

# Field Test: Squat Kill Teams

Posted by Chris Hobday on May 22, 2019

Every Wednesday, our Field Test blog brings you new rules, missions and ideas to supercharge your games! This week, we share our homebrew rules for running Squats in **Kill Team**.



Following the cataclysmic destruction of their civilisation by a Tyranid Splinter Hive Fleet, the Squats have become a rare sight in the Imperium. But as the forces of Chaos once again come knocking at the gates of Humanity, the call for aid has sounded and these doughty warriors have answered.

Trooper	M	WS	BS	S	T	W	A	Ld	Save	Max	Pts
Warrior	4	4+	4+	3	4	1	1	7	5+	-	7
- Gunner	4	4+	4+	3	4	1	1	7	5+	3	7
Sergeant	4	4+	4+	3	4	1	1	8	5+	1	7
Living Ancestor	4	4+	4+	3	4	1	1	10	5+	1	15
Ancestor Lord	4	2+	3+	3	4	2	2	9	5+	1	18
Hearthguard in Exo Armour	4	3+	3+	3	4	1	2	8	3+	-	12

Warriors, Sergeants and Living Ancestors are armed with a lasgun and frag grenades.

Ancestor Lords are armed with a boltgun, chainsword and frag grenades.

Hearthguard are armed with boltgun and chainsword.

## Wargear Options:

Any number of Warriors may take a boltgun or shuriken catapult.

A Warrior Gunner may replace their lasgun with a boltgun, plasma gun, heavy plasma gun, melta gun, multi melta or flamer.

A sergeant may take a chainsword or power fist.

A living ancestor may take a boltgun.

An Ancestor Lord may take a boltgun or hand flamer, power fist, thunder hammer or power axe.

A Hearthguard may exchange its chainsword for a chainfist, power fist, thunder hammer or power axe.

**Abilities: We Can Run When We Want To, Grudges, Underground Dwellers, Proper Squat Craftsmanship!**

**Specialists: Leader** (Sergeant, Living Ancestor, Ancestor Lord only), **Demolitions** (Gunner only), **Heavy** (Gunner only), **Comms, Medic, Sniper, Veteran**

**Keywords: Squat.**

Weapon	Pts
Boltgun	1
Lasgun	0
Plasma Gun	3
Melta Gun	3
Shuriken Catapult	1
Multi Melta	5
Heavy Plasma Gun	5
Flamer	3
Hand Flamer	1

Close Combat Weapon	Pts
Power Fist	2
Power Axe	1
Chainsword	1
Thunder Hammer	3
Chain Fist	3

### Special Rules

#### **We can run when we want to!**

Thanks to a combination of genetic engineering and exposure to high-gravity environments, Squats are a short species. This means that despite equalling other species in strength, wit and prowess, they cannot always cover ground at the same rate.

However, Squats can move when the situation demands it. In turns in which the Squat force has the Initiative, increase their Move characteristic to 6. This does not affect Guild Bikers or Living Ancestors (who are just too old to run).

#### **Grudges**

Grudges are an essential part of Squat culture, especially after the Hive Fleet wiped out their civilisation. They take any insult personally.

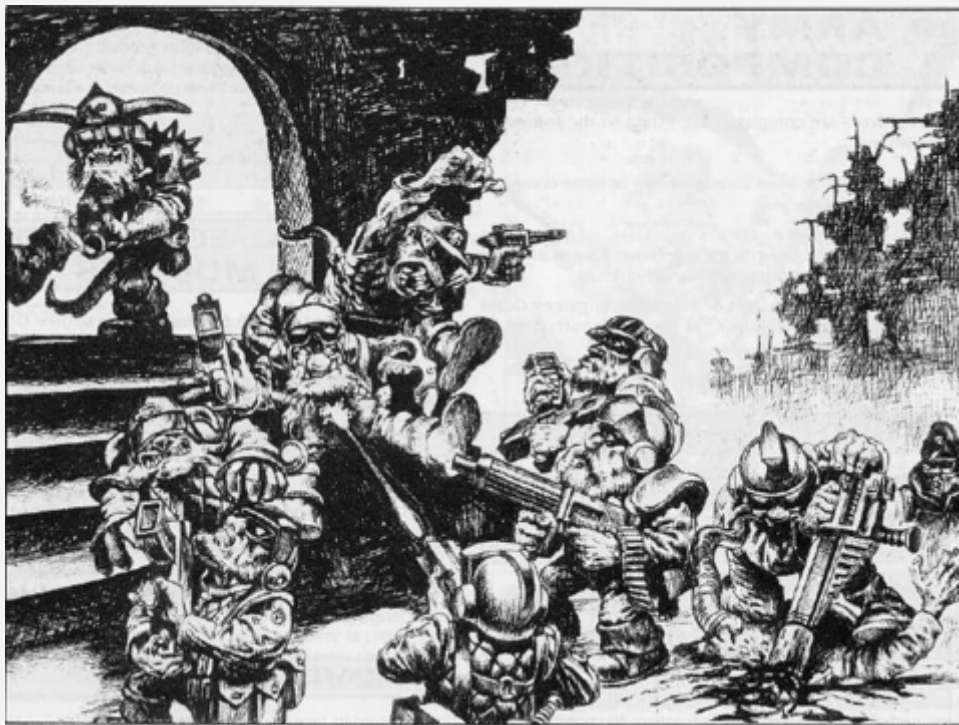
Every time a Squat takes a Flesh Wound or a Wound, the Squat player receives a Grudge token. Grudge tokens can be spent during any Combat phase to add an extra Attack to a Squat's Attacks characteristic. Multiple Grudge tokens can be spent at once.

