

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.

Updated for 5th edition 40k by Turbo_MMX

It is the intention of this document to take the original Lost and the Damned army list and update it to 5th edition 40K, including units and updates from the Chaos Space Marine and Imperial Guard rules sets.

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Like the Original Lost and the Damned rules this army list uses some 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.

SPECIAL RULES

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.

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.

Allies:

When all compulsory units have been selected for your army, you may add any of the following units to your force as allies

0-1 HQ choice. (Chaos named character or Daemon Prince)

0-1 Elite choice, (Chosen Chaos marines, Terminators, Dreadnought, Khorne Bezerkers, Thousand Sons, Plague Marines, Noise Marines, Chaos Space Marines with Chaos Icons (other than Chaos glory).

0-2 Troops choices, (Chaos Space Marines with Icon of Chaos Glory or no icon only.)

0-1 Fast Attack choice. (Chaos Bikers, Chaos Raptors)

Firearms	24"	4	6	Rapid Fire*1, Gets Hot
Heavy Stubber	36"	4	6	Heavy 3*2

*1 Assault 2 if used by Big mutants.

*2 Assault 3 if used by Big mutants



Lost and the Damned Army List

HQ

Arch Heretic



An Arch Heretic is a Chaos Sorcerer or Chaos lord from Codex Chaos Space Marines Page 92 and 93.

0-1 Summoned Greater Daemon



Your army may include a Summoned Greater Daemon from page 102 of Codex: Chaos Space Marines. It follows all the same rules as a normal summoned greater Daemon (eg not using up a HQ slot etc)

0-1 Chaos Space marine Aspiring Champion's

Cost: Varies

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.



	WS	BS	S	T	W	I	A	LD	Save
Champion of Chaos	4	4	4	4	1	4	2	10	3+
Plague Champion	4	4	4	4(5)	1	3	2	10	3+
Noise Champion	4	4	4	4	1	5	2	10	3+
Skull Champion	5	4	4	4	1	4	3	10	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+/4+

Unit Composition:

- 1-3 Champions Chosen from the list below.

Equipment:

- Varies

Unit type:

- Infantry

Special rules:



Cult leader: Each Champion must be allocated to lead a unit of Traitors or Mutants prior to deployment. A Champion may not be attached to a unit with a different Mark than himself, However a Champion of Chaos undivided may be attached to any unit.

Champion of Chaos Undivided

Cost: 40 points

Equipment:

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat weapon
- Frag Grenades
- Krak Grenades
- Icon of Chaos Glory

Options:

- May Replace his bolter with:
 - Twin Linked bolter +5 points
 - Combi-weapon +10 points
- May Replace his Bolt pistol with:
 - Plasma Pistol +15 points

- Replace his Close combat weapons with one of the following:
 - Power fist +25 points
 - Power weapon +15 points
- May take melta bombs +5 points

Special rules: Cult Leader

Plague Champion of Nurgle

Cost: 38 points

Equipment:

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat weapon
- Frag Grenades
- Krak Grenades
- Blight Grenades

Options:

- May Replace his bolter with:
 - Twin Linked bolter +5 points
 - Combi-weapon +10 points
- May Replace Bolt Pistol with:
 - Plasma Pistol +15 points
- May take Melta bombs +5 points

- Replace his Close combat weapons with one of the following:
 - Power fist +25 points
 - Power weapon +15 points
- May take a Personal Icon +5 points

Special rules: Feel No pain, Mark Of Nurgle (already in profile), Cult Leader

Noise Champion of Slaanesh

Cost: 35 points

Equipment:

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat weapon
- Frag Grenades
- Krak Grenades

Options:

- May Replace his bolter with:
 - Sonic Blaster +5 points
 - Blast Master +40 points
- May take any of the following
 - Melta bombs +5 points
 - Doom Siren +15 points

- Replace his Close combat weapons with one of the following:
 - Power fist +25 points
 - Power weapon +15 points
- May take a Personal Icon +5 points

Special rules: Mark Of Slaanesh (already in profile), Cult Leader

Skull Champion of Khorne

Cost: 36 points

Equipment:

- Power Armour
- Bolt Pistol
- Close Combat weapon
- Frag Grenades
- Krak Grenades

Options:

- May Replace his Bolt Pistol with:
 - Plasma Pistol +15 points
- Replace his Close combat weapons with one of the following:
 - Power fist +25 points
 - Power weapon + 15 points

