

# IMPERIAL GUARD SQUAT AUXILIARIES

**5<sup>th</sup> Edition by George Spiggott**

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**An Unofficial Appendix for Codex Imperial Guard,  
For Warhammer 40,000 4th Edition**



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# SQUAT AUXILIARIES

## THE SQUATS

The Squat Homeworlds were besieged and destroyed by recurring alien attacks by Orks and Tyranids some centuries ago. Now the remaining Squats, both those who were not on the Squat Homeworlds when their Homeworlds were destroyed and refugees from the combat zones exist in small communities within the Imperium. The once semi-independent Squats are now fully under the control of the Imperium through their Imperial Planetary Governors and therefore Squats must fulfil their martial tithes to the Imperium just as any other imperial citizen.

Squats may and often do join the Imperial Guard, service in the Emperors armies can bring great rewards, Regiments that have been on long campaigns are often given control of planets that they have conquered, something that the Squats desire more than anything else now that their Homeworlds have been lost.

It is also to be noted that Squats are not unsuited to military life being hardy, tenacious individuals quite at home in circumstances that other less resolute individuals would find unbearable.

Once Squats are inducted into the Imperial Guard they will be attached to an existing Regiment as Auxiliary units, the Squat race is few in number and more than a couple of Platoons of Squats in any Imperial Guard Company is rare as are Squat officers above the rank of Lieutenant.



## SQUATS ON THE BATTLEFIELD

Squats Auxiliaries can be taken as part of any Imperial Guard Army as an Alternate Regimental Doctrine (see the Imperial Guard codex, page 55 for more information about Regimental Doctrines). Any of the following units (that have not been taken as compulsory choices on the force organisation chart) may be upgraded to Squat Auxiliary units for the cost given below.



- Any Command squads led by a Junior Officer, +10 points.
- Infantry, Armoured fist, Hardened veteran and Support squads, +1 point per model in the squad.
- Quad Launcher Battery crew, +1 point per crewman.

Also the following Restricted Units are made available to Imperial Guard armies. These units must be bought back using Doctrine points as normal if they are included in the army.

- Squat Biker Squads
- Exo-armoured Hearthguard Squads
- Thunderer Support Squads
- Living Ancestors
- Squat Engineers

An Imperial Guard army must take at least one Squat Infantry platoon or Armoured Fist squad to include any other Squat units. In addition if a Command squad is given the Squat upgrade all the models in that Infantry or Heavy weapons Platoon must take the Squat upgrade as well for the cost listed.

Units upgraded to Squat units become Toughness four and gain plus one point to their Leadership; however their Initiative is reduced by one point. In addition to the other increases Squat Officers become Strength four. All Squat models must also follow the additional special rules below.

## SPECIAL RULES

**Natural Sprinters:** Squat Infantry models move 4" in the Assault phase and roll 2D4 and choose the highest die when assaulting through Difficult Terrain (3D4 when benefiting from Low Centre of Gravity).

**Low Centre of Gravity:** Squat Infantry models roll an extra D6 when rolling to move through Difficult Terrain of the following types: detritus, rubble, rocks, ash dunes or any similar geographical or urban terrain features.

## SQUAT ARMOURY

Any Squat model with access to the Imperial Guard Armoury may take items from the Squat Armoury.

### Wargear

Exo-Armour (Officers only)	20 points
Squat Bike/Trike	20 points

**Bikes and Trikes:** Bikes and Trikes are a common form of transport in Squat strongholds. When the Squats go to war they take their bikes with them. Bikes are used for reconnaissance as well as attacks against armoured targets.

Squat models riding Trikes and Bikes ignore the Natural Sprinters and Low Centre of Gravity special rules and follow the unit type rules for Bikes in the Warhammer 40,000 rulebook instead. Bikes and Trikes are armed with twin linked Bolters if the rider is not equipped with Exo-Armour.

In addition Squat units mounted on bikes or trikes may use the Scouts special rule. Guild Weapon Teams may not use the turbo-boost option for their scout move. See Universal special rules section of the Warhammer 40,000 rulebook.

**Conversion Beamer:** The conversion beamer is a mining tool used by the squats to dig tunnels deep into the earth. Using arcane technologies it converts matter of all kinds into harmless energy. Classified as a mining tool rather than a weapon by the Adepts of Mars it is rarely seen on the battlefield. The Squats tend to be more pragmatic about the uses of such technology and are happy to turn its matter conversion properties to a more martial cause. Converting enemy infantry and war machines into energy as easily as it converts earth and rock.



