the stylised image of a Squat face, which appears on armour, helmets, pendants and other pieces of jewellery. This is an image associated with Squat ancestor-worship, representing the spirits of the ancestors watching over their descendants.

BROTHERHOOD

The bulk of a Brotherhood's troops are those who are referred to simply as 'Brotherhood'. These troops lack the individuality of the Hearthguard, wearing the colours and insignia of the Brotherhood as a uniform. Squats prefer muted colours reminiscent of the rocks and sands of their Home Worlds: browns, greys and greens are popular in varying shades and mixtures, as are black, white and deep red - it is common for seams and piping to be picked out in a contrasting colour.

Those Brotherhoods who are sent out reaving tend to be more individual in their dress; in most cases they wear their own clothing rather than a uniform, so that their home stronghold cannot be identified. However, Squats who have made a career out of piracy are as flamboyant, in their own way, as the most ostentatious Hearthguard. Often they will adopt distinctive uniforms and colours, so that they are immediately recognisable; in this way, their fearsome reputation does half their work for them.

Brotherhood troops are generally armed with lasguns, but the Squats have a characteristic fondness for heavy firepower, and heavy bolters are a favourite weapon. Most squads will have at least one heavy weapon, and sometimes an entire squad may be equipped with heavy weapons. Since no Squat would consider himself fully dressed without at least one sidearm, it is not unusual for Squats to go about armed to the teeth as a matter of course. Most citizens of the Imperium carry a sidearm and a blade weapon as part of their standard dress, but Squats are renowned as particularly fond of weaponry. This fondness is reinforced by the hostile environments in which they are usually raised, where dangerous flora and fauna, and the constant threat of Ork and Eldar raids, encourages even the

youngest of Squats to pack a few hand guns and something loud and heavy on his bike.

ENGINEERS GUILD

Just as the Engineers Guild has a constant, if shifting, presence in each Squat stronghold, so most Brotherhoods are accompanied by some Engineers Guild troops. Engineers wear a personalised uniform' of leathers over T-shirts or singlets, with individual decoration such as fringes and studs. Lodge symbols, and the universal hammer symbol of the Engineers Guild, are worn instead of stronghold and Brotherhood badges. Guildmasters are more elaborately dressed, usually wearing heavy and ornate chains of office.

Apart from their dress, the other most distinctive feature of Squat Engineers is their motorbike and trikes. These are universally favoured by Engineers as a personal transport, and some have been adapted for battlefield use by the addition of weapon mounts. The Engineers make more extensive use of bikes on the battlefield than almost any other troop type.

LIVING ANCESTORS

Living Ancestors take the field in small numbers with Squat forces, drawn from either the stronghold or from the Engineers Guild, to provide sage advice for the leaders and psychic support for the warriors. Their psychic abilities concentrate on defence, but they are by not entirely incapable of attack. Living Ancestors are distinguished by their high-collared robes, with collars rising above their heads, and their ornate neck-chains.

Living Ancestors from the same stronghold always have the same level of power. Their psychic energy is directly tapped from the stronghold's ancestor spirits, and their power varies with the prestige and status of these spirits.

STANDARDS

Stronghold banners are largely heraldic, bearing the symbol of the stronghold and sometimes a motto or slogan. Brotherhood banners tend to be more elaborate, with a central picture surrounded by ornate borders containing battle honours and slogans. The picture may be of the Brotherhood's most famous exploit, or a design such as a Squat braining an Ork or Eldar with a hammer.

Brotherhoods in Imperial service may be presented with Imperial banners like those of the Imperial Guard. They may use the Imperial banner instead of, or as well as, their stronghold banner - but are unwilling to part with their Brotherhood banner.

The Engineers Guild has its own standards, which feature the central motif of the Guild hammer or a Lodge symbol. Guild banners are decorated to a lesser degree, and tend not to be as elaborate as those of the Brotherhoods.

WHITE DWARF COMPENDIUM SQUAT HISTORY:

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 arc 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

Sources:

- Warhammer 40,000: Compendium
- Codex Imperialis
- http://warhammer40k.wikia.com/wiki/Squats

SQUAT TIMELINE

A SHORT HISTORY OF TIME

9,000 BC
Birth of the future Emperor of Mankind somewhere in central Anatolia (Terra)

8,000 BC - 1400 AD
Ruinous Powers within the Warp (Nurgle, Khorne, then Tzeentch) are called into being by the collective psychic imprint of humanity and other intelligent races on the once tranquil Immaterium, transforming it into the daemon-haunted nightmare that is the Warp of the 41st Millennium.

