

The Lost And The Damned

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LD1.0 CHAOS CULTISTS - THE LOST AND THE DAMNED

Even on worlds where the Imperial Cult is rigidly adhered to, there are some who are lured by the power of Chaos. Secret cabals spring up on hundreds of planets even as the Inquisition ruthlessly purges sects and hidden organizations across the Imperium. Led by an Arch Heretic and his secret coven of manipulators, assassins and iconoclasts, the Cult covertly spreads the doctrines of Chaos. Imperial citizens from every strata of society – soldiers, factory workers, clerks, even high-ranking officials - all are enticed with the promises of power, vengeance, and a better world.

The Arch Heretic will lead his followers in secret rites, summoning hideous daemons to aid them in their insane quest for domination. Mutants and beasts, the children of Chaos, are accepted as brethren and swell the ranks of the cult. Whole companies of planetary defense force troops swear allegiance to the Chaos Gods or are manipulated to fight unknowingly for Chaos. When the time is right, these insidious groups rise up in bloody revolt, attempting to oust the rightful rulers of the planet and throw their world at the feet of the Chaos Gods. Many are discovered and swiftly executed by the Adeptus Arbites and Inquisition, but there are always others willing to trade their soul for alluring promises of power and immortality.

During Abaddon's Thirteenth Black Crusade, a large uprising of chaos cultists occurred on the gate world of Cadia. A horde of mutants from the notorious Stigmatus Covenant numbering almost ten thousand assaulted positions held by the Imperial Fists Space Marine chapter. While the hated servants of the false emperor eventually drove back the besieging cultists, at the height of the assault on the walls of Kasr Vasan, a group of several hundred cultists overwhelmed the Imperial Fist's company commander, Captain Tialo. The cultists breached the wall and inflicted great damage on the defenders of the Imperium.



LD1.1 THE LOST AND THE DAMNED SPECIAL RULES

LD1.1.1 Initiative & Strategy Rating

Formation	Initiative
<i>Cultist Covens, Traitor Support, Plague Zombies and Daemon Engines.</i>	3+
<i>Daemon Engine Aircraft and Traitor Navy.</i>	2+

Armies of the Lost and the Damned have a strategy rating of 2.

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 lesser daemons to add to their *Daemon Pool* (see LD1.1.3). If the Chaos player rolls a 1 their patron Powers withdraw their support and the Chaos player must remove 1D3 lesser daemons from their *Daemon Pool*. If the Chaos player has no remaining lesser daemons in their *Daemon Pool* then there is no further effect.

LD1.1.2 Factions

Each formation in an army of the Lost and the Damned belongs to a faction that owes allegiance to one of the gods of Chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that worship Chaos Undivided, the different factions do not get along well, and some



factions hold a millennia-old hatred of each other. Although the factions will often unite under a powerful Demagogue to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations belonging to Khorne *hate* those belonging to Slaanesh, and vice-versa.

Formations belonging to Tzeentch *hate* those belonging to Nurgle, and vice-versa.

A formation that has no units from a *hated* formation within 30cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 30cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

LD1.1.3 Summoned Units

Formations that purchase the *Daemonic Pact* upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a player must first purchase a single *Daemon Pool* from which all formations with the *Daemonic Pact* upgrade will summon. Daemons in the *Daemon Pool* are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their *Daemon Pool* or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the *Daemon Pool*. The *Daemon Pool* is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the *Daemon Pool*. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the *Daemon Pool* and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your *Daemon Pool*. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the *Daemon Pool*. Broken formations or formations that have not bought a *Daemonic Pact* may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play.

Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction	Daemons
Khorne	Bloodthirster, Bloodletters
Nurgle	Great Unclean One, Plaguebearers
Slaanesh	Keeper of Secrets, Daemonettes
Tzeentch	Lord of Change, Flamers
Any faction	Daemonic Beasts

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are removed

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the *Daemon Pool* unless the formation has a unit with *Daemonic Focus* (see LD 1.1.5 below). Greater Daemons that are returned to the *Daemon Pool* keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when

summoned again they will have that same DC. Summoned units that are destroyed are not put back into the *Daemon Pool*. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the *Daemon Pool*.

