CODEX: SQUATS

Restricted Snakebite Orks List by Daniel Hyman, a.k.a. The Rogue Trader Maitreya

WEAPONS

One-Handed	
Chainaxe/Heavy Tools	2 pts
Power Fist	25 pt
Slugger	1 pts
Binder (Medics only)	5 pts
Two-Handed	
Hell Bolter	12 pts
Torch (Mechanics only)	10 pts
Combi – Stump Gun/Grav Gun	5 pts
Combi – Stump Gun/Heavy Flamer	8 pts
Graviton Gun or Heavy Laser	8 pts
Stump Gun	2 pts

VEHICLES

Armor Plates*	5/10 pts
Vehicular Striker (max 3)	5 pts
Backup Systems	2 pts
Passenger Hell Bolter	10 pts
Frag Launchers *	3 pts
Searchlight*	1 pt
Squat XXX Booster	5 pts
Whirling Blades	5 pts

Armor plates cost 5 for vehicles that otherwise cost 50 points or less, including all other upgrades, etc.

*Loaders and Juggernauts may use these

WARGEAR

Leadership	
Totem (Warlord, Hearthguard)	3 pts
Hearth Banner (max. one)	20 pts
Big Helmet (Warlord, All Engineers, and Hearthguard only)	6 pts
Armament	
Digital Weapons	10 pts
Frag Grenades	1 pt
Krak Grenades	2 pts
Thermite Bombs	3 pts
Mod: HE slugs (Makes ST5)	2 pts
Mod: AP slugs (Makes AP3/2)	3 pts
Mod: Storm feed (Assault 2)	4 pts

Armor	
Carapace Armor	8 pts
Honor Plates	10 pts
Meganaut Armor (Warlord, Master Engineers, and Hearthguard only)	30 pts
Meganaut Booster	10 pts
Refractor Field	10 pts
Hawg Chopper (Warlord only)	30 pts
Servants	
Ammobot	4 pts
Attendant/Slavebot	6 pts
Server (Brewmaster only)	5 pts
Repairbot (Mechanics only)	6 pts
Docbot (Medics only)	6 pts

SQUAT HUMMER (WARTRUKK)					
	Points/Model	**Front Armor**	**Side Armor**	**Rear Armor**	**BS**
Hummer	30	10	10	10	2

Type: Fast, Open-Topped. The Hummer is a dedicated transport for one unit up to 10 models.

Weapons: The Hummer is armed with either a Hell Bolter at +8 or a Heavy Laser at +5.

Options: Hummers may have any of the following Squat upgrades: armor plates for 5, vehicular strikers, backup systems, frag launchers, searchlight, or Squat XXX booster.

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Squat Special Rules

Hearth Values: Squats have an strong sense of family and strength of kinship. Units of Lads (as marked below each stat line) that are falling back may attempt to join other units of Lads that are not falling back, and will automatically regroup if they do so. Lads may attempt to join their comrades regardless of the size or other status of the unit, so long as at least one model from each unit are within 6" of each other. The unit falling back makes a Ld. check, and if successful, may move up to 6" towards the other unit in order to regain normal coherency. The unit that was falling back is then counted as destroyed for all victory purposes, but at least the Lads are still around to fight!

Ancient Courage: Squats are an old people who revere the concepts of courage under battle, and fear the wrath of their ancestors should they display cowardice. All Squats (Lads and Bikers) who fail morale or pinning checks (including automatic failure) may roll 2d6 against the number of Squats in their unit. Count Rapiers, Tarantulas, Bikes, and Trikes as single models regardless of the number of actual squats modeled on each base (which might be zero or two). Small servant robots never count. If equal or less, then the Squats bolster each other's courage, and they ignore the morale or pin effect.

OOP Rage: Squats have been the target of numerous genocides across many planets. A hatred of those who would despoil or eradicate Squat homeworlds has grown into a barely-contained racial fury. Units of Squats who charge into close combat roll 2d6 against the number of Squats in their unit. If equal or less, then the Squats rage towards the battle in uncharacteristic speed, and gain double Initiative for the first combat round.

