

LOST AND THE DAMNED CULTIST CHAOS ARMY v0.3

INITIATIVE AND STRATEGY RATING

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 daemon to add to the Daemon Pool. If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

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:

Khorne – Bloodthirster, Bloodletters
Nurgle - Great Unclean One, Plaguebearers
Slaanesh - Keeper of Secrets, Daemonettes
Tzeentch - Lord of Change, Flamers
Undivided - Daemonic Beasts

Undivided formations may summon any of the faction specific Lesser Daemons for 2 points each, or any of the Greater Daemons for normal cost.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but 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 for assault resolution. If a formation loses an assault remove extra hits from the formation before it is broken and all the remaining summoned units are then 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. 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.

AUGMENTED SUMMONING

Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to 'x' when the formation they are in summons daemons. For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic pact to roll 4D3 for summoning points as opposed to the usual 2D3.

Alternatively, a unit with Augmented Summoning may be sacrificed when their parent formation is summoning daemons to add it's maximum possible total of 6 which MUST be used in conjunction with the total from Daemonic Pact to summon a Greater Daemon (if one is available). If this is done, remove the unit with Augmented Summoning from the game and place the Greater Daemon within 10cm of where the sacrificed unit was removed from.

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.

DAEMONIC PACT

For each Daemonic Pact purchased add 1 lesser daemon to the daemon pool. Extra lesser Daemons can be purchased for the points cost listed.

Demagogue				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Fire Arms	(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)				

Arch Heretic				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
None	-	-	—	
Notes: Character, Supreme Commander				

Chaos Marine Aspiring Champion				
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				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15(30)cm	3+/4+	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	Base Contact	Assault Weapon	Macro-weapon, Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Macro-weapon, Extra Attack (+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 dif ferent values for taking wings are shown in (brackets) above.				

Icon Bearer				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
None	-	-	—	
Notes: Character, Daemonic Focus				

Cultists				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	5+	6+
Weapon	Range	Firepower	Notes	
Fire Arms	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		
Notes:				

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

Big Mutants				
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:				

Chaos Spawn				
Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>15cm</i>	<i>3+</i>	<i>3+</i>	<i>none</i>
Weapon	Range	Firepower	Notes	
<i>Horrific Mutations</i>	<i>base Contact</i>	<i>Assault Weapons</i>	<i>Extra Attack (+D3)</i>	
Notes: <i>Invulnerable Save, Fearless</i>				

Chaos Hounds

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

Notes:

Plague Zombies

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

Notes: Fearless, Infilitrators, Infestation-treat placement just like Teleport, but af ter 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

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, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up two transport spaces each.)

Technical

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Mounted Stubber	30cm	AP6+/AT6+/AA6+		

Notes:

Chaos Altar

Type	Speed	Armour	Close Combat	Firefight
War Engine	15(25)cm	4+(5+)	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. The Chaos Altar may either be carried, in which case it has 15cm Move and 4+ armour, or mounted on a wheeled chassis, in which case it uses the 25cm move value and 5+ armour.

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.

Hellfire Cannon				
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				

Defiler				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	MW, Extra Attacks +1 Ignore Cover	
Reaper Autocannon	30cm	AP4+/AT6+		
Battle Claws	Base Conatct	Assault Weapons		
Twin Heavy Flamer	15cm	AP3+		
Notes: Invulnerable Save, Fearless, Walker, Infiltrator				

Lord of Battles				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	2+	5+
Weapon	Range	Firepower	Notes	
Chain Fist	base Contact	Assault Weapons	Extra Attacks +3, Macro Weapon	
Death Storm	45cm	4 x AP4+/AT4+		
2 x Battlecannon	75cm	AP4+/AT4+		
Notes: Damage Capacity 6. Fearless, Reinforced Armour, Thick Rear Armour, +1 to engage action				
Critical Effect: The Lord of Battles moves 3D6cm in a random direction. If it moves into impassable terrain it takes an additional point of damage and stops. Any units moved over are hit on a 4+				

Daemon Assault Engine				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Daemon Blades	Base Contact	Assault Weapons	Extra Attacks +D3	
Blood Cannon	30cm	2 x AP4+AT5+		
Notes: Fearless, Reinforced Armour, +1 to engage action				

Plague Tower

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Plague Mortar	60cm	3+D3 BP	Disrupt, Fixed Forward Arc	
2 x Battlecannon	75cm	AP4+/AT4+		
Rot Cannon	90cm	AP3+/AT5+	Ignore Cover, Fixed Forward Arc	

Notes: DC6, Invulnerable Save, Reinforced Armour, Fearless, Transport (may transport 16 of the following units: 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 2 transport spaces each). Formation containing Plague Tower cannot march.

Critical Effect: Extra point of DC and kill D3 selected passengers (no saves allowed). The player may choose which units are killed.

Contagion Tower

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, cannot march.

Subjugator

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Hell Blades	Base Contact	Assault Weapons	Extra Attack +2, Titan Killer (D3)	
2 x Battlecannon	75cm	AP4+/AT4+		

Notes: Damage Capacity 3. 2 Void Shields. Fearless, Reinforced Armour, Walker

Critical Effect: Subjugator takes an extra point of damage and staggers D6cm in a random direction. If it contacts impassible terrain or a unit it can't move over then it stops and takes an extra point of damage. Any units moved over are hit on a 6+

Questor

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. Fearless, Reinforced Armour, Walker

Critical Effect: Questor takes an extra point of damage and staggers D6cm in a random direction. If it contacts impassible terrain or a unit it can't move over then it stops and takes an extra point of damage. Any units moved over are hit on a 6+

Daemon Knight

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

Notes: Fearless, Invulnerable Save, Scout, Walker

Doom Wing

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Flame Cannon	30cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	

Notes: Invulnerable Save

Fire Lord

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

Notes: Invulnerable Save

Silver Tower

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+		

Notes: Fearless, invulnerable Save, Skimmer

BLOODTHIRSTER: GREATER DAEMON OF KHORNE

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Axe of Khorne	Base Contact	Assault Weapon	Extra Attack +2, Titan Killer (1)	
Bloodthirster Whip	Base Contact	Assault Weapon	Extra Attack +1, Titan Killer (1)	

Notes: 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus.

