

# ***Company Based Epic Armies – Squats***

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## **Squat Units**

The Squats started as part of the Imperium and their force structures still mirror the Imperial Guard. A Squat squad typically consists of 2 fireteams (stands), although specialty units will occasionally have 1 fireteam. Platoons consist of 3 squads. Companies consist of 3 Platoons plus supporting units.

Unlike the Imperial Guard, the Squats do not have an overabundance of manpower. This is reflected in a lesser number of support units being available for each company.

Squats are slow to change and their forces reflect earlier days of the Imperial Guard, before mechanization became widespread. As a result, Squat armies are normally walk into battle without any mechanized transport. This suits the Squats well as they do not favor aggressive maneuver warfare. Instead they prefer to defend. This is truly the strength of the Squats. Once dug in to the defense of an objective they are practically immovable.

On those occasions that Squats are mechanized, it is normally in the early version Rhino's.

## **Design Notes**

The Squats started as Imperial vassals and they learned to fight as the Imperium fights. Thus it made sense to keep the same force structure as the Imperial Guard. The Squats don't have the massive amounts of tanks and the like to justify 2 support platoons for each company that the Imperial Guard enjoy, so I reduced it to 1.

The Epic 40k army lists didn't make Rhino's a simple upgrade like they are for the Imperium. This reflects the largely defensive nature of most Squat forces. I also liked the story it told. If you look at older versions of Epic, the Imperial Guard is largely unmechanized. In Epic 40k, the Chimera is available to all Imperial Guard infantry. If you look at the games as progressive snapshots in time, it would seem that the Imperial Guard has moved from a walking army to a mechanized one (as most western armies did in the middle of the 20<sup>th</sup> century). The fact that the Squats do not have such ready access to transport would reflect the fact that Squat worlds were cut off from the Imperium before the rise of Imperial Guard mechanization. While this is entirely fiction on my part, I like the feeling of slow change in the armed forces.

Such a story arc also accounts for why the Squats have Rhinos (and not Chimeras). The Imperial Guard did have some Rhino's for some of its units that were mechanized, as is evidenced by older Epic games. Later, after the Squat worlds were cut off, the Imperial Guard developed and standardized on the Chimera.

## **Strategy Rating**

A Squat force has a Strategy Rating of 2. Add d3 to the Strategy Rating if the army has an Ancestor Lord.

## **Potential Allies**

Forces of the Imperium.

## Command Units

### Squat Stronghold Lord

**Usage:** The Stronghold Lord is a regimental level command unit led by a Stronghold Lord or Ancestor Lord. It is a company sized unit. Typically there will be at most one Stronghold Lord unit in a typical battle, although multiple Stronghold Lord units may be used in especially large battles.

**Frequency:** Uncommon

<b>Commander</b>			
Take 1 Commander (any type).			
<b>Stronghold Lord</b> 1 Stronghold Lord stand	<b>40 pts.</b>	<b>Ancestor Lord</b> 1 Ancestor Lord stand	<b>50 pts.</b>
<b>Stronghold Lord in Rhino</b> 1 Stronghold Lord stand, 1 Rhino	<b>47 pts.</b>	<b>Ancestor Lord in Rhino</b> 1 Ancestor Lord, 1 Rhino	<b>57 pts.</b>
<b>Stronghold Lord in Termite</b> 1 Stronghold Lord stand, 1 Termite	<b>54 pts.</b>	<b>Ancestor Lord in Termite</b> 1 Ancestor Lord, 1 Termite	<b>64 pts.</b>