Wargear Descriptions

Weapons

Chainaxe/Heavy Tools: Martial Squat units often use Chainaxes to carve through enemy armor, and civilian Squat units often wield the man-mangling industrial tools of their trades. These brutal melee weapons limit the armor save of an opponent to no better than 4+.

Power Fist: Melee weapon that ignores armor, doubles user Strength, and strikes at Initiative 1.

Slugger: A heavy-caliber version of Imperial slug throwers. S 4, AP 6, Pistol.

Binder: A short-range tangler used for holding patients. Melee weapon that always wounds on a 4+.

Hell Bolter: A pre-Apostasy Heavy Bolter fielded with Suspensors. S 5, AP 5, Assault 2, Range 36".

Torch: Industrial welder that may be used each turn as either a template weapon or a melee weapon. As a template weapon it is S 4, AP 5. As a melee weapon, it ignores armor saves.

Combi-Weapons: The Stump Gun may be fired any number of times, and the other weapon fired only once per battle. The Stump Gun may be modified.

Graviton Gun: This is included for you nuts out there; I treat it as a Heavy Laser, below.

Heavy Laser: A pre-Apostasy Lascannon fielded with Suspensors. S 8, AP 3, Assault 1, Range 24".

Stump Gun: A heavy-caliber slug shotgun, rifle, or civilian bolter. S 4, AP 6, Rapid-Fire, Range 24".

D-Cannon: Distortion annihilators of unknown origin. S 7, AP 2, Blast, Range 24", Gets Hot.

Thudd Cannon: A multi-barreled ordnance launcher. S 5, AP 5, Ordnance, Guess Range 48".

Leadership Wargear

Totem: Any unit of falling back Lads who attempts to join a unit sporting a Totem will gain a +1 Leadership modifier to their "Hearth Values" check.

Hearth Banner: Any unit of Squats within 12" may re-roll a failed "OOP Rage" check.

Big Helmet: The Squat with a Big Helmet must be important; gain +1 Ld.

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Armament Wargear

Digital Weapons: The Squat causes an automatic S4 hit at double normal Initiative if in base contact. In addition, the Squat always gains the two-weapon bonus for close combat attacks.

Frag Grenades: As normal. Provides Initiative 10 when charging defenders in cover.

Krak Grenades: As normal. May be used against vehicles and structures, one attack at S 6.

Thermite Bombs: A pre-Apostasy Meltabomb. Attacks at S 6 but has +2d6 Armor Penetration.

Mod: HE Slugs: Makes a Slugger or Stump Gun S 5. May combine with Storm Hopper.

Mod: AP Slugs: Makes a Slugger or Stump Gun AP 2 up to 6" range or AP 3 up to 12" range.

Mod: Storm Hopper: Makes a Slugger or Stump Gun Assault 2. May combine with HE Slugs.

Armor Wargear

Carapace Armor: You guessed it; you just got a 4+ armor save.

Honor Plates: The armor is specially inscribed and ancestrally-blessed. Improve save by 1.

Meganaut Armor: You may not use Krak, Thermite, Bionic Arms, Honor Plates, or ride a Boss Chopper. Meganaut armor gives a 2+ armor save, but moves as if in difficult ground. It comes with a power fist and stump gun, which may only be upgraded with Combi-weapons or Mods.

Meganaut Booster: You may re-roll Meganaut difficult ground checks.

Refractor Field: You guessed it; you just got a 5+ invulnerable save.

Squat Bike: Rider counts as Cavalry – see page 93 of the Warhammer 40K rulebook.

Chopper: The rider counts as Cavalry and gains a 4+ armour save. The spikes n' blades grants the rider an additional close combat attack. During assaults and sweeping advances, models riding choppers that pass through difficult terrain are killed on 1-3 instead of only on a 1.