Special Rule LD 1.1.4 Augment Summoning

Some chaos units are noted as having *Augment Summoning* (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 1.1.3 Summoning Units). For example, a unit noted as having *Augment Summoning* (+2D3) would allow a formation with a *Daemonic Pact* to roll 4D3 for summoning points as opposed to the usual 2D3. Note you only receive the augment summoning bonus if you bought a *Daemonic Pact* for the formation.

Special Rule LD 1.1.5 Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with *Daemonic Focus* may not be used to keep summoned units in play if the formation is broken.

Example: A Chaos player begins her army creation process by purchasing a *Daemon Pool* to be used by her summoning formations. She purchases 14 lesser daemons and 2 greater daemons. These daemons are not affiliated with any particular faction until they are summoned. When purchasing formations she chooses the *Daemonic Pact* upgrade for two formations; a Khorne and a Nurgle formation. During her first turn she indicates that the Nurgle formation will be summoning daemons. She rolls 2D3 and gets 5 summoning points. She decides to summon 5 Plaguebearers, each stand costing a single summoning point. She removes 5 lesser daemons from the *Daemon Pool* leaving 9 lesser daemons left and places 5 Plaguebearers on the table. In her second turn she decides to summon daemons using the Khornate formation. She also purchased a *Demagogue* for this formation so she rolls 2D3, the base amount she gets to summon, and then rolls an additional 2D3 because of the *Demagogue's* *Augment Summoning* ability. She receives 12 summoning points. She uses 8 points to summon a Bloodthirster, 2 points to summon 2 Daemonic Beasts and the last 2 points to summon 2 Bloodletters. This leaves her with 5 lesser daemons and 1 greater daemon in her *Daemon Pool*.

LD2.0 THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

LD2.1 Using The Army List

The following army list allows you to field a Chaos Cult army based on the Stigmatum Covenant Cult that arose in the Mackan system during Abaddon's 13th Crusade. It can also be used as a 'stand in' army list for other Cult armies.

The followers of the Stigmatum Covenant Cult are organized into formations called covens. Each Cultist coven may also include a number of extra units called upgrades. The charts below shows what units comprise a Cultist coven, what upgrades are allowed, and their points cost. Each upgrade that is taken adds to the cost of the

coven, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade may only be taken once per formation.

Each Stigmatum Cultist coven included in the army allows the player to take one Stigmatum Covenant Support Coven. Chaos Daemon Engine covens must be chaos undivided or belong to the same faction as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatum Cultist covens the army could include two Khorne daemon engine covens or one Khorne and one undivided daemon engine coven.

LD2.1.1 The Lost And The Damned Demagogue

One Demagogue, Chaos Marine Aspiring Champion or Daemon Prince in the army must be upgraded to an Arch Heretic. This character upgrade does not cost any additional points.

Stigmatus Covenant Covens		
Formation Type	Units	Points Cost
Stigmatus Covenant Coven	One Demagogue or Chaos Marine Aspiring Champion and eleven Cultist or Mutant units. You may choose any mix of Cultist and Mutants as long as it adds up to eleven units.	200 points
Daemon Pool	Lesser Daemon units Greater Daemon units	20 points each 100 points each