<b>Bodyguards</b>			
Choose up to 1 Platoon. For infantry the mode of transport must match that of the Commander.			
<b>Berserker Platoon</b> 1 Veteran Berserker stand + 3 Berserker Squads (each with 2 Berserker stands)	<b>79 pts.</b>	<b>Mechanized Thunderer Platoon</b> 1 Veteran Thunderer stand, 1 Rhino + 3 Thunderer Squads (each with 2 Thunderer stands, 1 Rhino)	<b>142 pts.</b>
<b>Berserker Termite Platoon</b> 1 Veteran Berserker stand, 1 Termite + 3 Berserker Termite Squads (each with 2 Berserker stands, 2 Termites)	<b>177 pts.</b>	<b>Mechanized Warrior Platoon</b> 1 Veteran Warrior stand, 1 Rhino + 3 Warrior Squads (each with 2 Warrior stands, 1 Rhino)	<b>93 pts.</b>
<b>Guild Bike Squadron</b> 5 Guild Bike stands	<b>50 pts.</b>	<b>Thunderer Platoon</b> 1 Veteran Thunderer stand + 3 Thunderer Squads (each with 2 Thunderer stands)	<b>114 pts.</b>
<b>Guild Trike Squadron</b> 3 Guild Trikes	<b>42 pts.</b>	<b>Thunderer Termite Platoon</b> 1 Veteran Thunderer stand, 1 Termite + 3 Thunderer Termite Squads (each with 2 Thunderer stands, 2 Termites)	<b>212 pts.</b>
<b>Hearthguard Platoon</b> 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand)	<b>54 pts.</b>	<b>Warrior Platoon</b> 1 Veteran Warrior stand + 3 Warrior Squads (each with 2 Warrior stands)	<b>65 pts.</b>
<b>Hearthguard Termite Platoon</b> 1 Veteran Hearthguard stand, 1 Termite + 3 Hearthguard Termite Squads (each with 1 Hearthguard stand, 1 Termite)	<b>152 pts.</b>	<b>Warrior Termite Platoon</b> 1 Veteran Warrior stand, 1 Termite + 3 Warrior Termite Squads (each with 2 Warrior stands, Termites)	<b>163 pts.</b>
<b>Mechanized Berserker Platoon</b> 1 Veteran Berserker stand, 1 Rhino + 3 Berserker Squads (each with 2 Berserker stands, 1 Rhino)	<b>107 pts.</b>		
<b>Mechanized Hearthguard Platoon</b> 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand) + 2 Rhinos	<b>68 pts.</b>		

<b>Anti-Aircraft Support</b>	
May include a Thunderfire if the Commander does not have a Rhino or Termite.	
<b>Thunderfire</b> 1 Thunderfire	<b>31 pts.</b>

**Chain of Command:** Stronghold Lord > Hearthguard > Any other unit.

**Notes:** Other detachments with their HQ within 12" of the commander become Stubborn. If the commander (not just the bodyguard) participates in an assault or firefight you may re-roll the dice for the combat.  
If the army is lead by an Ancestor Lord increase the Strategy Rating by d3.  
If the entire detachment is transported in Termites it may use the Tunnellers rules.

## Line Units

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### Squat Biker Stronghold Company

**Usage:** The Biker Stronghold Company is one of the truly mobile forces in the Squat army. These Squats ride armed bikes and trikes into battle to harass the flanks of enemy forces. The bikers keep the enemy off balance and tie up enemy units that otherwise would attack Squat defensive lines.

**Frequency:** Common

#### Command

Must pay for a Company HQ

**1 Company HQ**

**25 pts.**

#### Main Force

Take 3 platoons

**Hearthguard Bike Platoon**

**54 pts.**

1 Veteran Hearthguard Bike stand + 3 Hearthguard Bike Squads (each with 1 Hearthguard Bike stand)

**Guild Trike Squadron**

**42 pts.**

3 Guild Trikes

**Guild Bike Squadron (take at least 1)**

**50 pts.**

5 Guild Bike stands

**Chain of Command:** Hearthguard > Any other unit.

Robots can never be the commander.

## Squat Mechanized Stronghold Company

**Usage:** The Mechanized Stronghold Company is a mobile version of the Stronghold Company. Squats are not known for their offensive operations and normally stand on the defense where unmounted troops are sufficient. Occasionally, however, there is a need to take a position, and for these occurrences the Mechanized Stronghold Company is used. These units utilize Rhinos to get the troops to the objective quickly.

**Frequency:** Uncommon

### Command

Take 1 Living Ancestor or Warlord.