	Weapon	Range	Strength	AP	Type
Roll to hit with the conversion beamer as if it were an ordinance weapon using the Scatter dice and D6 to determine scatter distance if an arrow is rolled.	Conversion Beamer	36"	Special	2	Heavy 1, Blast

The Conversion beamer always wounds on a roll of 4+ regardless of Toughness, and on a roll to wound of 6, it inflicts Instant Death as the target is wholly converted to energy. Against targets with an armour value a conversion beamer always inflicts a Glancing Hit on a roll of 4 and a Penetrating Hit on a roll of 5 or 6, regardless of the targets armour value.

**Exo-Armour:** Similar to the Terminator armour of the Adeptus astartes, the plas-steel and adamantium armour plates of Exo-armour provide superb protection from extreme environments and enemies alike, while it's powerful servos and built in weaponry make the occupant of a suit of Exo-armour a dangerous adversary. Suits of Exo-armour are extremely ancient and rarely seen on the battlefield only the Warlords most trusted warriors, the Hearthguard and a select few others will have access to these precious relics.

Models in Exo-Armour gain the following benefits:

- 2+ Armour save and a 5+ Invulnerable save.
- Move and fire their boltguns without penalty.
- Weapon Skill and Strength increased to four.

Exo Armour has built in weaponry; a model in Exo-Armour is always equipped with a Boltgun with Targeter and Power Weapon or if equipped with a Trike; Boltgun with Targeter and Hunting Lance. A model in Exo-Armour may not take additional weapons from the Armoury.

Models in Exo-armour count as two models when being transported and may only be transported by vehicles able to carry models in Terminator armour.

The young Warlord turned to the ancient Squat beside him. "Revered Ancestor" he said, "What is best course in this situation?" The Living Ancestor half-closed his rheumy eyes "I have seen this but once before," he began.

"Six hundred years before your birth, your revered ancestor Lord Thyngrim, whose name you bear in your turn, was on the world of Dioscis Theta. I was younger then, undistinguished amongst the mass of the Brotherhood"

"And how did Lord Thyngrim win the day?" asked the Warlord, with some impatience. The Orks were getting closer. The Living Ancestor shook as he chuckled, a sound like pebbles clacking together, "I cannot tell you how to win as he did" he said, "But if you don't mind uncomfortable truths, I can tell you how to avoid losing as he did."

**Mighty Strike:** the weaponry built into Exo-Armour can redirect additional power from the suit's power source allowing Exo-armoured models to make a single powerful strike against heavily armoured opponents.

Exo-Armoured models count as being equipped with Krak Grenades in close combat with vehicles.

**Mole Mortar:** Like the Conversion beamer the Mole mortar is a mining tool turned to military use. Originally used to place charges deep into rock formations. It is now used as a weapon against the enemies of the Imperium.

Weapon	Range	Strength	AP	Type
Mole Mortar	G48"	6	-	Heavy 1, Blast

Designer's note: In previous editions of Warhammer 40,000 the Mole mortar had complex rules based on the projectiles subterranean method of delivery, for the sake of brevity the weapons unusual attack method is not accounted for. The Mole mortar is treated as a normal Barrage Weapon in all respects.

## IMPERIAL GUARD REGIMENTAL DOCTRINES

An Imperial Guard army containing Squat Auxiliaries may use the Regimental Doctrines from Codex Imperial Guard as normal; however units upgraded with the Squat Doctrine or Restricted Units from this army list may not take Regimental Doctrines from the Imperial Guard codex or any other source with the exception of the Doctrines stated below. Squat units do not count as Guard Infantry as defined on page 55 of the Imperial Guard codex, again unless stated otherwise below.



**Drop troops:** Squat units often use Termite transport vehicles to arrive at the battlefield, to represent this; Squat Infantry units that were upgraded from Imperial Guard Infantry units, Exo Armoured Hearthguard, Squat Engineeers and Thunderer Support Squads may use the Drop Troop Regimental Doctrine as it is presented in the Imperial Guard codex.

**Hardened Fighters:** Any units upgraded with the Squat Doctrine and any Squat Restricted units (except Hearthguard) may take the Hardened Fighters Doctrine as it is presented in the Imperial Guard codex.