Stigmatus Covenant Upgrades (Each Covenant Cultist upgrade may be taken once per Cultist formation.)		
Upgrade	Units	Points Cost
Daemon Prince	Replace the Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50 points
Icon Bearer	One Icon Bearer character upgrade.	+40 points
Cultists or Mutants	Add up to eight Cultist or Mutants units to the coven. You may choose to add any mix of Cultist and Mutants as long it does not exceed eight units.	15 points each
Big Mutants	Replace one to six Cultist and/or Mutant units with an equal number of Big Mutant units.	20 points each
Chaos Spawn	Add one Chaos Spawn unit to the coven.	25 points
Chaos Hounds	Add one to three Chaos Hounds to the coven.	10 points each
Chaos Altar	Add one Chaos Altar to the coven.	150 points each
Traitor Fire Support	Add up to four Traitor Fire Support units to the coven.	25 points each
Traitor Tank Squadron	Add up to three Traitor Leman Russ or Leman Russ Demolishers to the coven.	70 points each
Traitor Griffon Battery	Add up to three Traitor Griffons to the coven.	35 points each
Traitor Hellhound Squadron	Add up to three Traitor Hellhounds to the coven.	50 points each
Traitor Flak	Add up to two Traitor Hydras to the coven.	50 points each
Transports	Add Land Transporters to the coven.	10 points each
	Add Traitor Chimera to the coven.	25 points each
	If you choose to take this option then you must take exactly enough Land Transporters or Chimera to carry all infantry units that move 15cm or less after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it. You may mix and match Land Transporters and Traitor Chimera.	
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool.	25 points

Stigmatus Covenant Plague Zombie Infestation (You may take 0-2 Plague Zombie Infestations in an army.)		
Formation Type	Units	Points Cost
Plague Zombie Infestation	3D6 Plague Zombie units.	175 points

Stigmatus Covenant Support Covens

(You may take only one Stigmatus Covenant Support coven per Cultist coven chosen from the three categories below: **Daemon Engines**, **Traitor Support** or **Traitor Navy**).

Formation Type	Units	Points Cost
Daemon Engines (The Daemon Engine formation must be chaos undivided or belong to the same faction as the Cultist coven associated with them).		
Khorne: Lord of Battles	One to two Lords of Battles.	400 points each
Khorne: Daemon Assault Engines	Four Demonic Assault Engines	300 points
Nurgle: Plague Tower	One to two Plague Towers.	325 points each
Nurgle: Contagion Towers	Four Contagion Towers.	325 points
Slaanesh: Daemon Scout Titan	One to two Daemon Scout Titans.	
	Questors	275 points each
	Subjugators	225 points each
Slaanesh: Daemon Knights	Four Daemon Knights	275 points
Tzeentch: Firelord	One to three Firelords.	150 points each
Tzeentch: Doomwings	Three Doomwings.	150 points
Tzeentch: Silver Towers	Four Silver Towers	325 points
Undivided: Hellfire Cannons	Four Hellfire Cannons	200 points
Undivided: Defilers	Four Defilers	400 points
Traitor Support		
Traitor Rough Rider Platoon	Six Traitor Rough Rider units.	150 points
Traitor Sentinel Squadron	Four Traitor Sentinels.	100 points
Traitor Artillery Battery	Four Basilisk.	325 points
Traitor Armoured Company	Six Traitor Lemman Russ	400 points
Traitor Navy		
Traitor Thunderbolt Fighters	Two Thunderbolt Fighters.	150 points
Traitor Marauder Bombers	Two Marauder Bombers.	300 points



LD3.0 STIGMATUS COVEN UNITS

DEMAGOGUE

The Chaos Gods smile on certain of their followers, granting them psychic powers or blessing them with mutations. Those that survive the capricious gifts of their patrons often rise to positions of leadership.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Firearms	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		
Daemon Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Arcane Powers	30cm	MW6+	Macro Weapon	

Notes: *Invulnerable Save, Augment Summoning (+2D3).*

CHAOS MARINE ASPIRING CHAMPION

Not all Chaos Space Marines choose to remain with their Legion eternally. Personal ambition, vendettas, jealousies, rivalries or the commands of their patrons may set their feet on a very different path. It is easy enough for such powerful warriors to quickly rise to the role of war chief, tyrant or despot to the lesser minions of Chaos.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		
Daemon Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *Invulnerable Save, Commander, Leader.*