<b>Living Ancestor</b>	<b>47 pts.</b>	<b>Warlord</b>	<b>47 pts.</b>
1 Living Ancestor stand, 1 Rhino		1 Warlord stand, 1 Rhino	

### Main Force

Take 3 platoons

<b>Hearthguard Bike Platoon</b>	<b>54 pts.</b>	<b>Mechanized Thunderer Platoon</b>	<b>142 pts.</b>
1 Veteran Hearthguard Bike stand + 3 Hearthguard Bike Squads (each with 1 Hearthguard Bike stand)		1 Veteran Thunderer stand, 1 Rhino + 3 Thunderer Squads (each with 2 Thunderer stands, 1 Rhino)	
<b>Mechanized Berserker Platoon</b>	<b>107 pts.</b>	<b>Mechanized Warrior Platoon</b>	<b>93 pts.</b>
1 Veteran Berserker stand, 1 Rhino + 3 Berserker Squads (each with 2 Berserker stands, 1 Rhino)		1 Veteran Warrior stand, 1 Rhino + 3 Warrior Squads (each with 2 Warrior stands, 1 Rhino)	
<b>Mechanized Hearthguard Platoon</b>	<b>68 pts.</b>		
1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand) + 2 Rhinos			

### Support

Choose up to 1 Platoon for support

<b>Guild Bike Squadron</b>	<b>50 pts.</b>	<b>Guild Trike Squadron</b>	<b>42 pts.</b>
5 Guild Bike stands		3 Guild Trikes	

**Chain of Command:** Warlord > Living Ancestor > Hearthguard > Any other unit.  
Robots can never be the commander.

## Squat Stronghold Company

**Usage:** The Stronghold Company is the core the Squat land forces. These troops dig in and will defend Squat land until the death.  
**Frequency:** Very Common

<b>Command</b>			
Take 1 Living Ancestor or Warlord.			
<b>Living Ancestor</b> 1 Living Ancestor stand	<b>40 pts.</b>	<b>Warlord</b> 1 Warlord stand	<b>40 pts.</b>

<b>Main Force</b>			
Take 3 platoons			
<b>Berserker Platoon</b> 1 Veteran Berserker stand + 3 Berserker Squads (each with 2 Berserker stands)	<b>79 pts.</b>	<b>Thunderer Platoon</b> 1 Veteran Thunderer stand + 3 Thunderer Squads (each with 2 Thunderer stands)	<b>114 pts.</b>
<b>Hearthguard Platoon</b> 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand)	<b>54 pts.</b>	<b>Warrior Platoon</b> 1 Veteran Warrior stand + 3 Warrior Squads (each with 2 Warrior stands)	<b>65 pts.</b>

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Guild Robot Squadron</b> 5 Robots	<b>120 pts.</b>	<b>Thunderfire Platoon</b> 3 Thunderfires	<b>93 pts.</b>
<b>Support Weapon Platoon</b> 3 Support Weapon Batteries (each with 2 Support Weapons)	<b>90 pts.</b>		

<b>Anti-Aircraft Support</b>			
May include a Thunderfire.			
<b>Thunderfire</b> 1 Thunderfire	<b>31 pts.</b>		

**Chain of Command:** Warlord > Living Ancestor > Hearthguard > Any other unit.  
 Robots can never be the commander.

## Squat Tunnellers Company

**Usage:** The Squats are known for their tunneling units. These burrowing machines dig under the enemy lines and surface in the enemies rear, causing confusion and havoc.

**Frequency:** Common

<b>Command</b>	
Take 1 Living Ancestor or Warlord.	
<b>Living Ancestor</b> 1 Living Ancestor stand, 1 Termite	<b>Warlord</b> 1 Warlord stand, 1 Termite
<b>54 pts.</b>	<b>54 pts.</b>