The Eldar learn the arcane secrets of Warp tunnel technology from the Old Ones, who created them to serve as a psychic warrior species during the War in Heaven, and proceed to construct the Webway by "structuring" certain portions of the Warp.

001.M1 (1 AD)
- Beginning of the Common Era (aka Age of Terra and/or Age of Progress) and starting point of the Imperial Calendar

M1 – M15 (Age of Terra)
Humanity advances from pre-industrial Iron Age culture to become a star-spanning Fusion Age civilization.

M3
Mars terraformed early in third millennia (approx. 2,100 AD / 100.M3)
Humanity begins to colonise the Solar System using conventional sub-light spacecraft.
Colonies are established on Mars, and on the moons of Jupiter, Saturn, and Neptune.
Humanity uses Ohnyl Cylinders (O'Neill Space Colonies) to spread beyond solar system to habitable planets in other nearby star systems. Such early interstellar colonies do not make contact with Terra until several millennia later.

M4
3,000 WARP discovered.

M5
Humanity begins sublight interstellar expansion outside of the Sol System.
Alpha Centauri system (closest star system to Earth's Solar System) is colonized and terraformed.

M15 – M23 (Dark Age of Technology, aka Golden Age of Technology)
It is a period of rapid technological and cultural advancements for Mankind. Humanity discovers how to manipulate the Immaterium to allow faster-than-light space travel and begins to spread across the galaxy at a rapid rate.

Emergence of the psychic human mutants known as Navigators, who are capable of comprehending paths through the hyperdimensional reality of the Warp. Simultaneous development of Warp-Drive technology allows Humanity to begin colonisation of the Milky Way galaxy over next millennia.

Standard Template Construct (STC) technologies are developed to assist the spread of a common human culture and technology base across the galaxy.

Late in the Dark Age of Technology, human scientists invent Titans, the massive robotic walkers that are used in both warfare and for non-military labour activities like extreme environment mining.

Development of true artificial intelligence is outlawed on all the worlds of Mankind after catastrophic failure of early experiments.

M18 - M20
Slow decay of pre-fall Eldar society.

M22
First Contact - mankind first encounters (and subsequently fights) Orks and Eldar. Humanity suffers heavy losses.
WAAAGH! Skragjaw nearly reaches Terra before unknown heroes of this time manage to throw the Greenskin menace back for the first time in human history. It will not be the last.

Early M24

First truly potent human psykers begin to emerge. Unable to fully control their powers, they often become possessed by the chaotic entities of the Warp, unleashing full daemonic attacks on many worlds and devastating them. This initial psychic awakening for Mankind marks the beginning of the **Age of Strife**.

Late M24

Terra and human colonies (including those worlds which will eventually become the Squat Homeworlds near the galactic centre) are cut off from the rest of interstellar human society in the late 24th millennium as violent warp storms begin near the galactic core, preventing interstellar trade and communication.

End M24 - Mid M29

During next 5,000 years, the isolated human colonists adapt through both natural means and genetic engineering to their planets' local environmental conditions, leading to gradual appearance of abhuman strains (Squats, Ogryns, Beastmen et al).

Formation of the Squat Leagues.

STC systems lost.

Civil wars, plagues, daemonic possessions, persecutions and other terrible forms of strife consume many of the worlds of humanity, including Terra itself.

During this dark time, Terra sometimes held sway over the Sol System, while at other times the rulers of Mars or Luna were dominant.

M26 – M29 (Squat Age of Trade)

Squats trade locally with Orks and Eldar during Age of Isolation from Terra.

Late M27 to Mid M30 (Terran Civil War & Unification Wars)

Unified planetary government breaks down, leading to civil war on Terra. Planet is fought over by dozens of warring states of so-called techno-barbarians for next 2,500 years, beginning late M27. Widespread use of chemical, biological and thermonuclear weapons by brutal rulers such as the warlord Kalagann of Ursh, Cardinal Tang of the Yndonesic Bloc, and the half-mad, half-genius Nathaniel Dume, the Tyrant of the Pan-Pacific Empire.