DAEMON PRINCE

Occasionally the powers of Chaos will smile with unique affection upon a particular champion and grant them tremendous power. The champion may grow to tremendous stature over time or be temporarily drawn into the warp only to return in dramatically different form. Regardless of the process, however, they are clearly daemonic, exhibiting tremendous physical prowess and wielding daemonic weapons and crushing psychic abilities.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (30cm)	3+ (4+)	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	(base contact)	Assault Weapon	Macro Weapon, Titan Killer (1), Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1), Titan Killer (1)	

Notes: Commander, Leader. Fearless, Reinforced Armour, Teleport. The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above.

ARCH HERETIC

Whenever a chaos cult undertakes an uprising, there is invariably a leader of diabolic charisma who drives them to a fever pitch.

Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
None	-	-		

Notes: Character, Supreme Commander.

ICON BEARER

An icon bearer carries into a battle a revered item amongst chaos followers. It is a direct link to the minions of the chaos powers. The runes inscribed on the icon are a powerful conjuration and binding tool for daemons. So powerful that summoned daemons can use the icon as a focal point that anchors them in the material world for longer times. Thus letting daemons cause more carnage and torment for their masters.

Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
None	-	-		

Notes: Character, Leader, Daemonic Focus, Invulnerable Save.

CULTISTS

Cultists are those that have turned from the Emperor's light and joined fortunes with the servants of darkness. Mercenaries, pirates, military deserters and renegades flock to the banners of the coven in the hopes of being rewarded for their perfidy with wealth, power and prestige. Ever entire worlds have turned to chaos to survive and wring out their miserable lives a little longer. Cultists are typically well armed with weaponry stolen and scavenged from a variety of sources.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	5+	6+
Weapon	Range	Firepower	Notes	
Firearms	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		

Notes: None.

MUTANTS

A vast bulk of most Chaos legions is made up of a scrofulous tide of hideous mutants. These are the dregs of daemon and imperial worlds. The fiercest and least crippled of these fight for a place in the coven before they go to war, hoping only to slay and plunder in their masters name and perhaps earn the favour of the fickle gods of Chaos. Mutants are armed with a variety of crude blades, spears, primitive pistols, bombs and clubs.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Firearms	(15cm)	Small Arms		
Assorted Weapons	(base contact)	Assault Weapons		

Notes: None.

BIG MUTANTS

Mutation is rife among the legions of Chaos as the uncaring gods bestow their twisted blessings on their worshipers without rhyme or reason. Big mutants are the grossest examples of their kind, huge and thickly muscled with an intellect to match. Whether these creatures were originally human is almost impossible to tell now, some sport bestial heads, dragging knuckles and scaly hides. In battle such creatures instinctively group together. With their massive strength big mutants are able to wield huge weapons or fire regular weapons as they were small pistols.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Big Weapons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
2 x Heavy Stubber	30cm	AP6+or Small Arms		

Notes: Big Mutants are strong enough to wield a heavy stubber in much the same manner that other troops use pistols and this is why they have such a high firefight value.

CHAOS SPAWN

To gain the attention of the Chaos gods is a supremely risky venture. It may lead to power and riches beyond measure, but it may equally result in the supplicant being reduced to something far less than a man by the corrupting gifts of Chaos. Chaos spawn are heaving, ever changing masses of flesh, bone and gristle which really have no sane right to be moving around under their own power. But they do move and chase and eat and... well it all gets pretty ugly pretty quickly. Chaos legions use spawn as terror weapons, unleashing packs of them to hurl themselves at the enemy in a nightmare wave of hopping, drooling, tentacular madness.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	none
Weapon	Range	Firepower	Notes	
Horrific Mutations	(base contact)	Assault Weapons	Extra Attacks (+D3)	

Notes: Invulnerable Save, Fearless.