<b>Main Force</b>	
Make up to 10 choices	
<b>Berserker Mole Platoon</b> 1 Veteran Berserker stand + 3 Berserker Squads (each with 2 Berserker stands) + 2 Moles	<b>Thunderer Mole Platoon</b> 1 Veteran Thunderer stand + 3 Thunderer Squads (each with 2 Thunderer stands) + 2 Moles
<b>119 pts.</b>	<b>154 pts.</b>
<b>Berserker Termite Platoon</b> 1 Veteran Berserker stand, 1 Termite + 3 Berserker Termite Squads (each with 2 Berserker stands, 2 Termites)	<b>Thunderer Termite Platoon</b> 1 Veteran Thunderer stand, 1 Termite + 3 Thunderer Termite Squads (each with 2 Thunderer stands, 2 Termites)
<b>177 pts.</b>	<b>212 pts.</b>
<b>Hearthguard Mole Platoon</b> 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand) + 1 Mole	<b>Warrior Platoon</b> 1 Veteran Warrior stand + 3 Warrior Squads (each with 2 Warrior stands) + 2 Moles
<b>94 pts.</b>	<b>105 pts.</b>
<b>Hearthguard Termite Platoon</b> 1 Veteran Hearthguard stand, 1 Termite + 3 Hearthguard Termite Squads (each with 1 Hearthguard stand, 1 Termite)	<b>Warrior Termite Platoon</b> 1 Veteran Warrior stand, 1 Termite + 3 Warrior Termite Squads (each with 2 Warrior stands, Termites)
<b>152 pts.</b>	<b>163 pts.</b>

**Chain of Command:** Warlord > Living Ancestor > Hearthguard > Any other unit.

**Notes:** May deploy using Tunnellers rules.

## Support Units

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### Squat Artillery Battery

**Usage:** The Squat artillery is nearly as fearsome as that of the Imperial Guard. The Squats have fewer artillery vehicles, but compensate for it in the sheer firepower of the Goliath Mega-Cannon. This mammoth vehicle is able to rain car-sized shells from over 50 miles away. The artillery battery is used when an entire company cannot be dedicated to one section of the battlefield.

**Frequency:** Very Common

#### Command

Must pay for a Battery HQ

**1 Battery HQ**

**10 pts.**

#### Main Force

Take 1 platoon

**Goliath Battery**

3 Goliaths

**225 pts.**

#### Support

Choose up to 2 Squads for support

**Support Weapon Battery**

2 Support Weapons

**30 pts.**

**Thunderfire**

1 Thunderfire

**31 pts.**

**Thunderer Squad**

2 Thunderer stands

**32 pts.**

**Warrior Squad**

2 Warrior stands

**18 pts.**

**Chain of Command:** Any Main Force unit > Any other unit.

## Squat Artillery Company

**Usage:** The Squat artillery is nearly as fearsome as that of the Imperial Guard. The Squats have fewer artillery vehicles, but compensate for it in the sheer firepower of the Goliath Mega-Cannon. This mammoth vehicle is able to rain car-sized shells from over 50 miles away.

**Frequency:** Common

### Command

Must pay for a Company HQ

**1 Company HQ**

**25 pts.**

### Main Force

Take 3 platoons

**Goliath Battery**

3 Goliaths

**225 pts.**

### Support

Choose up to 2 Platoons for support

**Guild Robot Squadron**

5 Robots

**120 pts.**

**Thunderfire Platoon**

3 Thunderfires

**93 pts.**

**Support Weapon Platoon**

3 Support Weapon Batteries  
(each with 2 Support Weapons)

**90 pts.**

**Warrior Platoon**

1 Veteran Warrior stand + 3 Warrior Squads  
(each with 2 Warrior stands)

**65 pts.**

**Thunderer Platoon**

1 Veteran Thunderer stand + 3 Thunderer Squads  
(each with 2 Thunderer stands)

**114 pts.**

### Anti-Aircraft Support

May include a Thunderfire.