Boss Chopper: A Boss Chopper follows the same rules as a Chopper, but it gives the Warlord a 3+ save due to extra armour plates. In addition, the Boss Chopper, as well as each of the other Choppers in the unit the Warlord is with, is fitted with a Squat XXX injector system that pumps highly toxic fuel directly into the Chopper engine (and/or the Warlord's arm). The Choppers all gain the Fleet Of Tread rules, advancing D6" instead of shooting in the Shooting phase.

Servant and Other Wargear

Field Kit: A Medic armed with a field kit may roll at the end of the enemy shooting phase to heal one wound of damage, even from a previous turn. On a 1 the target suffers a wound; on a 2-5 a model with zero wounds is removed otherwise no effect; on a 6 a wound is healed up to max.

Tool Kit: A Mechanic or Master Engineer may roll to fix a vehicle weapon, immobilization, or destroyed Thudd Gun. He moves into base contact, cannot shoot or assault, and rolls at the end of the turn. On a 1 the target may not be fixed; on a 2-5 no effect; on a 6 the damage is fixed.

Ammobot: An Ammobot in base contact may be sacrificed to allow one shot to be re-rolled.

Attendant/Slavebot: A guardian that fights moderately well and joins as a normal unit member.

Server: Provides a Brewmaster +1 on their roll to souse some Lads before the fight.

Repairbot: A Repairbot in base contact provides a Mechanic a +1 to fix; a 1 still botches, however.

Docbot: A Docbot in base contact provides a Medic a +1 to heal; a 1 still botches, however.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ammobot	4	2	2	2	2	1	2	1	5	-
Attendant/Slavebot	6	3	0	3	3	1	4	2	3	6+
Server	5	2	2	2	2	1	2	1	5	-
Repairbot	6	2	2	2	2	1	2	1	5	-
Docbot	6	2	2	2	2	1	2	1	5	-

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SQUAT HEADQUARTERS

1 WARLORD (WARBOSS BODYGUARD)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warlord or Forgelord	60	5	2	5	4	3	4	4	9	6+
Hearthguard/Engineer	20	4	2	4	4	2	3	3	7	6+
Imperial Robots	50	4	2	4	4	2	3	3	7	2+
Tarantulas	18+gun	4	2	3	4	1	2	2	7	4+
Medics	11	4	2	3	4	1	2	2	7	6+

Lads: 1 Warlord. The Warlord may be joined by a bodyguard of between 5 and 10 total Hearthguard and/or Imperial Robots. If the retinue contains any Hearthguard, then up to 2 Medics may join. If the retinue contains any Robots, then up to 2 Tarantulas may join.

Weapons: Imperial Robots come with Meganaut Armor as standard, which has a built-in power fist and stump gun. They may upgrade their weaponry according to the Meganaut Armor entry. Medics come with a Field Kit (Note: not the same as Imperial Narthecium). Each Tarantula comes with a Hell Bolter at +12, a Heavy Laser at +8, a D-Cannon at +15, or a Torch at +10.

Options: Each Tarantula (or any other model in the retinue, for that matter) may be served by up to 3 Ammobots at 4 pts each. These Ammobots are not shared between the Tarantulas and should be individually marked in some way. If the Warlord has a retinue numbering 10 models or less (including assistants/bots), then the unit may choose a Hummer as a transport option.

Character: The Warlord counts as an independent character, and may be purchased without a retinue. If he has a retinue, he is not allowed to leave unless the retinue is destroyed. Warlords, Hearthguard, and Medics may choose freely from the Squat Armory. Imperial Robots may not choose Leadership Wargear just because, well, Nyah!, and are subject to the same restrictions as any model in Meganaut Armor (i.e. no Krak grenades, close combat weapons, etc.)