CHAOS HOUNDS

Chaos hounds embody the worst elements of a nightmare hunter. Their bodies are twisted and deformed by the power of the warp so that glistening flesh and muscle are visible through the rips and tears in their lumpen hides and matted hair. Despite their hideous appearance they are lithe and strong, their loping strides capable of catching a fleeing man in a few bounds, pulling them down to their inevitable doom in their shark-like maws.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	none
Weapon	Range	Firepower	Notes	
Teeth	(base contact)	Assault Weapons		

Notes: None.

PLAGUE ZOMBIES

Plague Zombies, like Chaos Spawn, are the result of the corrupting gifts of Chaos gone awry for the recipient. The changes to their mental state are comparable to the physical mutations of a Spawn. They are incapable of comprehending the world in human terms. They are insensible to pain or fear and their bodies rapidly decay as they are unable to maintain themselves. Plague Zombies can also be used to represent blood-crazed Khornate followers, drug-induced Slaaneshi madmen, or possessed Tzeentchi savants.

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	5+	6+	none
Weapon	Range	Firepower	Notes	
Claws and Teeth	(base contact)	Assault Weapons		

Notes: Fearless, Infiltrators, Infestation-treat placement just like Teleport, but after placing one unit roll 3D6 to see how many total stands of Plague Zombies there are, then roll for Blast Markers as usual for Teleporting. (Design Note: This represents an infestation of Plague Zombies that has been released upon the enemy). Plague Zombies may contest objectives in games but may not hold objectives.

LAND TRANSPORTER

The coven uses crude trucks, transports and various assorted vehicles to carry troops into battle. Most all of them that have been modified for battle by welding on extra plates of armour and adding various heavy weapons that have been acquired from the local PDF.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Weapons	30cm	AP6+/AT6+		

Notes: Transport (May transport two of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up two transport spaces each.)

CHAOS ALTAR

Before large battles cultists will labor to build massive mobile altars to the chaos gods they worship so their patron deity will bestow gifts and powers upon them during the conflict. Each Chaos Altar is a unique construct. Some are floating altars with multiple needle like towers powered by arcane magic, others are massive wheeled engines of brass and iron driven forward by the carnage and blood of their enemy, and still others are large altars of stone pulled by mutated chaos beasts or spawn, drawing power from the cries and screams of pain and agony. Thus during battle the Chaos Altar is a source of inspiration, arcane powers and a focal point for the infinite daemons of chaos to break through from the warp into the material world

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Arcane Technology	45cm	D3 x AP4+/AT4+/AA4+		

Notes: Damage Capacity 3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring, Augment Summoning (+2), Daemonic Focus.

Critical Damage: The Altar is dragged into the warp and destroyed. Remove it from play. All units within 5cm suffer a MW6+ attack from the backlash of the raw power of the warp.

LD3.1 CHAOS DAEMON ENGINE UNITS

KHORNE LORD OF BATTLES

The Lord of Battle is a machine-spirit dedicated to Khorne and is constructed of black iron and brass and embodies all the destructive powers of mechanized warfare. It is cross between a titan and Greater Daemon. Its daemonic soul howls with savage joy as it crashes into the enemy with its cannons blazing. The death storm is extremely effective at cutting a swathe of destruction through troops or lightly armoured vehicles, laying down a curtain of explosives and flying shrapnel. Its tank-sized chainfist, with a whirling chain driven saw made of hundreds of sharp blades, is capable of chopping down most any opponent. Despite the destructive capabilities of the Lord of Battle it's thirst for war is never truly quenched, even by a veritable mountain of dead foes.

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Death Storm	45cm	4 x AP4+/AT4+		
Chain Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+3)	
2 x Battlecannon	75cm	AP4+/AT4+		

Notes: Damage Capacity 6, Reinforced Armour, Thick Rear Armour, Fearless.

Critical Damage: The Lord of Battles is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Lord of Battles rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).

