

# THE LOST AND THE DAMNED

The insane gods of Chaos have many, many servants; daemons large and small, mortal slaves which inhabit the Daemon worlds and give endless praise to their dark masters through toil, bloodshed and sacrifice and the Chaos Space Marines, ever wilful and ever the most favoured of all. An army of the Lost and the Damned represents a combined force of Chaos featuring all of these elements. Such forces will be commanded by powerful Chaos Space Marines, Daemon princes or some other great Demagogue, Traitor or Arch Heretic

who's caught the eye of the Chaos powers. Their armies are often insane personal creations pursuing a path of strategy and tactics which defies rational military explanation. Their followers may be disciplined and well armed, backed with prodigious amounts of armour and firepower or a teeming horde of primitively armed mutants, monsters and daemons. The seemingly insane, unpredictable assaults of such Chaos forces are a nightmare for strategic planners and lowly troopers alike.

## THE CHAOS HORDE ARMY LIST

The Chaos Horde army list uses the following units from Codex: Chaos Space Marines, Codex: Imperial Guard and the new entries below. Note: Codex: Imperial Guard is only needed if you wish to include Traitor Fast Attack and Heavy Support units. This list will work perfectly well just using it as an adjunct to Codex: Chaos Space Marines.

<b>HQ</b>	Arch Heretic (counts as Chaos Lieutenant/Sorcerer); Chaos Space Marine Aspiring Champions; Greater Daemon.
<b>ELITES</b>	Big Mutants; Possessed; Daemon packs.
<b>TROOPS</b>	Traitors; Mutants (including Plague Zombies); Gibbering Hordes (counts as Nurglings)
<b>FAST ATTACK</b>	Chaos hounds; Daemonic Beasts; Traitor Recon (Sentinels, Roughriders, Hellhound)*
<b>HEAVY SUPPORT</b>	Defiler; Chaos Spawn; Traitor tank (Leman Russ Battle Tank, Basilisk)*

*\* A maximum one Traitor Recon or Tank unit may be chosen per Troops choice of Traitors in the army.*

Notes: Units of Traitor troops taken as compulsory choices on the force organisation chart must be maximum strength. Units of Gibbering hordes are not restricted to the number of units with the Mark of Nurgle in the army as they represent lesser spawn, minor daemons and a host of other hell-spawned nastiness.

The Lost and The Damned may include the following allied units from Codex: Chaos Space Marines. 0-1 HQ choice, 0-1 Elite choice, 0-2 Troops choices, 0-1 Fast Attack choice. Allied units may not be used as compulsory choices on the force organisation chart. Units with a Mark of Chaos are always Elites choices.

### SPECIAL RULES

**Strategy Rating:** The Lost and the Damned have a strategy rating equal to the roll of a D3.

**Sentries:** A Lost and the Damned Army uses 10 Traitors or Mutants as sentries in scenarios that require them.

**Icons and Daemon summoning:** The Lost and The Damned often call forth Daemons onto the battlefield. All the rules in Codex: Chaos Space Marines apply to Daemon summoning by the Lost and The Damned. Traitor and mutant units can be upgraded to include Chaos icons to enable Daemon summoning. Agitators and Bosses may not be Daemonvessels.

**Veteran Skills:** Only Chaos Space Marine units can choose veteran skills.

**Legion Rules:** Specific Chaos Legion rules only apply to Chaos Space Marine units and characters of that Legion, not any other Lost and Damned units.

**Vehicle upgrades:** Vehicles in a Lost and Damned force can only use vehicle upgrades from their 'parent' Codex. For example, a Chaos Defiler can only use upgrades from Codex: Chaos Space Marines while Traitor Leman Russ can only choose upgrades from Codex: Imperial Guard.

### NEW WEAPONS

**Firearms:** The dizzying profusion of fiendish weapons used by the minions of Chaos defy strict definition, be they warp-fueled arquebus or semi-organic machine pistols. As such they are categorized as 'Firearms' with the following characteristics.

	Range	Str	AP	Notes
Firearms	24"	4	6	Rapid fire; gets hot!*

\*As plasma weapons.

**Heavy stubber:** Popular among the kind of low grade scum that make up the traitor hordes of Chaos legions, heavy stubbers are often stolen from planetary defence force armouries or crudely fabricated among the Daemon worlds of the Eye.