- May take Melta bombs +5 points
- May take a Personal Icon +5 points

Special rules: Furious Charge, Mark Of Khorne (already in profile), Cult Leader

Aspiring Sorcerer of Tzeentch

Cost: 60 points

Equipment:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag Grenades
- Krak Grenades

Options:

- The Sorcerer must take **ONE** of the following powers:
- Doom Bolt +20 points
 - Warptime +25 points
 - Wind Of chaos +30 points
 - Gift of Chaos +30 points
 - Bolt of Change +25 points

- May Take Melta bombs +5 points
- May take a Personal Icon +5 points

Special rules: Psyker, Mark of Tzeentch, 4+ Invulnerable save (Including the mark Of Tzeentch) Inferno Bolts, Cult Leader

TROOPS

Traitors

Cost: 50 points

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 ascendant 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.



	WS	BS	S	T	W	I	A	LD	Save
Traitor	3	3	3	3	1	3	1	6	5+
Agitator	3	3	3	3	1	3	2	7	5+
Traitor weapons Team	3	3	3	3	2	3	2	6	5+

Unit Composition:

- 1 Agitator and 4 Traitors

Unit type:

- Infantry

Equipment:

- Las gun
- Close combat weapon
- Frag Grenades

Special rules:

- Infiltrate

Options:

- The squad may include up to 10 additional traitors (+8 pts each)
- Each member may take Krak Grenades for (+2 pts each)
- 2 Traitors may be replaced with a Traitor weapons team armed with one of the following:
 - Heavy bolter (+10 pts)
 - Missile Launcher (+15 pts)
 - Auto Cannon (+15 pts)
 - Las Cannon (+20 pts)
 - Mortar (+15 pts)
- The Agitator may Take Melta bombs (+5 points)
- The Agitator may replace his Las gun or Las Pistol with up to **15 points** of the following:
 - Power fist (+15 pts)
 - Power weapon (+10 pts)
 - Plasma pistol (+15 pts)
 - Bolt Pistol (+2 pts)
 - Twin Linked Bolter (+5)
 - Combi-Weapon (+10)
- Each Traitor may replace their Las gun or Close combat weapon with:
 - Shotgun (free)
 - Las Pistol (free)
- One Traitor may take a Chaos Icon (+5 pts)
- One Traitor may take:
 - Flamer (+3 pts)
 - Grenade launcher (+10 pts)
 - Melta gun (+10 pts)
 - Plasma gun (+10 pts)
 - Sniper Rifle (+5 pts)
 - Heavy stubber (+10 pts)

Transport Vehicle: Traitor squads numbering 10 models or less may be mounted in a Rhino (Counting as having BS3) for +35 points (See page 96 of Codex Chaos space marines for additional points cost and details) or a Chimera for +55 points (see page 99 of Codex Imperial Guard for additional points cost and details) Any unit mounted in this way becomes Fast attack instead of a Troops choices and may no longer use the Infiltrate special rule



Mutants

Cost: 100 points

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 uncounted 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.



	WS	BS	S	T	W	I	A	LD	Save
Mutant	3	2	3	3(4)	1	3	2	7	5+
Mutant Boss	3	2	3	3(4)	2	3	3	8	5+

Unit Composition:

- 1 Mutant Boss and 14 Mutants

Unit type:

- Infantry

Equipment:

- Close combat weapon
- Frag Grenades

Special rules:

- Blessings of the Gods

Options:

- The squad may include up to 15 additional Mutants (+6 pts each)
- The Mutant Boss may Take Melta bombs (+5 points)
- Each member may replace their Close combat weapon with:
 - Firearms (free)
 - Las Pistol (+1 pt)
- The Mutant Boss may replace his Close combat weapon, Las Pistol or Firearm with:
 - Power fist (+15 pts)
 - Power weapon (+10 pts)
 - Plasma pistol (+15 pts)
 - Bolt Pistol (+2 pts)
- Each member may take Krak Grenades for (+2 pts each)
- Up to 2 mutants may take a Chaos Icon (+5 pts each)
- Up to 2 Mutants may take:
 - Flamer (+3 pts)
 - Heavy Stubber (+5 pts)

Blessings of the Gods: Some Mutants have been bestowed "Gifts" for their loyalty to their Chaos god. Each mutant squad in your army may select **ONE** Blessing at the points cost shown per model

- Bloated** (Nurglesque): +3 points per model, Armour save increased to 4+
- Burly, Brawny and/or goatheaded** (Khornate/ Chaos Undivided): +3 points per model, grants +1 strength
- Horrifying, hypnotic or brightly coloured** (Slaaneshi): +2 points per model, -1 to enemy leadership in assaults).
- Leaping, floating or winged** (Tzeentchian): +6 points per model, the model changes its unit type from Infantry to cavalry

PLAGUE ZOMBIES!!: To represent the hordes of Plague Zombies unleashed during the Thirteenth Crusade, use Mutants with the Bloated 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.