0-1 MASTER MANIPLE (BIG MEK & BODYGUARD)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tarantula	18+gun	4	2	3	4	1	2	2	7	4+
Mechanics	12	4	2	3	4	1	2	2	7	6+
Master Engineer	27	4	2	4	4	2	3	3	7	6+

Lads: 1 Master Engineer and between 3 and 5 total combined Mechanics and/or Tarantulas.

Weapons: Mechanics and Master Engineers come unarmed with Tool Kits. Each Tarantula comes with a Hell Bolter at +12, a Heavy Laser at +8, a D-Cannon at +15, or a Torch at +10.

Options: Each Tarantula may be served by up to 3 Ammobots at 4 pts each. These Ammobots are not shared between the Tarantulas and should be individually marked in some way. The unit may choose a Hummer as a transport option if it numbers 10 models or less (including bots).

Character: The Master Engineer counts as an independent character, but may not leave his maniple unless it is destroyed. He may purchase gear from the Squat Armory. Mechanics are dependent characters, and may purchase gear from the Squat Armory.

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SQUAT ELITES

TEAMSTERS (SKARBOYZ)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Teamsters	11	4	2	4	4	1	2	2	7	6+
Hearthguard	+9	4	2	4	4	2	3	3	7	6+

Lads: The squad consists of between 5 and 20 Teamsters.

Weapons: Each Teamster has a Stump Gun or a Slugger and Chainaxe/Heavy Tool.

Options: Up to three models in the unit may be equipped with a Hell Bolter at +8 pts, a Heavy Laser at + 5 pts, or a Torch at +8 pts.

Character: For an additional cost of +11 points one of the Teamsters may be upgraded to a Hearthguard. The Hearthguard may be given any equipment allowed by the Squat Armory.

TARANTULA MANIPLE ('ARD BOYZ)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Servitors/Lunks	12	4	2	3	4	1	2	2	7	4+
Tarantulas	12+gun	4	2	3	4	1	2	2	7	4+
Hearth Engineer	+16	4	2	4	4	2	3	3	7	4+

Lads: The squad consists of between 5 and 20 models, of which up to three may be Tarantulas.

Weapons: Servitors & Lunks come in carapace with a stump gun or a slugger and heavy tool.

Options: Each Tarantula may be equipped with a Hell Bolter at +8 pts, a Heavy Laser at + 8 pts, or a Torch at +8 pts. The unit may also be equipped with Frag at +1/model or Krak at +2/model.

Character: For an additional cost of +16 points one of the Lunks may be upgraded to a Hearth Engineer in carapace armor, and may be given any equipment allowed by the Squat Armory.

RANGERS (KOMMANDOS)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rangers	10	4	2	3	4	1	2	2	7	-
Hearthguard	+11	4	2	4	4	2	3	3	7	-

Lads: The squad consists of between 5 and 10 Rangers.

Weapons: Each Ranger has a Stump Gun or a Slugger and Chainaxe.

Options: Up to one model in the unit may be equipped with a Hell Bolter at +8 pts, a Heavy Laser at + 8 pts, or a Torch at +8 pts. The entire unit may also be equipped with Frag at +1/model, Krak at +2/model, and/or Thermite at +3/model.

Character: For an additional cost of +11 points one of the Rangers may be upgraded to a Hearthguard. The Hearthguard may be given any equipment allowed by the Squat Armory.

SPECIAL RULES
Infiltrate: Rangers have been trained in scouting missions and establishing forward lines.
Move Through Cover: Rangers roll an extra d6 when determining speed in difficult ground.

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SQUAT TROOPS

2+ TROOPERS (FERAL HUNTAS)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Troopers	9	3	3	3	4	1	2	1	7	6+
Hearthguard	+11	4	2	4	4	2	3	3	7	6+

Lads: The squad consists of between 10 and 30 Troopers.

Weapons: Stump Guns.

Options: Up to two models in the unit may be equipped with a Hell Bolter at +12 pts, a Heavy Laser at + 10 pts, or a Torch at +8 pts.