**Sharp Shooters:** Squat Infantry units that have a Guildmaster model in their unit may take the Sharp Shooters Doctrine as it is presented in the Imperial Guard codex.

Designer's Note: Sharp Shooters requires that any Squat unit (Except units where all models are equipped with Exo-Armour) with this Doctrine to have a WYSIWYG Guildmaster model in the unit. Sharp Shooters is not lost if the Guildmaster is removed as a casualty.

**Squat Brotherhood:** This Doctrine represents a Company sized force of Squats, either from one of the larger Strongholds or several smaller Strongholds allied together.

- All infantry squads, including compulsory units and the Command platoon must take the Squat Doctrine. Any infantry squad that cannot take the Squat Auxiliaries Doctrine may not be used.
- Squat Restricted Units (Squat Engineeers, Living Ancestors, Exo-Armoured Hearthguard, Guild Bikes and Thunderer Support Squads) may be included in the force without spending Doctrine points, in addition the 0-2 restriction on Thunderer Support Squads is reduced to 0-2 squads armed with a particular weapon type e.g. up to two squads may be armed with Multi-meltas.
- No other Restricted Units from the Imperial Guard codex may be used with the exception of Heavy weapon platoons and Assault weapon Squads which may be purchased as normal. These squads must also take the Squat Doctrine.
- All Open-Topped vehicles must take the Armoured Crew Compartment Vehicle Upgrade except Sentinels, which may not be taken at all.

Designer's Note: Armoured vehicles attached to a Squat Brotherhood need not be crewed by Squats as they may be from other (human) regiments.



**Veterans:** This doctrine functioned as presented on page 57 of the Imperial Guard codex. In addition Exo-Armoured Hearthguard must be taken as Elites instead of Headquarters and Exo-Armour and Exo Armoured Trikes from the Squat Armoury may be taken by any model with access to the Squat Armoury.

**Warrior Weapons:** This doctrine functions as it is presented on page 57 of the Imperial Guard codex with the exception that it is a 'Skills and drills' doctrine for Squats not a 'Special equipment' doctrine and as such may be applied to individual squads as the player desires.

**Xeno-Fighters:** Squats have fought Orks for millennia and hold many grudges against the Ork race. Tyranids were encountered only recently but the destruction of the Squat Homeworlds means that squats hate them with an equal passion.

Designer's note: Players need not make banners or trophies for Squat models to benefit from the Xeno-Fighters doctrine.

All Squat units with the exception of vehicles may take this Doctrine for the cost listed on page 57 of the Imperial Guard codex. Squat Infantry and Bike squads gain all the benefits of this doctrine against both Orks and Tyranids but not Eldar.

## HEARTHGUARD (HARDENED VETERANS)

Squat Hardened Veteran Squads are known as Hearthguard. The Hearthguard are the Warlords best troops, his most trusted warriors and often his personal retinue. Veterans in a Squat Auxiliary force are often members of the Warlords Hearthguard and as such have access to weapons and equipment not available to rank and file Brotherhoods.

**Options:** Hardened Veteran squads with the Squat Doctrine may take Carapace Armour as an upgrade. Carapace Armour costs +2 points per model in the squad. Models in Carapace Armour receive a 4+ Armour save. Models in the unit armed with a Lasgun may exchange their Lasgun for a Boltgun or Shuriken Catapult for +2 points per model.

**Ancestral Standard:** See below.

## COMMAND SQUADS

Squat Command Squads differ from those described in the Imperial Guard codex; they follow all of the rules below in addition to those found on page 38 of the Imperial Guard codex.

**Command:** Squat Command Squads use the Leadership rule as it is stated on page 39 of the Imperial Guard codex; however the leadership bonus a Squat junior Officer gives only extends to units with the Squat Doctrine and Squat restricted units, other Imperial Guard units (including Ratlings and Ogryns) may never use the Leadership of a Squat Officer.

**Ancestral Standard:** Any Squat Command Squad or Hardened Veteran Squad may upgrade one Veteran or Hearthguard (see below) to an Ancestral Standard Bearer for +10 points.

A unit with an Ancestral standard becomes Stubborn. See Universal special rules section of the Warhammer 40,000 rulebook.

The Standard Bearer in a Command Platoon must be upgraded to an Ancestral Standard Bearer for +10 points the model gains the benefits of an Ancestral Standard in addition to its other special rules.

