

CODEX™

THOUSAND SQUATS





The Thousand Squat battle line flees before the dreaded Rat Warriors of Nurgle.



A speedy Eldar Exodite assault crushes the Squat strongpoint.

INTRODUCTION

Welcome, attendees of the 2002 Baltimore Grand Tournament, to Codex: Thousand Squats. This tomb has but one purpose: to teach you the mysteries of modeling, collecting, painting and gaming with a Thousand Squat Chaos Space Marine army. For some of you, this path leads to untold power and infamy, for others it holds only endless hours of frustration— first trying to convert a non-existent army, then finding that the army itself is next to unplayable. Only your own prowess and the fickle favor of Tzeentch will determine which of these fates be yours...

THOUSAND SQUATS

Three years ago the Imperium of mankind overwent a sudden, massive reorganization. While refocusing its power closer to Terra and the vast legions of Space Marines and Imperial Guard who defended her, the Emperor cut off ties with many former allies of his domain. One of many forgotten allies, the proud race of squats was left to fend for itself against an oncoming Chaos invasion. The battle went poorly, with the once great and numerous squat army reduced to but a thousand warriors, holding out in one last stronghold

With the end near and certain, the squat lord Bzaark Khazon came to an inevitable but horrific decision. Rather than have his race extinguished by the forces of Chaos, he would forge a new alliance. Calling upon the power of the dark god Tzeentch, he struck a bargain. The squats would swear allegiance to Tzeentch, and in turn become immortal, indestructible servants of the dark god. But there was a cost.

The Squats did indeed become immortal as promised, but Tzeentch's magic did not mix well with squat blood. Like their ancient ancestors, the Chaos Dwarves, the thousand remaining squats were visited upon by the curse of stone, becoming immortal statues of hard granite. Now, able to move only through the use of armoured exoskeltons, not truly living yet unable to die, the Thousand Squats seek vengeance against the Emperor, who they blame for their hideous fate.

WHY COLLECT A THOUSAND SQUAT ARMY?

A Thousand Squat army is like no other in the 40K universe. The bulk of the troops are made up of indestructible stone Squat warriors, who, while impossible to destroy outright, offer very little in the way of mobility or offensive capability. Those roles must be taken up by the less numerous, more fragile elements in the army.

Some Squats move with the aid of machineries such as steam powered bikes and jetpacks, constructed with the aid of Grot Cultist underlings. In dire circumstances, the Cultists themselves will take to the battlefield. Other troops are made up of robotic machinations, such as Pink Horrors, built in the cavernous industrial ships that are now home to the Squat race. Overall, the Thousand Squats are a very difficult army to play with, as you must balance the use of both types of troops.

Aside from battlefield ability, the Thousand Squats are one of the most interesting armies to model and paint. No models exist for any of the troop types, so you have to be dedicated enough to convert every model in the army, which while giving the player a unique opportunity, can be difficult and time consuming. All in all, the Thousand Squat army is only for the most dedicated gamer.

SPECIAL RULES

Troop Choice:The army is lead by Bzaark Khazon, now a corrupted Demon Prince of Tzeentch. Thus marked by his patron god, Thousand Squat warriors may be taken as Troops choices.

Fearless:Thousand Squats are immortal and indestructible, with nothing to fear from most weapons. They never fall back and cannot be pinned, and are assumed to automatically pass any Morale check.

All is Stone:Thousand Squat Space Marines are, for all intents and purposes, animated stone statues that have to be blown to pieces or hacked apart in order to disable them. (They can never TRULY die.) Only shooting attacks that have a strength of 5 or more will affect a Thousand Squat Space Marine. Note that they can be attacked in close combat normally.

Slow and Purposeful:Thousand Squat Space Marines advance in a methodical manner, laying down a hail of constant fire with their bolters. To represent this they may never charge into close combat (though they defend normally), but always count as stationary when they fire their bolters, even if they moved in the same turn.

On Foot Only:These rules ONLY apply to Squats on foot. Thousand Squats riding bikes or with jump packs follow the normal rules for Chaos Space Marines.

Once an honorable and proud king, Bzaark is now crowned Daemon Prince of Tzeentch, his mortal form bloated with the power of Chaos itself. Only the death of the Emperor will satiate his ever growing hunger.