Gibbering Hordes

Cost: 39



	WS	BS	S	T	W	I	A	LD	Save
Gibbering Horde	2	0	3	3	3	2	3	10	-/5+

Unit Composition:

- 3 Gibbering Hordes

Unit type:

- Infantry

Options:

- The squad may include up to 6 extra Gibbering Hordes (+13 pts each)

Special Rules

- Swarm
- Fearless

ELITES

Big Mutants

Cost: 105

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.



	WS	BS	S	T	W	I	A	LD	Save
Big Mutant	4	2	6	4	3	3	2	7	5+
Big Mutant Boss	4	2	6	4	4	4	3	8	5+

Unit Composition:

- 1 Big Mutant Boss and 2 Big Mutants

Unit type:

- Infantry

Equipment:

- Close combat weapon

Options:

- The squad may include up to 7 additional Big Mutants (+25 pts each)
- Each member may replace their Close combat weapon with:
 - Firearms +2 points each

- Up to 2 Big mutants Replace their Close Combat weapon or Firearm with:
 - Flamer +6 pts each
 - Heavy Stubber +5 Points each
- The Entire unit may be upgraded to be "Scaly" (4+ Armour save -1 Initiative) for +5 points per model.

Daemon Pack



A Daemon Pack is a unit of Summoned lesser Daemons chosen from page 102 of Codex: Chaos Space marines. However they count as an Elites choice instead of a Troops choice but other wise they follow the same rules for summoned lesser daemons. (Eg not using up an elites slot etc)

FAST ATTACK

Chaos Hounds

Cost: 50 points

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.



	WS	BS	S	T	W	I	A	LD	Save
Chaos Hound	4	0	4	4	1	4	2	8	6+

Unit Composition:

- 5 Chaos Hounds

Weapons:

- Teeth

Unit type:

- Cavalry

Options

- The squad may include up to 5 extra Chaos Hounds (+10 pts each)

Traitor Recon



This may be any **ONE** tank chosen from either the "Hellhound Squadron" entry found on page 101 of Codex: Imperial Guard. Note that you may **NOT** take Hellhounds in Squadrons. A single tank takes up a single Fast attack choice.

OR A "Rough Rider Squad" taken from page 100 Of Codex Imperial Guard

OR A "Scout Sentinal Squadron" taken from page 100 of Codex: Imperial Guard

Special rule: "Support unit" You may only take one Traitor Recon unit for every **Troops** choice of Traitors you have in your army.

HEAVY SUPPORT

Chaos Abomination

Cost: 60 Points

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 Abominations are massive Chaos spawn, a 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 Abominations as terror weapons, unleashing packs of them to hurl themselves at the enemy in a nightmare wave of hopping, drooling, tentacular madness.



	WS	BS	S	T	W	I	A	LD	Save
Chaos Abomination	3	0	5	5	2	3	D6	9	3+

Unit Composition:

- 3 Chaos Abominations

Options:

- The squad may include up to 2 additional Chaos Abominations (+20 points each)

Unit type:

- Infantry

Weapons:

- Teeth, claws, tentacles, stingers, pseudopodia etc.

Special Rules:

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

Fearless: Chaos Abominations 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 Abomination 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. Abominations that 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 Abominations.

Rage: Chaos Abominations suffer from the Rage universal special rule.



Defiler: See page 101 of Codex: Chaos Space Marines for points cost details



Traitor Tank: This may be any **ONE** tank chosen from either the "Ordnance Battery" entry found on page 103 of Codex: Imperial guard or the "Leman Russ Squadron" Entry found on page 102. Note that you may **NOT** take these units in Squadrons. A single tank takes up a single Heavy support choice.

Special rule: "Support unit" You may only take one Traitor tank unit for every **Troops choice** of Traitors you have in your army.