**Hearthguard:** Any Squat guardsman including Squat guardsmen armed with special weapons or equipped with a vox-caster or master-vox and heavy weapon teams may be upgraded to Hearthguard at +8 points per model.



Hearthguard have the following profile and are equipped with Carapace armour (bonus included) in addition to any other weapons or wargear they are equipped with.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Save
Hearthguard	+8	3	3	3	4	1	2	2	9	4+

Hearthguard not equipped with a special weapon, vox-caster or master-vox or part of a heavy weapon team may choose additional equipment from the Armoury on page 34 of the Imperial Guard codex.

### G Company – The Grudgebearers

G Company, known to the rest of the regiment as the "Grudgebearers", are a remnant of a remnant. Originally from Golgotha, the Grudgebearers are the few survivors of a Brotherhood tasked to defend the construction site of Ordinatus Golgotha, during the Ork invasion of their home world. Despite the Ordinatus' activation breaking the attacking warband, the damage had been done and the Brotherhood was shattered.

The remnants joined the exodus from Golgotha, heading to Armageddon to resettle and join in the reconstruction efforts following the second war on Armageddon. Unfortunately, Ghazghkull was to destroy this chance of a home as well, when he invaded Armageddon for a second time. Taking up arms again, the Brotherhood fought in and around Hive Tempestora, as the 1st Golgothan Guard, under direct Imperial command.

Despite Ghazghkull departing from Armageddon, with Commissar Yarrick and High Marshall Helbracht in pursuit, the war continues on Armageddon and casualties to the Golgothan Guard meant there was barely a company remaining. The Administratum reassigned the remaining troops to the newly founded 13th Armageddon Auxiliaries, a battalion of detachments.

While there was some anti-Squat antipathy to begin with, their staunch fighting stance and unique support equipment have made them more and more popular within the regiment, especially when there are informal regimental drinking contests. The Squats in G Company have sworn an oath, declaring that they shall not stop fighting until the Orks are removed from Armageddon. Given the numbers they have killed so far, it would appear they aren't going to disappoint their ancestors.

## RESTRICTED UNITS

Any Imperial Guard army that contains a Squat Infantry Platoon or Squat Armoured fist squad may include any of the following units. Rhinos do not require a doctrine point to be spent in order to use them however they may only be given to Squat units that normally have access to a Transport option.

### HEADQUARTERS

#### EXO-ARMoured HEARTHGUARD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Save
Hearthguard	35	4	3	4	4	1	2	2	9	2+/5+

The Hearthguard are the Warlord's personal bodyguard and his most trusted warriors, recruited from amongst Squats who have completed their Imperial service to the Imperial Guard or from Mercenary cadres. Squads of Hearthguard are often equipped with Exo-armour as befits their status.

**Squad:** One squad leader and between three and nine Hearthguard.

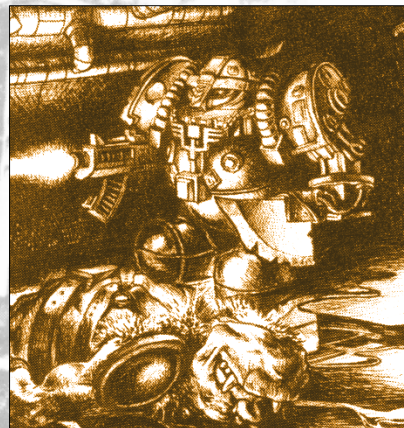
**Weapons:** Bolter with Targeter and Power weapon.

**Exo-Armour:** Hearthguard wear Exo-armour (bonus included on profile). See the rules for Exo-armour in the Squat Armoury.

**Trikes:** The entire squad may be upgraded to have Trikes and Hunting lances (instead of their Power Weapons) for +15 points per model in the unit. The rules for the Hunting lance can be found on page 46 of the Imperial Guard codex. See the rules for Trikes and Bikes in the Squat Armoury.

**Stubborn:** Hearthguard in Exo-armour will never retreat from an enemy and will never balk in the face of enemy fire. Therefore they are Stubborn. See Universal special rules section of the Warhammer 40,000 rulebook.

**Transport:** Hearthguard in Exo-armour count as two models when being transported and may only be transported by vehicles able to carry models in Terminator armour. They may be mounted in a Chimera transport vehicle for +70 points. See the Chimera Transport entry on page 45 of The Imperial Guard codex for more details.