Unable to perform even basic tasks, the Thousand Squats use their Grot Cultists to help build many types of machines. Possessed Chaos Space Machines such as these go into battle with their creators, with inconsistent results due to sloppy Grot workmanship.



Sometimes the Grot Cultists are allowed to come up with their own creations, without Squat supervision. These robots are never as effective as they should be, and sometimes the results are downright horrible!

HQ

DAEMON PRINCE										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lord Bzaark	90	6	3	5	4	3	5	3	10	5+

Options: Bzaark comes equipped with **Wings** (10 pts) and the **Mark of Tzeentch** (5 pts)

ELITES

POSSESSED CHAOS SPACE MACHINES										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
5 Possessed Machines	150	4	4	4	4	1	4	1	9	3+

Weapons: Bolt pistol and close combat weapon

Possessed: Roll three times on the chart below at the start of the battle to find out how the machines function.

1 *Daemonically Fast.* 2 *Fearsome.* 3 *Strong.*
4 *Frenzied.* 5 *Vorpal drills and hammers.* 6 *Invulnerable!*

TROOPS

THOUSAND SQUATS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
10 Thousand Squats	230	4	4	4	4	1	4	1	9	3+

Weapons: Boltgun

THOUSAND SQUATS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
10 Thousand Squats	230	4	4	4	4	1	4	1	9	3+

Weapons: Boltgun

THOUSAND SQUATS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
10 Thousand Squats	230	4	4	4	4	1	4	1	9	3+

Weapons: Boltgun

DAEMON PACK										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
8 Horrible Pink Robots	120	4	4	4	4	1	4	2	10	5+

Summoned: Horrible Pink Robots are *summoned* onto the battlefield using the normal rules for Chaos Daemons.

Invulnerable: Forged in the very flames of Chaos itself, Pink Robots are very difficult to destroy, and treat their armour save as *invulnerable*.

Tzeentch Daemon Pack: Horrible Pink Robots can shoot magical flames that have the following profile: *Hit on 4+ Range 12" Strength 4 AP6 Assault 2*

CHAOS CULTISTS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
10 Grot Cultists	36	2	2	3	3	1	3	2	7	-

Weapons: Hammers, screwdrivers, and assorted construction equipment (counts as close combat weapon)

Options: 4 Grot Cultists have electric screwdrivers (**laspistols**, 4 pts) and 1 has a blowtorch (**flamer**, 2pts)

NURG'S BOTLINGS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
8 Botlings	72	3	0	3	3	3	3	3	7	5+

Invulnerable: Nurg's Botlings are very small and quick, there fore difficult to target. They are treated as *invulnerable*.

FAST ATTACK

CHAOS SQUAT MARINE LOCOMOTIVE BIKES										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
4 Squat Bikes	190	4	4	4	5	1	4	2	9	3+

Weapons: Twin-linked bolters

Options: 2 Bikers have replaced their twin-linked bolters with **plasma guns** (30 pts)

Roll you over!: Chaos Squat Marine Locomotive Bikes are extremely tough and heavy, and are designed to literally run over the enemy. To represent this, each biker gains +1 attack (already included in their profile)

CHAOS SQUAT-A-RAPTORS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
4 Squat-a-raptors	225	4	4	4	4	1	4	1	9	3+
Aspiring Champ.		4	4	4	4	1	4	2	10	3+

Weapons: Bolt pistol and close combat weapon

Options: 2 Squat-a-raptors have replaced their bolt pistols with **plasma pistols** (10 pts) and one has a **meltagun** (10pts). One has become an **Aspiring Champion** (15 pts)

Wargear: The aspiring Champion has a **Power Weapon** (15 pts)

Jump Packs: Chaos Squat-a-raptors move quickly via steam-powered jump packs.

Fearsome Charge: If the squad wins an assault in the turn it charges, the enemy will automatically fall back, without a Morale check.

Hit and Run: Chaos Squat-a-raptors may choose to leave close combat at the end of any assault phase.

HEAVY SUPPORT

CHAOTIC DREAD — NOT!										
	Points	WS	BS	S	Front	Side	Rear	I	A	
Astragoth	123	4	4	6(10)	12	10	10	4	3	

Type: Walker **Crew:** 1 Chaos Squat Marine and numerous Grot Cultists

Weapons: Twin-linked autocannon (35pts), close combat weapon w/ twin-linked bolter.