Character: For an additional cost of +11 points one of the Troopers may be upgraded to a Hearthguard. The Hearthguard may be given any equipment allowed by the Squat Armory.

MILITIA (SHOOTA BOYZ)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Militiamen	8	4	2	3	4	1	2	2	7	6+
Hearthguard	+11	4	2	4	4	2	3	3	7	6+

Lads: The squad consists of between 10 and 30 Militiamen.

Weapons: Miscellaneous; count as Stump Guns.

Options: Up to three models in the unit may be equipped with a Hell Bolter at +8 pts, a Heavy Laser at + 8 pts, or a Torch at +8 pts.

Character: For an additional cost of +11 points one of the Militiamen may be upgraded to a Hearthguard. The Hearthguard may be given any equipment allowed by the Squat Armory.

0-2 RAPIER MANIPLE (TANKBUSTAS)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lunks	11	4	2	3	4	1	2	2	7	6+
Rapiers	18	4	2	3	4	1	2	2	7	6+
Hearth Engineer	+11	4	2	4	4	2	3	3	7	6+

Lads: The maniple consists of 5 to 10 models, of which 1 to 4 are Rapier Laser Destroyers.

Weapons: Lunks have Stump Guns or Sluggers & Heavy Tools; Rapiers have Heavy Lasers.

Options: None.

Character: For an additional cost of +11 points one of the Lunks may be upgraded to a Hearth Engineer, and may be given any equipment allowed by the Squat Armory.

SPECIAL RULES

Tank Killers: Rapiers are anti-armor units; all members of the unit get +1 AP against vehicles.
Exposed: The 6+ save represents the vulnerability of Rapier crew as compared to other platforms.

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0-2 SHOP CREW (BURNA BOYZ)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Technicians	9	4	2	3	4	1	2	2	7	6+
Mechanic	11	4	2	4	4	2	3	3	7	6+
Tarantula	17+gun	4	2	4	4	2	3	3	7	4+

Lads: The crew consists of 5 to 10 Grunts. One engineer or tarantula may be added.

Weapons: Each Technician is armed with a Stump Gun or a Slugger & Heavy Tool. A Mechanic comes with no weapons, but does have a Tool Kit. This Tarantula comes with a Hell Bolter at +12, a Heavy Laser at +8, a D-Cannon at +15, or a Torch at +10.

Options: Up to four models may be equipped with a Torch at +8 pts each. The Tarantula may be serviced with up to 3 Ammobots at +4 pts each.

Character: A unit of mechanics without a Tarantula may be led by a Mechanic. The Mechanic may be given any equipment allowed by the Squat Armory.

DRUNKS (FERAL MADBOYZ)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Drunks	7	3	3	4	4	1	2	2	7	6+
Brewmaster	10	3	3	3	4	1	2	1	7	6+

Mob: The mob consists of between 5 and 20 Drunks.

Weapons: Each Drunk may be armed with either a Stump Gun or a Slugger and Heavy Tools.

Character: The Drunks may be accompanied into battle by a Brewmaster. The Brewmaster may be given any equipment allowed by the Squat Armory. See the Brewmaster special rules.

SPECIAL RULES

Drunks are fearless and ignore all morale and pinning tests. Other Squats keep their distance and will never mob up with them. At the start of each Squat turn roll a D6 for each unit not in assault, on a roll of 1 the Drunks are disturbed. Roll on the table below.

1 The Drunks fight among themselves. Roll 1 attack per Drunk in the unit and inflict these hits on the unit. The Brewmaster (if any) does not have to join in, but can be hurt.
2-3 One of the clouds is a striking image of an Squat Ancestor but the unit is split as to which one has appeared before them, and begin a frantic argument. Count as pinned.
4-5 Confused gibbering spreads and they are convinced of their doom. The unit falls back, automatically regrouping at the end of the move. If caught in crossfire, they are destroyed.
6 The unit is overcome with images of heroism. They may move an additional D6" straight towards the nearest enemy unit in the Movement phase.