**Thunderfire**

1 Thunderfire

**31 pts.**

**Chain of Command:** Any Main Force unit > Any other unit.

## Squat Grand Battery Company

**Usage:** The Squats rely heavily on support weapons in defense of their positions. Many times these support weapons are grouped into companies for defense of important objectives.  
**Frequency:** Common

<b>Command</b>	
Must pay for a Company HQ	
<b>1 Company HQ</b>	<b>25 pts.</b>

<b>Main Force</b>	
Take 3 platoons	
<b>Support Weapon Platoon</b> 3 Support Weapon Batteries (each with 2 Support Weapons)	<b>90 pts.</b>

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Guild Robot Squadron</b> 5 Robots	<b>120 pts.</b>	<b>Thunderfire Platoon</b> 3 Thunderfires	<b>93 pts.</b>
<b>Thunderer Platoon</b> 1 Veteran Thunderer stand + 3 Thunderer Squads (each with 2 Thunderer stands)	<b>114 pts.</b>	<b>Warrior Platoon</b> 1 Veteran Warrior stand + 3 Warrior Squads (each with 2 Warrior stands)	<b>65 pts.</b>

<b>Anti-Aircraft Support</b>	
May include a Thunderfire.	
<b>Thunderfire</b> 1 Thunderfire	<b>31 pts.</b>

**Chain of Command:** Any Main Force unit > Any other unit.

## Squat Grand Battery Platoon

**Usage:** The Squats rely heavily on support weapons in defense of their positions. Many times these support weapons are grouped into companies for defense of important objectives. Objectives that are less important are often protected by a platoon of support weapons.

**Frequency:** Very Common

<b>Command</b>	
Must pay for a Platoon HQ	
<b>1 Platoon HQ</b>	<b>10 pts.</b>

<b>Main Force</b>	
Take 1 platoon	
<b>Support Weapon Platoon</b> 3 Support Weapon Batteries (each with 2 Support Weapons)	<b>90 pts.</b>

<b>Support</b>	
Choose up to 1 Squad for support	
<b>Thunderer Squad</b> 2 Thunderer stands	<b>Warrior Squad</b> 2 Warrior stands
<b>Thunderfire</b> 1 Thunderfire	<b>32 pts.</b> <b>18 pts.</b> <b>31 pts.</b>

**Chain of Command:** Any Main Force unit > Any other unit.

## War Engine Units

### Squat Land Train Company

**Usage:** The Land Train is another class of vehicle that is unique to the Squats. These building sized vehicles are grouped into a train. The 'engine' directs the train and provides most of the firepower and void shield protection to the train, while each battlecar provides specialized battlefield functions. These trains were originally created to transport vast amounts of minerals across hostile planets and were adapted for war after the Ork invasions.

**Frequency:** Common

War Engine	
Take 1 Land Train Engine	
<b>Land Train Engine</b> 1 Land Train Engine	<b>110 pts.</b>

Battlecars			
Choose up to 4 Battlecars			
<b>Berserker Battlecar</b> 1 Berserker Battlecar, 3 Berserker stands	<b>68 pts.</b>	<b>Dragon Battlecar</b> 1 Dragon Battlecar	<b>35 pts.</b>
<b>Bomb Battlecar</b> 1 Bomb Battlecar	<b>60 pts.</b>	<b>Mortar Battlecar</b> 1 Mortar Battlecar	<b>60 pts.</b>

Support			
Choose up to 1 Platoon for support			
<b>Guild Bike Squadron</b> 5 Guild Bike stands	<b>50 pts.</b>	<b>Mechanized Thunderer Platoon</b> 1 Veteran Thunderer stand, 1 Rhino + 3 Thunderer Squads (each with 2 Thunderer stands, 1 Rhino)	<b>142 pts.</b>
<b>Guild Robot Squadron</b> 5 Robots	<b>120 pts.</b>	<b>Mechanized Warrior Platoon</b> 1 Veteran Warrior stand, 1 Rhino + 3 Warrior Squads (each with 2 Warrior stands, 1 Rhino)	<b>93 pts.</b>
<b>Guild Trike Squadron</b> 3 Guild Trikes	<b>42 pts.</b>		
<b>Mechanized Berserker Platoon</b> 1 Veteran Berserker stand, 1 Rhino + 3 Berserker Squads (each with 2 Berserker stands, 1 Rhino)	<b>107 pts.</b>		

**Chain of Command:** n/a

## Squat Super Heavy Company

**Usage:** Squats do not have titans. Instead they rely on huge mobile fortress such as the Leviathan, Colossus, and Cyclops. The Super Heavy Company consists of one of these vehicles and its supporting units.