Critical Hit Effect: Hurlled back into the warp. Drags any summoned unit within 5cm back with it on a roll of 6+.

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 Contact	Assault Weapon	Extra Attack +1	
Stream of Corruption	(15cm)	Small Arms	Extra Attack +1, Macro Weapon, Ignore Cover	
	AND 15cm	3BP	Ignore Cover	

Notes: 8 Summoning Points. DC4, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Daemonic Focus.

Critical Hit Effect: Hurlled back into the warp. Drags any summoned unit within 5cm back with it on a roll of 6+.

KEEPER OF SECRETS: GREATER DAEMON OF SLAANESH

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Lash of Torment	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon, First Strike	
Gaze of Slaanesh	(15cm)	Small Arms	Extra Attack +1, Macro Weapon, First Strike	
	AND 30cm	3 x MW4+		

Notes: 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Daemonic Focus.

Critical Hit Effect: Hurlled back into the warp. Drags any summoned unit within 5cm back with it on a roll of 6+.

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 Contact	Assault Weapon	Extra Attack +1, Macro Weapon	
Withering Gaze	(15cm)	Small Arms	Extra Attack +1, Macro Weapon	
	AND 45cm	2 x MW3+		

Notes: 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus.

Critical Hit Effect: Hurlled back into the warp. Drags any summoned unit within 5cm back with it on a roll of 6+.

BloodLetters

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Hellblades	Base Contact	Assault Weapon	Extra Attack +1	

Notes: 1 Summoning point. Invulnerable Save.

Plaguebearers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	6+
Weapon	Range	Firepower	Notes	
Plague Swords	Base Contact	Assault Weapon		
Plague of Flies	(15cm)	Small Arms		

Notes: 1 Summoning point. Invulnerable Save.

Daemonettes				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Claws	Base Contact	Assault Weapon		
Notes: 1 Summoning point, First Strike, Invulnerable Save.				

Flamers				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Flames of Tzeentch	Base Contact	Assault Weapon		
	OR (15cm)	Small Arms	Extra Attack (+1)	
Notes: 1 Summoning point. Invulnerable Save.				

Daemonic Beasts				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	Base Contact	Assault Weapon		
Notes: 1 Summoning point. Invulnerable Save. Infiltrator.				

Lost and the Damned Army List

Lost and the Damned armies have a strategy rating of 1. Lost and the Damned formations have an initiative rating of 2+.

Using the army List

- For every Coven taken two Support Coven Formation may also be taken.
- Upgrades: Coven may include any of the extra units listed in the 'Upgrades' section. Each Upgrade may only be taken once.

Cultist Covens		
Formation Type	Units	Points Cost
Cultist Coven	One Demagogue or Chaos Marine Aspiring Champion and eleven Cultists or Mutant units. Formation has Daemonic Pact.	225
Daemon pool	Lesser Daemon	15 pts each
	Greater Daemon	50 pts each
SPECIAL RULE - Arch-Heretic		
One Demagogue, Chaos Space Marine Aspiring Champion or Daemon Prince in the army must have an Arch-heretic character added for free		

Cultist Coven Upgrades		
(Each upgrade may only be taken once per Cultist Formation)		
Upgrade	Units	Points Cost
Daemon Prince	Replace the Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50pts
Icon Bearer	One Icon Bearer character upgrade	+10pts
Additional Mutants/Cultists	Add up to eight Cultist/Mutant units to the coven.	15pts each
Big Mutants	Replace up to six Mutant units with Big Mutant units	20pts each
Chaos Spawn	Add one Chaos Spawn	25pts
Chaos Hounds	Add up to three Chaos Hounds	10pts each
Chaos Altar	Add one Chaos Altar	150pts
Technicals	Add up to two Technicals	25pts each
Transports	Add Land Transporters	10pts each
	If you choose to take this option then you must take exactly enough Land Transporters 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.	
Nurgle Plague Tower	Add one Plague tower. May only be taken if Daemonic Pact for the Coven was Nurgle. Takes up one Covenant Support Coven slot.	+300 pts

Covenant Plague Zombie Infestation		
(You may take up to two Plague Zombie Infestations in an army)		
Formation Type	Units	Points Cost
Plague Zombie Infestation	3D6 Plague Zombie Units	175pts

Covenant Support Covens		
(You may take two Support Coven for each Cultist coven.		
(The Support Coven formation must be chaos undivided or belong to the same faction as the Cultist coven associated with them)		
Formation Type	Units	Points Cost
Khorne		
Lord of Battles	Up to two Lord of Battles	400pts each
Daemon Assault Engines	Four Daemon Assault Engines	275pts
	Add up to 2 extra Daemon Assault Engines	75pts each
Nurgle		
Plague Tower	Up to two Plague Towers	300pts each
Contagion Towers	Four Contagion Engines	325pts
Slannesh		
Daemon Knights	Four Daemon Knights	275pts
Daemon Scout Titan	Up to two Daemon Scout Titans	
	Subjugator	225pts each
	Questor	275pts each
Tzeentch		
Silver Towers	Four Silver Towers	325pts
Fire Lord	Two Fire Lords	250pts
	Add one extra Fire Lord	100pts
Doomwings	Three Doomwings	150pts
Undivided		
Hellfire Cannons	Four Hellfire Cannons	200pts
Defilers	Four Defilers	250pts