KHORNE DAEMON ASSAULT ENGINE

Daemon Assault Engines vary in size and appearance but all are large and have many weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne they resemble deadly hulking monsters. The Daemon Assault Engines bristle with crude cannons, snapping blades, saw-like close combat weapons and other lethal appendages. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels. Khorne's followers are the most lethal inventors of daemon engines, building the awe-inspiring Brass Scorpion, Blood Reapers, Tower of Skulls, Cauldron of Blood and the mighty Deathdealers.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Blood Cannons	30cm	2 x AP4+/AT5+		
Daemon Blades/Spikes	(base contact)	Assault Weapons	Extra Attacks (+D3)	
Notes: Reinforced Armour, Fearless.				

NURGLE PLAGUE TOWER

The massive mortar and cannons of the Plague Tower blast the foe apart as its ramshackle frame trundles across the battlefield. It is driven along by the power of trapped souls, the victims of Nurgle's many plagues. These unfortunate beings are imprisoned within the bowels of the Plague Tower and their raw agony and terror feeds its arcane engines. The massive size of the Plague Tower enables it to crush smaller foes under its huge wheels, or shunt them aside with no pause in its inexorable progress. The Plague Tower is capable of transporting Nurgle's plague ridden legions. Inside its protective walls, the demented followers of Nurgle howl their praises to the Lord of Plagues before launching their purulent charge.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Plague Mortar	60cm	3+D3BP	Disrupt, Fixed Forward Arc	
Rot Cannon	90cm	AP3+/AT5+	Ignore Cover, Fixed Forward Arc	
2 x Battlecannon	75cm	AP4+/AT4+		

Notes: Damage Capacity 6, Reinforced Armour, Fearless. Transport (May transport sixteen of the following units: Arch Heretic, Daemon Prince, Chaos Spawn, Cultists, Mutants, Big Mutants, Chaos Hounds, Daemonic Beasts, Plague Bearers, Great Unclean One. Chaos Spawns, Big Mutants, Daemon Princes and Great Unclean Ones take up two transport spaces each).

Critical Damage: Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed.

NURGLE CONTAGION TOWER

As the worshippers of Nurgle advance across the battlefield the terrifying scream of plague catapults fills the air. Contagions of Nurgle are crude structures bearing huge catapults which sling noxious volleys of plague-encrusted offal at the foe. When these vile bombs impact they spray ichor and infected debris across a wide area. The pestilential aura that surrounds the site of these bombardments fills the air with corruption and the malaise of Nurgle's Rot spreads across the battlefield. Contagions are also equipped with vomit cannons to use on enemy that approach too close. The vomit cannon sprays a gout of disgusting filth and disease, which surges over walls, around trees and through windows.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Plague Catapult	45cm	1BP	Disrupt, Indirect Fire	
Vomit Cannon	30cm	AP4+/AT6+	Ignore Cover	
Notes: Invulnerable Save, Fearless.				

SLAANESH SUBJUGATOR

The Subjugator embodies the essence of Slaanesh: lithe, swift and deadly. Its Hellslicers rip apart foe many times its own size while the psychically-charged cannon leave a trail of charred wrecks and ashen corpses wherever they are fired.

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Hellblades	(base contact)	Assault Weapon	Extra Attacks (+2), Titan Killer (D3)	
2 x Battlecannon	75cm	AP4+/AT4+		

Notes: Damage Capacity 3, 2 Void Shields, Walker, May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide, Reinforced Armour, Fearless.

Critical Damage: The Subjugator is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

SLAANESH QUESTOR

The Questor gallops towards its foe with its long, powerful legs, the daemoniac spirits inside chattering and screaming with the sensations that battle brings. As the Castigator cannons are brought to bear, these shrieks turn to howls of elation as the foe are pummelled into dust by an unceasing torrent of shells.

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Castigator Cannon	45cm	3 x AP3+/AT5+		
2 x Battlecannon	75cm	AP4+/AT4+		

Notes: Damage Capacity 3, 2 Void Shields, Walker, May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide, Reinforced Armour, Fearless.