**Frequency:** Common

<b>War Engines</b>			
Take 1 War Engine			
<b>Colossus</b> 1 Colossus	<b>430 pts.</b>	<b>Leviathan</b> 1 Leviathan	<b>330 pts.</b>
<b>Cyclops</b> 1 Cyclops	<b>595 pts.</b>		

<b>Leviathan Infantry</b>			
If the War Engine is a Leviathan take 1 infantry platoon.			
<b>Berserker Platoon</b> 3 Berserker Squads (each with 2 Berserker stands)	<b>79 pts.</b>	<b>Warrior Platoon</b> 3 Warrior Squads (each with 2 Warrior stands)	<b>65 pts.</b>
<b>Thunderer Platoon</b> 3 Thunderer Squads (each with 2 Thunderer stands)	<b>114 pts.</b>		

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Guild Bike Squadron</b> 5 Guild Bike stands	<b>50 pts.</b>	<b>Mechanized Thunderer Platoon</b> 1 Veteran Thunderer stand, 1 Rhino + 3 Thunderer Squads (each with 2 Thunderer stands, 1 Rhino)	<b>142 pts.</b>
<b>Guild Robot Squadron</b> 5 Robots	<b>120 pts.</b>	<b>Mechanized Warrior Platoon</b> 1 Veteran Warrior stand, 1 Rhino + 3 Warrior Squads (each with 2 Warrior stands, 1 Rhino)	<b>93 pts.</b>
<b>Guild Trike Squadron</b> 3 Guild Trikes	<b>42 pts.</b>	<b>Thunderfire Platoon</b> 3 Thunderfires	<b>93 pts.</b>
<b>Mechanized Berserker Platoon</b> 1 Veteran Berserker stand, 1 Rhino + 3 Berserker Squads (each with 2 Berserker stands, 1 Rhino)	<b>107 pts.</b>		

<b>Anti-Aircraft Support</b>			
May include a Thunderfire.			
<b>Thunderfire</b> 1 Thunderfire	<b>31 pts.</b>		

**Chain of Command:** Not Applicable

## Flyer Units

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### Squat Air Attack Airsquadron

**Usage:** The Air Attack Airsquadron is a division of the Air Attack Airwing. Frequently only an Airsquadron will be seen over a battlefield instead of the entire Airwing. These armored dirigibles of the Airsquadron are unique to the Squats. They float above the battlefield obliterating any enemy in sight.

**Frequency:** Very Common

Command	
Must pay for a Platoon HQ	
1 Platoon HQ	10 pts.

Main Force	
Take 1 platoon	
Overlord Platoon 3 Overlords	186 pts.

**Chain of Command:** Overlord

### Squat Air Attack Airwing

**Usage:** The Air Attack Airwing is a company sized unit of Overlord Armored Airships. These armored dirigibles are unique to the Squats. They float above the battlefield obliterating any enemy in sight.

**Frequency:** Common

Command	
Must pay for a Company HQ	
1 Company HQ	25 pts.

Main Force	
Take 3 platoons	
Overlord Platoon 3 Overlords	186 pts.

**Chain of Command:** Overlord

## Squat Guild Gyrocopter Airsquadron

**Usage:** The Guild Gyrocopter Airsquadron is a division of the Guild Gyrocopter Airwing. Frequently only an Airsquadron will be seen over a battlefield instead of the entire Airwing. The Gyrocopter Airsquadron fields the Iron Eagle Gyrocopters. These aircraft are powered by huge lifting fans and flit around the battlefield; popping up from cover to attack the enemy.

**Frequency:** Very Common

<b>Command</b>	
Must pay for a Platoon HQ	
<b>1 Platoon HQ</b>	<b>10 pts.</b>

<b>Main Force</b>	
Take 1 platoon	
<b>Iron Eagle Platoon</b> 3 Iron Eagles	<b>93 pts.</b>

**Chain of Command:** Iron Eagle

## Squat Guild Gyrocopter Airwing

**Usage:** The Guild Gyrocopter Airwing is another ground attack arm of the Squats. The Gyrocopter Airwing fields the Iron Eagle Gyrocopters. These aircraft are powered by huge lifting fans and flit around the battlefield; popping up from cover to attack the enemy.