	Range	Str	AP	Notes
Heavy Stubber	36"	4	6	Heavy 3 (Assault 3 when used by Big Mutants)

## CHAOS SPACE MARINE ASPIRING CHAMPION

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Champion	27	4	4	4	4	1	4	2	10	3+

**Number/squad:** 1-3. You may include between 1 and 3 Champions as a single HQ choice. Each Champion must be allocated to lead a unit of Traitors or Mutants prior to deployment.

**Weapons:** Bolt pistol and close combat weapon or bolter.

**Character:** Each Champion may be equipped with up to 75 points of items from the Chaos Space Marine armoury at the points cost indicated, with the exception of Marks of Chaos. Thanks to the Champion's rather more 'solo' career Marks of Chaos are altered as follows;

- Mark of Khorne (10 points): The Champion has 3 Attacks on his profile
- Mark of Nurgle (10 points): The Champion's Toughness is 5. The original value of 4 is used for calculating Instant Death.
- Mark of Slaanesh (5 points): The model's Initiative becomes 5.
- Mark of Tzeentch (10 points): Th Champion gains the Sorcerer ability.
- Mark of Chaos Undivided (20 points): Re-roll Morale checks.

Note: With the exception of the Mark of Chaos Undivided, the Mark of Chaos is not applied to the unit the Champion is leading. A Champion with a Mark of Chaos may access Gifts of the Gods from their patron god.

## HQ

*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.*



## BIG MUTANTS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Big Mutant	25	4	2	6	4	3	3	2	7	5+
Boss Mutant	+30	4	2	6	4	4	4	3	8	5+

**Number/squad:** 3-10

**Weapons:** Teeth, claws, bodyweight. Some large blunt and/or sharp implements.

**Options:** The squad can be equipped with firearms for +2 points per model. Up to two models in the squad may be upgraded to count as carrying a flamer at +6 points per model or a heavy stubber at +5 points per model. The squad can be upgraded to be scaly (4+ saving throw -1 Initiative) for +5 points per model.

**Character:** For an additional cost of +30 points one of the mutants can be upgraded to a boss. This only gives him a better profile; he doesn't get to choose anything from the armoury (he can still take squad options).

## ELITES

*Mutation is rife among the legions of Chaos as the uncaring gods bestow their twisted blessings on their worshippers 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 which would be more at home on a Grox. In battle such creatures instinctively group together or may rally around a particularly loud and obnoxious mutant leader.*



# TROOPS

Traitors are those have turned from the Emperor's light and joined their fortunes with the servants of darkness. Mercenaries, pirates, deserters and renegades flock to the banners of a black crusade in the hopes of being rewarded for their perfidy with wealth, power and prestige. With the star of Chaos in the ascendent whole regiments, even entire worlds will turn traitor to survive and wring out their miserable lives a little longer. Some units are led by Chaos Space Marines attempting to build up their own legions, serving beneath a greater liege lord only as long as it serves their purposes. Traitors are typically well armed with weaponry stolen and scavenged from a variety of sources, and have not yet descended so far into madness that their skills are completely lost.



The vast bulk of most Chaos legions is made up of a scrofulous tide of hideous mutants. These are the dregs of the Daemon Worlds within the Eye of Terror where uncouped billions raise their harsh voices in insane prayers to unspeakable horrors. The fiercest and least crippled of these fight for a place aboard the Chaos fleets as 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. On occasion such dregs may be led by a Chaos Space Marine: blessed as they are with the twisting gifts of the gods, such a mighty warrior is worshipped as a messiah.

## Plague Zombies

To represent the hordes of Plague Zombies unleashed during the Thirteenth Crusade, use Mutants with the Bloating Blessing of Nurgle. Zombies may not take any weapon upgrades or include a Boss. They are however, Fearless, and hence will automatically pass any Morale or Leadership test and cannot be Pinned. Because of their shambling gait, they will always move as if they are in difficult terrain.

## TRAITORS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Traitor	8	3	3	3	3	1	3	1	6	5+
Agitator	+10	3	3	3	3	1	3	2	7	5+

**Number/squad:** 5-15

**Weapons:** Lasgun and frag grenades.

**Options:** Any model may exchange their lasgun for an autogun, shotgun or laspistol/autopistol and close combat weapon for free. Up to one model may be upgraded to an icon bearer for +5 points. Up to one model may exchange their weapon for a flamer at +3 points, a meltagun at +10 points, a sniper rifle at +5 points, a plasma gun at +10 points, a heavy stubber at +10 points or a grenade launcher at +10 points. Two traitors can form a weapon team with one of the following; a heavy bolter at +10 points, a lascannon at +20 points, an autocannon at +15 points, mortar at +15 points or a missile launcher at +15 points. The squad can be equipped with Krak grenades for +2 points per model.