Critical Damage: The Questor is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Questor into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

SLAANESH DAEMON KNIGHT

The Hell-Scourge, Hell-Strider and Hell-Knight are collectively known as the Daemon Knights of Slaanesh. These sleek and graceful machines lope across the battlefield, striding into the heart of the opposing army before unleashing a devastating volley of fire from their cannons. As living daemoniac machines they crush the opponents of Chaos and delight in the destruction of their foes, screeching deafening hunting cries across the battlefield. They are machine-predators, the perfect hunters who mercilessly run down their quarry with bounding strides from their elegant powerful legs. Daemon Knights have a pact instinct and are in constant telepathic communication with each other. They make exceptional scouts using coordinated attacks and out flank the enemy with ease.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Castigator Cannon	45cm	3 x AP3+/AT5+		

Notes: Walker, Invulnerable Save, Fearless, Scout.

TZEENTCH DOOMWING

Many of the servants of Tzeentch possess the gift of flight to some extent. The strange Daemonic flyers of Tzeentch are no exception. The Doomwing is a small interceptor. As deadly and maneuverable as an Eldar fighter these machines are a dreaded throughout the sectors near the Eye of Terror.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	fighter	6+	na	na
Weapon	Range	Firepower	Notes	
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save.

TZEENTCH FIRELORD

The Firelord is a large Bomber. Nobody knows for sure if the machine is piloted by a traditional crew, possessed by a Daemon or perhaps even guided by the hand of the Lord of Change himself. However it is certain that every time the scream of it's mighty engines are heard Imperial soldiers run for cover from it's deadly payload of Firestorm bombs and warpfire thrower.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	bomber	4+	na	na
Weapon	Range	Firepower	Notes	
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward	
Firestorm Bombs	15cm	D3BP	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save.

TZEENTCH SILVER TOWER

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Arcane Cannons	45cm	3 x AP4+/AT4+		
Beam of Power	60cm	MW5+	Macro Weapon	

Notes: Skimmer, Invulnerable Save, Fearless.

UNDIVIDED HELLFIRE CANNON

Hellfire Cannons are huge metal monstrosities. Crewed by twisted mutants, each contains a bound daemonic essence capable of hurling bolts of devastating warp energy toward their foes.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Hellfire Cannon	75cm	MW4+	Macro Weapon	

Notes: Invulnerable Save, Fearless.

UNDIVIDED DEFILER

The Defiler was fashioned at the command of Abaddon the Despoiler. It is a six-legged, baroquely-forged machine with savage hooks and barbs along its limbs. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it drives over and batters down the strongest defenses with its mighty battle cannon.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Defiler Cannon	75cm	AP4+/AT4+		
<i>or</i>	75cm	1BP	Indirect Fire	
Twin Lascannon	45cm	AT4+		
Defiler Heavy Flamer	15cm	AP4+	Ignore Cover	
<i>and</i>	(15cm)	Small Arms	Extra Attack (+1), Ignore Cover	
Battle Claws	(base)	Assault Weapon	Extra Attack (+1), Macro Weapon	

Notes: Fearless. Invulnerable Save. Walker.

LD3.2 CHAOS DAEMON UNITS

BLOODTHRISTER: GREATER DAEMON OF KHORNE

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Axe of Khorne	(base)	Assault Weapons	Extra Attacks (+2), Titan Killer	
Bloodthriester's Whip	(base)	Assault Weapons	Extra Attacks (+1), Titan Killer	

Notes: Damage Capacity 3. Inspiring. Walker. Wings (count as Jump Pack). Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.

Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemoniac units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

BLOODLETTERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Hellblades	(base)	Assault Weapons	Extra Attacks (+1)	

Notes: Invulnerable Save. Costs one point to summon.