### **Underground Dwellers**

Squats know their territories well, and have mapped out all known tunnels, nooks and crannies. When fighting against a Squat Kill Team, you may not deploy any models within 6" of their edge of the table.

### **Proper Squat Craftsmanship!**

Squats pride themselves in maintaining their weapons, and each member of the team is an expert engineer. Whenever a Squat fires a Plasma Gun or Heavy Plasma Gun on overcharge and rolls a 1, roll a D6. On a 4+ the firer suffers no ill effects.



*Classic GW art from ages past.*

### **Squat Tactics**

## THE PRICE OF BETRAYAL

*Once valued trading partners, the Aeldari turned their backs on the Squats in their time of need. A betrayal that has never been forgotten!*

Use this tactic after attacking a **Squat** attacks an Aeldari in close combat. That squat may now fight again.

**1 COMMAND POINT**

## WE DON'T NEED TO HUNKER DOWN

*Due to their diminutive size, Squats naturally make better use of cover.*

Use this tactic when an enemy declares a shooting attack against a **Squat** that is obscured and within 2" of an intervening piece of cover. The attack suffers a -1 BS penalty.

**1 COMMAND POINT**

## ONE FOR THE HISTORY BOOKS

*Raised on epic tales of heroism and sacrifice, Squats are always seeking their moment to shine.*

Use this tactic after a **Squat** has moved. Place a Ready marker by that Squat.

**2 COMMAND POINTS**



## BY MY BEARD, I SHALL NOT FALL

*A hardy people, Squats can survive even the most catastrophic injuries... often just long enough to get another swing in!*

Use this tactic when an enemy targets a **Squat** with a Shooting attack. Deduct 1 from the Wound roll for this; and any subsequent attacks that target this Squat for the rest of the turn.

**2 COMMAND POINTS**

## WAAAGH? I'LL SHOW YOU WAAAGH!

*The Squats have faced the Orks before... and stood steadfast. Where other species flee in terror, the Squats merely chuckle drily and ready their weapons!*

Use this tactic after an Ork attacks a **Squat** in close combat. If the Squat was not taken out of action, the Squat may make an immediate close combat attack with +1 to his Attacks characteristic.

**1 COMMAND POINT**

## A DROP O' BUGMAN'S

*The Squats have faced Hive Fleets, Ork invasions and all manner of other indignities... but they face all challenges with an inner steel that impresses even the Astartes.*

Use this tactic when a **Squat** fails a Nerve test. The Squat passes the test.

**1 COMMAND POINT**

## BRING THE HAMMER DOWN

*Squats pride themselves on building defensive lines that can take whatever punishment the enemy mete out... but they are also ever-ready to strike back with a peerless fury.*

Use this tactic when a **Squat** declares an attack in the Combat Phase. Regardless of the weapon being used, treat the strength of the attack as 8.

**2 COMMAND POINTS**

## THAT STILL ONLY COUNTS AS ONE

*Despite their wisdom and pragmatism, Squats are competitive on the battlefield, always wanting to outdo their fellows when it comes to executing feats of heroism.*

Use this tactic whenever an enemy model with a Wounds characteristic of 2 or more is removed from battle by a **Squat**. Nominate another Squat within 6". That Squat may either immediately move, shoot or make a close combat attack.

**2 COMMAND POINTS**

## RELIC OF THE LOST STRONGHOLDS

*The Squats lost many strongholds to the Ork menace. But many make daring expeditions to these doomed worlds, seeking heirlooms and powerful artefact-weapons.*

Use this tactic at the start of a battle. Nominate one **Squat**. Either select one of that Squat's weapons and increase that weapon's Strength by 2 and increase its AP by -1, or increase the Squat's Armour Save by 1. These effects last for the whole battle.

**1 COMMAND POINT**

## THUDD GUN BARRAGE

*Squats love to look the enemy in the eye before smiting them. But they are not fools, and will utilise artillery when necessary.*

Use at the start of the **Squat** player's Shooting phase. Select an enemy model anywhere on the battlefield and roll a D6. You may make this number of S3 attacks and may spread these attacks between this target and any other enemy models within 6" of that target.

**2 COMMAND POINTS**

## WISDOM OF AGES PAST

*Living Ancestors do not only keep the past alive for the Squat people. They also provide guidance, drawing on their vast experience.*

Use at the start of a turn if your **Squat Living Ancestor** is still on the table. Immediately gain D6 Command Points. You may only use this Tactic once per battle.

**2 COMMAND POINTS**

We hope you enjoy these rules. Do let us know how your games turned out.

May your beards be long and your ale ever-flowing!

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