BREWMASTERS

Squats known as Brewmasters specialize in the brewing and serving of potent potables. For battle, Brewmasters typically serve up vast quantities of liquor and Squat XXX beer to the troops, and this grants a certain strength, fearlessness, and stupidity to the imbibers. Before the game each Brewmaster may attempt to souse one unit of Bikers/Outriders or Drunks. He succeeds on a roll of 6, modified if he is assisted by one or more Servers. If successful the unit affected gets +1 Strength for the duration of the battle. A unit may only be soused once.

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SQUAT FAST ATTACK

PRESS GANG (TRUKK BOYZ)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Gangers	9	4	2	3	4	1	2	2	7	6+
Boss Ganger	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Gangers mounted in a Hummer.

Weapons: Each is armed with either a Stump Gun or a Slugger and Chainaxe/Heavy Tool.

Options: The entire mob may be equipped with Frag grenades at a cost of +1 point per model and Krak grenades at a cost of 2 points per model.

Character: For an additional +11 pts one Ganger may be upgraded to a Boss Ganger. He may pick any wargear from the Squat Armory.

BIKERS/OUTRIDERS (FERAL BOARBOYZ)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bikers	12	3	3	3	4	1	2	1	7	6+
Boss Hawg	+22	4	2	4	4	2	3	3	7	6+

Lads: Consist of between 5 and 10 Bikers. They have Squat Bikes which count as Cavalry.

Weapons: Each is armed with either a Stump Gun or a Slugger and Chainaxe/Heavy Tool.

Options: The entire mob may be equipped with Frag grenades at a cost of +1 point per model and Krak grenades at a cost of 2 points per model. If a Brewmaster is included in the army then any of the Bikers (or Boss Hawg) may upgrade their Bikes to Choppers at a cost of 5 points per model. Choppers get a 4+ save, an additional attack, and may Fleet of Tread if joined by the Warlord. Choppers fail difficult ground rolls on a 1-3 instead of only on a 1, however.

Character: For an additional +22 pts one Biker may be upgraded to a Boss Hawg. He may pick any wargear from the Squat Armory.

BUGGIES (WARBUGGIES)					
	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Buggy	30	10	10	10	2

Squadron: The vehicle squadron consists of between 1 and 3 buggies.

Type: Fast, Open-Topped.

Weapons: Each vehicle may be armed with one of the following: twin-linked Hell Bolter at +16, twin-linked Heavy Laser at +10, a D-cannon at +15, or a Heavy Flamer at +8.

Options: Buggies may have any of the following Squat upgrades: armor plates for 5, vehicular strikers, backup systems, Frag launchers, searchlight, Squat XXX booster, or whirling blades.

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HEAVY TRIKES (WARBIKES)										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Trike	20	4	2	3	4(5)	1	2	2	7	6+/5+
Boss Triker	+22	4	2	4	4(5)	1	2	3	7	6+/5+

Gang: Consist of between 3 and 10 Heavy Trikes. Squat Heavy Trikes count as Bikes.

Weapons: Each is armed with a Slugger and close combat weapon.

Options: Any Trike may exchange his Slugger for Trike-mounted twin-linked Hell Bolters for +10 points. The Boss Triker may also take this upgrade.

Character: For an additional +22 pts one Heavy Trike may be upgraded to a Boss Triker. He may pick any wargear from the Squat Armory.

SPECIAL RULES

Short Range: Heavy Trikes are bouncing, rattling affairs that do not provide stabilization like terra firma. Hell Bolters have only an 18" range when mounted on Heavy Trikes.

Fearless: Heavy Trikes are fearless and ignore morale and pinning tests. If failure is considered automatic, then they receive an "Ancient Courage" roll to avoid the effects, as with all Squats.