**Character:** For an additional cost of +10 points one Traitor may be upgraded to an Agitator. The character may purchase up to 15 points worth of Weapons and Wargear allowed by the Codex: Chaos Space Marine armoury (but no Marks, Gifts or items from columns other than Weapons and Wargear).

**Transport vehicle:** Traitor squads numbering 10 models or less and not led by a Champion in Terminator armour may be mounted in a Rhino (counting as having BS 3) at an additional cost of +50 points or a Chimera at +70 points. Units mounted in this way become Fast Attack instead of Troops choices.

### SPECIAL RULES.

**Infiltrate:** Traitors are often familiar with local conditions and defences, and are adept at using treachery to win tactical advantages. To represent this Traitors not led by a Chaos Space Marine Champion counts as having the Infiltrators veteran skill as described in Codex: Chaos Space Marines p19.

## MUTANTS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	6	3	2	3	3(4)	1	3	1(2)	7	5+
Mutant Boss	+10	3	2	3	3(4)	2	3	2(3)	8	5+

**Number/squad:** 15-30

**Weapons:** A variety of crude blades, spears, basic pistols, bombs, clubs and pointed sticks which count as one (yes just one) Close combat weapon and frag grenades.

**Options:** The squad can replace their close combat weapons with firearms for free or replace their close combat weapons with an autopistol or laspistol for +1 points per model. The squad can be equipped with Krak grenades for +2 points per model. Up to three models may be upgraded to an icon bearer for +3 points each. Up to two models in the squad may be upgraded to being armed with a flamer equivalent at +3 points per model or a heavy stubber at +5 points per model.

**Character:** For an additional cost of +10 points one of the Mutants may be upgraded to a Mutant Boss. The boss may purchase up to 15 points worth of weapons and wargear allowed by the Chaos Space Marine armoury (but no Marks, Gifts or other items).

**Blessings of the gods:** These count as the equivalent of Daemonic gifts as detailed in Codex: Chaos Space Marines. Mutants already have Daemonic Resilience (+1 T) and (unsurprisingly) Daemonic Mutations (+1 A) included in their profiles above.

One of the following blessings is also available at the points cost shown per model, if any blessings are chosen they must be applied to the entire squad. Some blessings are particularly associated with certain powers, but they are not restricted to them alone and should not be confused with Marks of Chaos. No blessing may be taken more than once:

- **Bloated** (Nurglesque): +3 points per model, Armour save increased to 4+ .
- **Burly, brawny and/or goatheaded** (Khornate/Chaos Undivided): +3 points per model, counts as Daemonic Strength (+1 Strength)
- **Horrifying, hypnotic or brightly coloured** (Slaaneshi): +2 points per model. counts as Daemonic Visage (-1 Ld to enemy in assaults) .
- **Leaping, floating or winged** (Tzeentchian): +6 points per model, counts as Daemonic Speed (move as cavalry) .



## CHAOS HOUNDS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Hound	10	4	0	4	4	1	4	2	8	6+

**Number/squad:** 5-10

**Weapons:** Teeth

### SPECIAL RULES.

**Cavalry:** Chaos Hounds count as cavalry, see the Warhammer 40,000 rules for details.

## FAST ATTACK

*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 lumpy 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.*

## CHAOS SPAWN

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	20	3	0	5	5	2	3	D6	9	3+

**Number/squad:** 3-5

**Weapons:** Teeth, claws, tentacles, stingers, pseudopodia etc etc.

### SPECIAL RULES.

**Random attacks:** Chaos spawn flail wildly with their twisted appendages in combat. To represent this they have a random number of attacks, determined by rolling a D6 per spawn at the start of each Assault phase when they are fighting.

**Fearless:** Chaos Spawn have long since lost any semblance of rational thoughts or sanity. As such they automatically pass any morale checks or pinning tests they are required to make.

**Insanely stupid.** Make a Leadership test for each spawn unit at the start of the Chaos player's turn. If the test is failed the Spawn do not move that turn and may not assault. Spawn which are already in an assault don't have to test to fight – they're not that stupid. Independent characters may not join units of Chaos Spawn.

## HEAVY SUPPORT

*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.*