Civil war ended in mid M30. Led by Arik Taranis (aka the "Lightning Bearer"), the emergent Emperor's genetically-engineered Thunder Warriors (bred in laboratories beneath the ancient Terran Himalayan Mountains, and on Luna) defeat and unite Terran tribes. The Thunder Warriors are subsequently eliminated during final battle of the Unification Wars at Mount Ararat, in the Kingdom of Urartu.

The Treaty of Mars (aka Treaty of Olympus) agreed between Terra and the Adepts of the Cult Mechanicus on Mars. In return for the Terran's use of the Mechanicus' vast manufactorums, its Titan Legions and orbital shipyards to construct the weaponry and starships needed to prosecute the Great Crusade, the Emperor cedes the Adeptus Mechanicus complete autonomy of Mars and its other Forge Worlds, as well as an exemption to the atheism required by the Imperial Truth.

Formation of Imperium of Man.

M29

Eldar Exodites depart homeworlds.

Heeding the Slann warnings of their downfall, the remaining Eldar build their spacegoing Craftworlds prior to the Fall. Decadent Eldar society collapses. Eldar homeworlds swallowed up in formation of the Eye of Terror. Subsequent birth of Chaos God Slaanesh.

End of the five-thousand year-long Warp Storms leads to re-establishment of travel & contact between Terra and colonies.

End of the Age of Strife.

Perfections in genetic and psychic engineering result in the secret creation of Twenty Primarchs by the Emperor. However, before their growth to maturity, their embryos are scattered through the warp by the powers of Chaos.

M29 (Squat Age of Wars)

Squats betrayed by Orks and Eldar, leading to temporary cessation of trade between those races.

M30 (End of the Age of Strife)
The Warp Storms that have made interstellar travel and communications through the Immaterium impossible for the last 5,000 Terran years of the Age of Strife finally abate after the birth of Slaanesh within the Warp and the Fall of the Eldar.

Late M30 – Early M31 (Great Crusades & Horus Heresy)
First Founding of twenty Legions of Space Marines created from geneseed left over from Primarch Project .
Beginning of the Great Crusades (c. 812.M30) to reoccupy lost human colonies.
Primarchs gradually rediscovered and united with their Marine Legions.
Scouring of Isstvan III by traitor Legions, led by Warmaster Horus.
Drop-Site Massacre of Istvaan V becomes first major engagement of Horus Heresy.
The Battle of Terra ends the Horus Heresy.
Emperor placed within cybernetic sarcophagus and life-support system that is the Golden Throne. Effective rulership of Imperium passed to the High Lords of Terra.
Traitor forces (including the Chaos Space Marine Traitor Legions, Traitor Imperial Army units, the forces of the Dark Mechanicus, Traitor Titan Legions and the Chaos Squats) are rooted out during the Great Scouring and are driven into the Eye of Terror.

M32
Primarchs reportedly die or disappear over the following millennia.
The standard Imperial Guard Autogun is replaced by the Lasgun as the standard-issue weapon to Imperial Guardsmen (including Squat Home Defence Forces.

M36
994.M36 Razorback STC memory core discovered by Tilius.

M39
38,985 Squat civil war erupts when League Thor clashes with League Grindal over exploration rights to the Lost Stronghold of Dargon.
During the conflict, the Titan-killing Cyclops is invented.

M41
139.M41 - Abaddon the Despoiler's chaotic forces build Planet Killer starship using slave labour, somewhere in the Eye of Terror. Planet Killer used for 21 years during Gothic War before being destroyed by Imperial Navy. Conflict lasts longer than expected as Imperial reinforcements are delayed by Warp Storms produced by the Dark Gods.

745.M41 The Battle of Macragge – Ultramarines battle Hive Fleet Behemoth.

976.M41 to 982.M41 - Skirmishes between Ultramarines and Hive Fleet Perseus.
The Hive Fleet subsequently drifts out-system.

992.M41 Second Tyrannic War – Despite Imperial support, Iyanden Craftworld is nearly destroyed by Hive Fleet Kraken. Tyranids finally halted by combined forces of Ultramarines, Imperial Guard and Eldar at Battle of Ichar IV.

997.M41 The Third Tyrannic War – fought between Ultramarines & Mortifactors and Hive Fleet Leviathan on Tarsis Ultra.

40,745 - Ultramarines retaliation against Tau empire interrupted by invasion of Hive Fleet Behemoth.

(sources:
40k. Wikipedia.com
www.ironhands.com)

WARHAMMER 40,000

CODEX: SQUAT STRONGHOLD