

# 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 5<sup>th</sup> edition 40k by Turbo\_MMX Version 1.02

**It is the intention of this document to take the original Lost and the Damned army list and update it to 5<sup>th</sup> 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.

**ARMY 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. In addition, any Icons taken by lost and the Damned units follow the rules for Icons in Codex Chaos Space marines.

**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)

**Unique 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.

**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 defense force armories or crudely fabricated among the Daemon worlds of the Eye.

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.

**OR** A Lord Commissar or Primaris Psyker from Codex: Imperial Guard Page 92

### 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)

### 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 rule:

**Cult leader:** Each Champion must be allocated to a unit of Traitors, Mutants prior to deployment. He and the attached squad then act as a single unit and force organization slot in all respects for the remainder of the game.



### 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, Infiltrate

## 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 may 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: 45 Points**

Traitors are those who 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	8	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 (+7 points each)
- 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 points)
- One Traitor may take:
  - Flamer (+5 points)
  - Grenade launcher (+5 points)
  - Melta gun (+10 points)
  - Plasma gun (+15 points)
  - Sniper Rifle (+5 points)
  - Heavy stubber (+10 points)
- Each member may take Krak Grenades for (+1 point each)
- 2 Traitors may be replaced with a Traitor weapons team armed with one of the following:
  - Heavy bolter (+10 points)
  - Missile Launcher (+15 points)
  - Auto Cannon (+10 points)
  - Las Cannon (+20 points)
  - Mortar (+5 points)
- 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 points)
  - Power weapon (+10 points)
  - Plasma pistol (+15 points)
  - Bolt Pistol (+2 points)
  - Twin Linked Bolter (+5 points)
  - Combi-Weapon (+10 points)

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

**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** (Nurgle): +2 points per model, Armour save increased to 4+
- **Burly, Brawny and/or goatheaded** (Khorne)/ Chaos Undivided: +2 points per model, grants +1 strength
- **Horrorifying, hypnotic or brightly coloured** (Slaanesh): +2 points per model, -1 to enemy leadership in assaults.
- **Leaping, floating or winged** (Tzeentch): +5 points per model, the model changes its unit type from Infantry to cavalry

## Gibbering Hordes

**Cost: 30 Points**

For every Daemon, Traitor Marine and Cultist that serves the foul Chaos Gods, there are a cornucopia of lesser beasts that are mindless thralls to the wills of their evil masters. In battle, these creatures, be they swarms of rats, buzzing plague flies, bloodsucking bats, reanimated limbs or even simply diminutive Chaos Spawn, form a living carpet of snapping jaws, grasping hands and corruption that simply overwhelm their more powerful foes with weight of numbers and the iron will of Chaos.



	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 7 extra Gibbering Hordes (+10 points each)

### Special Rules

- Swarm
- Fearless

## Plague Zombies

**Cost: 50 Points**

Once an isolated scourge of distant underhives and isolated space stations, the Zombie Plague has rapidly swept through dozens of worlds surrounding the Eye of Terror. Carried unwittingly from world to world by warships and merchantmen. Those felled by this virulent pox do not stay dead but are resurrected by the warping power of Chaos, returning to attack their families, co-workers and comrade's in-arms. Once the Plague grips a world, it is almost impossible to eradicate the infection.



	WS	BS	S	T	W	I	A	LD	Save
Plague Zombie	2	1	3	2	1	1	1	10	-

### Unit Composition:

- 10 Plague Zombies

### Unit type:

- Infantry

### Weapons:

- Grasping Hands and slavering Jaws. These count as two close combat weapons

### Options:

- The squad may include up to 20 extra Plague Zombies (+5 points each)

### Special Rules

- Feel no Pain
- Fearless
- Slow and Purposeful
- Poisoned Weapons (4+)
- Join Us!!

**Join us!!:** At the end of every Assault phase during which the Plague Zombies have fought in close combat, before 'pile in' moves, roll a D6 for every casualty caused in the combat (friendly and enemy). On a roll of a 6, they are resurrected as a Plague Zombie – add a model to the Plague Zombie unit. If the Plague Zombies unit was wiped out that turn this rule has no effect. If multiple Plague Zombie units are involved in the same combat, evenly divide the new models between the units (Chaos player's choice for any odd models).

# ELITES

## Big Mutants

**Cost: 105 Points**

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

### Special rules:

Bulky

### Options:

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

- Up to 2 Big mutants Replace their Close Combat weapon, Firearm or Las Pistol with:
  - Flamer +6 points each
  - Heavy Stubber +5 Points each
- One Big Mutant May take one icon for the following costs:
  - Slaanesh +20 points
  - Khorne +30 points
  - Nurgle +50 points
  - Tzeentch +40 points

**Bulky:** Big mutants are colossal beasts with thick-set frames, immense guts and often covered in tentacles, spikes and other deformations. Each Big mutant counts as two models for the purposes of transport capacity.

## 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 otherwise they follow the same rules for summoned lesser daemons. (Eg not using up force a organisation 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 points 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 Sentinel 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.

## Chaos Spawn



See page 101 of Codex: Chaos Space Marines for points cost details. Please note that Chaos Spawn follow all the same rules and restrictions as they do in Codex: Chaos space marines (Eg not using up force a organisation slot etc)



# HEAVY SUPPORT

## Chaos Abomination

**Cost: 140 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	4	0	6	6	3	3	D6	10	4+

### Unit Composition:

- 1 Chaos Abominations

### Unit type:

- Monstrous Creature

### Weapons:

- Teeth, claws, tentacles, stingers, pseudopodia, bad breath 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:** A Chaos Abomination must make a Leadership test at the start of the owning player's turn. If the test is failed the Abomination may 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!

**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.