Dust Clouds: Heavy Trikes kick up great clouds of oily smoke and debris. They (as well as anyone targeted "through" the gang) receive a 5+ invulnerable save.

SQUAT HEAVY SUPPORT

0-1 THUDD MANIPLE (BIG GUNZ)										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Mechanic/Gunner	11	4	2	3	4	1	2	2	7	6+
Bot	3	2	2	2	2	1	2	1	5	-

	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Thudd Gun	24	10	10	10	2

Maniple: The maniple consists of a Mechanic and from 1 to 3 Thudd Guns. Between 2 and 5 Bots must be purchased for each Thudd Gun. A Squat Gunner may be also added for 11 points.

Weapons: The Mechanic is unarmed, but has a Tool Kit. The Gunner has a Heavy Tool. The Bots have no special rules, unlike the wargear robots and assistants. Thudd Guns are armed with Thudd Cannon, which are guess 48" range bombard weapons firing as a battery.

Character: Both the Mechanic and Gunner may pick any wargear from the Squat Armory.

SPECIAL RULES

Gun Platform: Thudd guns are light gun platforms, and are automatically destroyed with any glancing or penetrating hit. Note that a Mechanic with a Tool Kit may roll to revive destroyed Thudd Guns, so do not remove the wreckage of destroyed Guns while Mechanics are still in play.

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SQUAT LOADERS (KILLA KANZ)									
	Points	WS	BS	S	Front	Side	Rear	I	A
Loader	45	4	2	5(10)	11	11	10	2	2

Squadron: The vehicle squadron consists of between 1 and 3 Loaders. Note that the intended use for this unit option is to field the Rogue Trader "stumpy" Dreadnaughts or Imperial Robots.

Type: Walker.

Weapons: Each vehicle is armed with a Dreadnaught Close Combat Weapon and your choice of one Hell Bolter, Heavy Laser, or Heavy Flamer

Options: Loaders may have any of the following Squat upgrades: armor plates for 5, Frag launchers, searchlight.

0-1 SQUAT JUGGERNAUT (DREADNAUGHT)									
	Points	WS	BS	S	Front	Side	Rear	I	A
Juggernaut	70	4	2	5(10)	12	12	10	2	2(3)

Crew: The Squat Juggernaut has a crew of one Squat.

Type: Walker.

Weapons: The Juggernaut is armed with two Dreadnaught Close Combat Weapons and your choice of any two: Hell Bolter, Heavy Laser, or Heavy Flamer. You may mix weapons.

Options: Each CCW may be sacrificed to upgrade one of the two ranged weapons to be twin-linked. Dropping the first CCW drops Attacks to 2, the second drops S to 5. Juggernauts may have any of the following Squat upgrades: armor plates for 10, Frag launchers, searchlight.

0-1 SQUAT ARMOR (LOOTED VEHICLE)					
	Points/Model	Front Armor	Side Armor	Rear Armor	BS
1-3 Rhinos	50	11	11	10	2
Chimera	70+guns	12	10	10	2
Hellhound	115	12	12	10	2
Leman Russ	140+guns	14	12	10	2
Demolisher	150+guns	14	13	11	2
Basilisk	100	12	10	10	2

Type: Tank. The Basilisk is Open-Topped. Note that up to 3 Rhinos may be purchased as one Heavy Support choice. These Rhinos must be placed at the same time, but are not a squadron, need not be in coherency, and may transport any infantry units that are not bikes or cavalry.

Weapons: Each vehicle comes with its standard armament, and Imperial Guard armor may upgrade weapons to any that are appropriate for the vehicle type as listed in the IG Codex.

Options: A Basilisk may be upgraded for indirect fire for +25 pts. Other than this option, Squat Armor may only use the following Squat upgrades: armor plates for 10, vehicular strikers, backup systems, Frag launchers, searchlight, Squat XXX booster, or whirling blades. Rhinos with NO OTHER vehicle upgrades of any kind are allowed to purchase armor plates for 5.

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