GREAT UNCLEAN ONE: GREATER DAEMON OF NURGLE

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Nurgling Swarm	(base)	Assault Weapons	Extra Attacks (+1)	
Stream of Corruption	15cm	Small Arms	Ignore Cover, Disrupt, Extra Attacks (+1)	
<i>and</i>	Flame Template	AP4+/AT5+	Disrupt, Ignore Cover	
<p>Notes: Damage Capacity 4. Inspiring. Walker. Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.</p> <p>Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.</p>				

PLAGUEBEARERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	5+
Weapon	Range	Firepower	Notes	
Plague Swords	(base)	Assault Weapons		
Plague of Flies	(15cm)	Small Arms		
<p>Notes: Invulnerable Save. Costs one point to summon.</p>				

KEEPER OF SECRETS: GREATER DAEMON OF SLAANESH

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Gaze of Slaanesh	30cm	3 x MW 4+	Macro Weapon	
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon, First Strike	
Lash of Torment	(base)	Assault Weapons	Extra Attacks (+1), Macro Weapon, First Strike	
<p>Notes: Damage Capacity 3. Inspiring. Walker. Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.</p> <p>Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.</p>				

DAEMONETTES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base)	Assault Weapons		
<p>Notes: First Strike. Invulnerable Save. Costs one point to summon.</p>				

LORD OF CHANGE: GREATER DAEMON OF TZEENTCH

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Bedlam Staff	(base)	Assault Weapons	Extra Attacks (+1), Macro Weapon	
Withering Gaze	45cm	2 x MW3+	Macro Weapon	
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon	

Notes: Damage Capacity 3. Inspiring. Walker. Wings (count as Jump Pack). Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.

Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemoniac units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

FLAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Flames of Tzeentch	(base)	Assault Weapons		
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1)	

Notes: Invulnerable Save. Costs one point to summon.

DAEMONIC BEASTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		

Notes: Invulnerable Save. Infiltrator. Costs one point to summon.

LD3.3 TRAITOR PDF UNITS

TRAITOR FIRE SUPPORT

SEE IG LIST FOR STATS

TRAITOR ROUGH RIDERS

SEE IG LIST FOR STATS

TRAITOR CHIMERA

SEE IG LIST FOR STATS

Notes: Transport (May transport two of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up two transport spaces each.)

TRAITOR HELLHOUND

SEE IG LIST FOR STATS

TRAITOR SENTINEL

SEE IG LIST FOR STATS

TRAITOR LEMAN RUSS
SEE IG LIST FOR STATS

TRAITOR LEMAN RUSS DEMOLISHER
SEE IG LIST FOR STATS

TRAITOR GRIFFON
SEE IG LIST FOR STATS

TRAITOR BASILISK
SEE IG LIST FOR STATS

TRAITOR HYDRA
SEE IG LIST FOR STATS

TRAITOR THUNDERBOLT
SEE IG LIST FOR STATS

TRAITOR MARAUDER
SEE IG LIST FOR STATS

APPENDIX A: OTHER DAEMONIC FORCES

These units either do not have models or are old models of units that are not in the tournament list. These stats can be used in friendly games if your opponent agrees.

FLESH HOUNDS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		
Notes: Invulnerable Save. Costs one point to summon.				

NURGLINGS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	-
Weapon	Range	Firepower	Notes	
Tiny Sharp Teeth	(base)	Assault Weapons		
Notes: Invulnerable Save. Two may be summoned for one point to summon.				

DAEMONETTES ON RIDING BEASTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base)	Assault Weapons		
Notes: First Strike. Invulnerable Save. Costs one point to summon.				

SCREAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		

Notes: Jump Packs. Invulnerable Save. Costs one point to summon.

HORRORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Daemonic Fire	(15cm)	Small Arms		

Notes: Invulnerable Save. Costs one point to summon.

FURIES

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		
Aerial Assault	30cm	AA6+		

Notes: Wings (count as Jump Pack). Invulnerable Save. Scouts. Costs one point to summon. The aerial assault attack represents the Furies flying over to *mob* enemy aircraft as they approach. Even though it is not a ranged flak attack as such, it is treated as one in the game.