### ELITES

#### 0-1 ADEPTUS MECHANICUS ENGINEER

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Save
Squat Engineer	45	3	3	3	4	1	2	1	9	3+
Squat Technical Servitor	11	3	3	3	4	1	2	1	9	5+

Squat Engineers are Guild masters indoctrinated into the Machine Cult of the Adeptus Mechanicus. The spiritual welfare of their charges, the vehicles and machines of the Imperial Guard is their sacred duty.

**Squad:** Up to two Engineers can be included in an army, and will count as a single Elite choice. They are deployed as a single unit but do not need to be deployed together and operate independently during the game.

**Weapons:** Laspistol and power weapon.

**Options:** The Squat Engineer has access to the Imperial Guard Armoury on page 34 of the Imperial Guard codex.

**Transport:** The Squat Engineer may be mounted in a Chimera transport vehicle at +70 points. See the Chimera Transport entry on page 45 of the Imperial Guard codex.

**Character:** If on his own a Squat Engineer is an Independent Character. A Squat Engineer may be accompanied up to four Squat Servitors. He must remain in unit coherency with them and command them, if the servitors are wiped out; the Squat Engineer becomes an independent character.

**Squat Technical Servitors:** Follow the Technical servitor's rules on page 35 of the Imperial Guard codex. Squat technical servitors cost 11 points per model and use the profile shown above.

#### SPECIAL RULES

**Blessing of the Machine-God:** A Squat Engineer who starts the turn in contact with a damaged vehicle may attempt to make a repair. If the vehicle is immobilised or has a weapon destroyed result, one of these defects chosen by the Squat Engineer is fixed on the roll of 6+. The Squat Engineer gets +1 for each Squat Technical Servitor accompanying him.



## HEADQUARTERS

### 0-5 LIVING ANCESTORS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Save
Living Ancestor	22	2	2	3	4	1	2	1	9	5+
Living Ancestor Bike	+30	3	3	3	4(5)	2	2	2	9	4+

Psychic abilities almost unheard of amongst Squats as a race; however when squats reach around four hundred years of age a change occurs in their physiology and they often gain psychic abilities. These Squats are known as Living Ancestors, they are the Squat counterpart of Imperial Sanctioned Psykers as well as important members of the Squats society and religion.

**Number/squad:** You may include up to five Living Ancestors in your army. These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Each Living Ancestor must be allocated to a Squat Command squad; if all Squat Command squads have a Living Ancestor then the remainder are attached to any other Squat Infantry or Bike squad.

**Weapons:** Laspistol and Close combat weapon.

**Options:** Living ancestor has access to the Imperial Guard Armoury on page 34 of the Imperial Guard codex. Guild Bikes may replace one of the bikers with a Bike and Living Ancestor sidecar for +30 points.

**Strategy:** An Imperial Guard army that includes one or more Living Ancestors has its Strategy Rating increased by one.

**Psychic:** The Living Ancestor a psychic ability selected at random by rolling a dice and consulting the table below. A Living Ancestor may also take Minor psychic powers at additional cost from Chapter Approved in White Dwarf #258.

#### LIVING ANCESTOR PSYCHIC POWER TABLE

1	<b>No Result</b>
2	<b>Mental Fortress:</b> This power may be activated during the Squat players turn. The Living Ancestor weaves a powerful mental barrier around himself and those nearby. All friendly models within 12" gain a saving throw of 5+ against psychic attacks. This power dissipates at the start of the Squat players next turn.
3	<b>Domination:</b> At the start of the enemy, shooting phase or combat choose one enemy model within 12". The model must pass a Leadership test with a -2 modifier. If the model fails its Leadership test then Squat player may force the model to fire its weapon at any target (including its own squad) in LOS or may choose which models the controlled model attacks in the assault phase.
4	<b>Force Dome:</b> This power may be activated during the Squat players turn. The Squads armour saves becomes an Invulnerable save and the squad counts as being in cover if assaulted. This power dissipates at the end of the turn.
5	<b>Hammer of Fury:</b> In the Shooting Phase, all enemy models (not locked in close combat) within 9" of the Living Ancestor take a Strength 4 Hit; normal armour saves may be taken. If any wounds are caused the squad must take a pinning check.
6	<b>Ancestor Lord:</b> Choose one of the powers above.