**Frequency:** Common

<b>Command</b>	
Must pay for a Company HQ	
<b>1 Company HQ</b>	<b>25 pts.</b>

<b>Main Force</b>	
Take 3 platoons	
<b>Iron Eagle Platoon</b> 3 Iron Eagles	<b>93 pts.</b>

**Chain of Command:** Iron Eagle

## Common Squat Platoons

These are the platoons that are commonly used by the Squats. Occasionally you might need to put together a force that doesn't follow the normal Squat Company lists and these can be helpful.

Infantry Platoons	
<b>Berserker Platoon</b> 79 pts. 1 Veteran Berserker stand + 3 Berserker Squads (each with 2 Berserker stands)	<b>Mechanized Thunderer Platoon</b> 142 pts. 1 Veteran Thunderer stand, 1 Rhino + 3 Thunderer Squads (each with 2 Thunderer stands, 1 Rhino)
<b>Berserker Termite Platoon</b> 177 pts. 1 Veteran Berserker stand, 1 Termite + 3 Berserker Termite Squads (each with 2 Berserker stands, 2 Termites)	<b>Mechanized Warrior Platoon</b> 93 pts. 1 Veteran Warrior stand, 1 Rhino + 3 Warrior Squads (each with 2 Warrior stands, 1 Rhino)
<b>Hearthguard Bike Platoon</b> 54 pts. 1 Veteran Hearthguard Bike stand + 3 Hearthguard Bike Squads (each with 1 Hearthguard Bike stand)	<b>Thunderer Platoon</b> 114 pts. 1 Veteran Thunderer stand + 3 Thunderer Squads (each with 2 Thunderer stands)
<b>Hearthguard Platoon</b> 54 pts. 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand)	<b>Thunderer Termite Platoon</b> 212 pts. 1 Veteran Thunderer stand, 1 Termite + 3 Thunderer Termite Squads (each with 2 Thunderer stands, 2 Termites)
<b>Hearthguard Termite Platoon</b> 152 pts. 1 Veteran Hearthguard stand, 1 Termite + 3 Hearthguard Termite Squads (each with 1 Hearthguard stand, 1 Termite)	<b>Warrior Platoon</b> 65 pts. 1 Veteran Warrior stand + 3 Warrior Squads (each with 2 Warrior stands)
<b>Mechanized Berserker Platoon</b> 107 pts. 1 Veteran Berserker stand, 1 Rhino + 3 Berserker Squads (each with 2 Berserker stands, 1 Rhino)	<b>Warrior Termite Platoon</b> 163 pts. 1 Veteran Warrior stand, 1 Termite + 3 Warrior Termite Squads (each with 2 Warrior stands, Termites)
<b>Mechanized Hearthguard Platoon</b> 68 pts. 1 Veteran Hearthguard stand + 3 Hearthguard Squads (each with 1 Hearthguard stand) + 2 Rhinos	

Vehicle Platoons	
<b>Goliath Battery</b> 225 pts. 3 Goliaths	<b>Overlord Platoon</b> 186 pts. 3 Overlords
<b>Guild Bike Squadron</b> 50 pts. 5 Guild Bike stands	<b>Support Weapon Platoon</b> 90 pts. 3 Support Weapon Batteries (each with 2 Support Weapons)
<b>Guild Robot Squadron</b> 120 pts. 5 Robots	<b>Thunderfire Platoon</b> 93 pts. 3 Thunderfires
<b>Guild Trike Squadron</b> 42 pts. 3 Guild Trikes	
<b>Iron Eagle Platoon</b> 93 pts. 3 Iron Eagles	

Anti-Aircraft Support	
May include a Thunderfire.	
<b>Thunderfire</b> 31 pts. 1 Thunderfire	