Options: Extra Armour (5pts), smoke launchers (3pts), and Coruscating Warp Grots (5pts)

Grot Frenzy! Having Grots at the controls of a Dreadnought is never a good idea! Before each shooting phase, roll a D6:

1 Bash Heads! Don't shoot, but go D6" to the nearest enemy, and double Attacks!

6 Gun Crazy! Don't assault, but shoot 2x at the nearest models, friend or foe!



When Grot Cultists have inhaled too many steam fumes, they can sometimes go off the deep end. Nurg, once a reliable underling to the Squats, is now a mad hermit inventor, making armies of weird tiny robots. He commands them in battle by remote control, where they are little more than an annoyance to the enemy.



The Thousand Squats are always looking for ways of overcoming their curse of immobility. Many have taken to traveling via intricate, steam powered machines such as jump packs and locomotive bikes.



CHOOSING A THOUSAND SQUAT ARMY

If your new to Grand Tournaments, like I am, then collecting a 'GT friendly' army can be a daunting task. I tried first and foremost to create a completely unique army, and one that would be instantly recognizable during gameplay. Each model had to be a complete conversion, but also had to look like the troops they were supposed to play as.

WHERE TO BEGIN?

The army concept was something I came up with several years ago, over a few rounds of beer with friends from our local club. I'm a fanatical Chaos Dwarf player, so the idea of bringing my fantasy army into the future appealed to me. I decided they would play as Thousand Sons, because of all the troop types, they seemed the most like Dwarves to me. Slow, purposeful, fearless— perfect!

When the plastic Fantasy dwarves came out, I did a few test shots, and they were relatively easy to convert. The eventual problem was the army list itself. An army based on guys who cannot assault, take special weapons, or have wargear of any kind proved difficult to play with. I had to carefully choose supporting troops who could fill

those roles, without relying on wargear. I ended up deciding on troops that could be fun conversions and would fit in the army theme, and had specific battlefield roles that could help me stand a chance in games. The added benefit of the troops I would select— Pink Horrors, Raptors, Bikes— is that they are rarely seen in our local club.

The entire process, from selection to modeling to painting the army, was recorded as a series of web articles on our club's website:

www.warmongerclub.com

If your interested, have a look, and if you're ever in New York, make sure to stop by the Warmonger Club for a game or three!



PAINING AND MODELING

Left: The 'basic' Squat warrior is constructed using the torso, arms, and backpack of OOP Chaos Space Marines, and the head and legs of plastic fantasy dwarves.



The Locomotive 'bikes' are constructed from a wide array of leftover tank accessories.



Right: This Aspiring Champion Squat-a-Raptor uses a jump pack made from Imperial Guard searchlights.



Above & Right: Robotic Squat creations like these Horrible Pink Robots and Possessed are made using bits from Gorkamorka, Necromunda, Warhammer Siege, and Imperial Guard tank sprues.



These 'Botlings' are actually Epic 40K Ork Dreadnoughts.

This Daemon Prince's torso had to be hand sculpted from Super Sculpty. Bits used here include fantasy ogres, Inquisitor Marines, and Chaos Dwarf Lammasu parts, to name a few.

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“The book needs but one entry only, and we shall reserve it for all time. Let that entry be the Emperor of mankind, who hath abandoned us in our time of greatest need. Ours is an unforgetting, unforgiving race. The last of our kind will never know peace until we have rid the universe of the Emperor and all those who bear him allegiance. Praise Tzeentch, who hath made us eternal enough to finish the great task we now undertake.”

—The Book of Grudges



The Thousand Squats are all that remains of the once proud Squat race, sworn to destroy the Emperor who has abandoned them.

Inside you will find:

- **ARMY LIST:** The complete Thousand Squat army list, which allows you to choose forces for a battle. Also included is information covering all types of weapons and wargear.
- **HOBBY SECTION:** One full colour page packed with valuable tips and advice on collecting, painting a Thousand Squat army.
- **BACKGROUND:** A full background section detailing the proud Squat race's betrayal at the hands of the Emperor, and it's salvation through allegiance to the Chaos god Tzeentch.

This is an army roster sheet for the 2002 Baltimore 40K Grand Tournament. You must possess a valid GT ticket, hotel accommodations, and transportation to and from Baltimore to be able to use the contents of this book.

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