## FAST ATTACK

### SQUAT GUILD BIKERS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Save
Squat Biker	18	3	3	3	4(5)	1	2	1	8	4+
Veteran Sergeant	+6	3	3	3	4(5)	1	2	2	9	4+
Guild weapon team	+19	3	3	3	4(5)	2	2	2	8	4+

Guild Bikers are the reconnaissance troops of the Squat auxiliary formations. Squads of bikes patrol ahead of the main force reporting on enemy movements and harassing targets of opportunity with hit and run attacks.

Guild weapon teams fight alongside the guild bikers; they equip their trikes with heavy weapons such as multi-meltas. On the battlefield their role is to outmanoeuvre and destroy enemy armoured vehicles and bunkers.

**Squad:** One squad leader and between three and nine Squat Bikers.

**Weapons:** Bikers are armed with a Laspistol, Lasgun or Close combat weapon.

**Options:** The entire squad may upgrade their Bikes/Trikes to have Twin-linked Bolters for +2 points per model. They can also be equipped with frag grenades at +1 point per model or Krak grenades at +2 points per model.

**Guild Weapon Teams:** Two bikers may form a guild weapon team; the Guild weapon team is equipped with a single Trike armed with a multi-melta. The Squad may include up to three Guild weapon teams at +19 points each.



Designer's Note: Guild Weapon Teams are treated as a single model in all respects.

**Character:** The Squad leader may be upgraded to a Veteran Sergeant for +6 points; he may choose additional equipment from the Armoury on page 34 of the Imperial Guard codex.

## HEADQUARTERS

### 0-2 THUNDERER SUPPORT SQUADS

	Points/Team	WS	BS	S	T	W	I	A	Ld	Save
Squat Crew	40	3	3	3	4	1	2	1	8	5+

Thunderer squads are armed with ancient weapons recovered from the lost Homeworlds before they were destroyed. Mole mortars are used against enemy infantry formations and light vehicles. Conversion beamers and multi-meltas are reserved for use against more heavily armoured opponents such as enemy tanks and bunkers.

**Grand Battery:** Thunderer Support Squads may be taken as Support squads in Imperial Guard Command Platoons. In addition Thunderer squads may be taken as part of a Heavy Weapon Platoon. They may be mixed freely with Fire Support, Anti-Tank and Mortar squads. Command squads attached to heavy weapon platoons may exchange their Lascannon for a Multi-melta, Conversion beamer or Mole mortar at no extra cost.

**Squad:** Six Squat Imperial Guardsmen forming three heavy weapon crews.

**Weapons:** Lasguns. Each heavy weapons crew must be armed with a Multi-melta, Conversion beamer or Mole mortar at no extra cost.

**Weaponry:** The unique weapons available to Thunderer squads are described in the Squat Armoury on page 3, for convenience their profiles are repeated below.

Weapon	Range	Strength	AP	Type
Mole mortar	G48"	6	-	Heavy 1, Blast
Multi-melta	24"	8	1	Heavy 1, Melta
Conversion Beamer	36"	Special	2	Heavy 1, Blast



## TRANSPORT

### RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	3

The Rhino has served in the armies of man since the stars were first colonised millennia ago. The Squats still maintain Rhinos that escaped the destruction of the Homeworlds. Each Rhino is a family heirloom that will have been in the possession of a squat clan for centuries.

A warlord will often employ Rhino armoured transports when other armoured transports are in short supply, however some warlords prefer the Rhino to the better armed Chimera due to the Rhino's superb reliability and ease of maintenance. Long ago the Squats maintained small numbers of Land Raiders, though none are thought to have survived the destruction of the Homeworlds.

**Type:** Tank. **Crew:** One Squat Guardsman.

**Wargear:** Hull mounted Storm-bolter, Searchlight, Smoke Launchers and Extra Armour.

**Transport:** A Rhino can carry up to ten models it is always taken as a transport upgrade for another unit and may only transport the unit it was bought for Independent Characters that join a unit with a Rhino may also travel in it.

**Upgrades:** A Rhino may have the following upgrades from the Imperial Guard codex: Camo Netting, Hunter Killer Missile, Improved Comms, Pintle Storm Bolter/Heavy Stubber, Rough Terrain Modification,

**Access & Fire Points:** The Rhino has one hatch on each side of the hull and one ramp at the rear. Up to two models can fire from the Rhino's top hatch.

**Repair:** Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is immobilised for any reason, then in subsequent turns the driver may attempt to affect a temporary repair instead of shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is free to move in its next turn.

