

## LatD

LatD Core Choice			
Formation Type	Units	Upgrades	Points Cost
Coven	One Demagogue and eleven Cultists or Mutant units	Deamon Prince, Icon Bearer, Additional Cultists/Mutants, Big Mutants, Chaos Spawn, Chaos Hounds, Chaos Altar, Transport, Daemon Pact	200
Daemon Pool	Lesser Daemon		20pts each
	Greater Daemon		75pts each

Coven Upgrades (Up to a Maximum of 4)		
(Each Covenant Cultist upgrade may only be taken once per Cultist formation)		
Upgrade	Units	Points Cost
Daemon Prince	Replace the Damagogue with a Daemon Prince	+50pts
Icon Bearer	One Icon Bearer character upgrade	+10pts
Additional Cultists/Mutants	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
Transports	Add Land Transporters to a Coven	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.	
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool	
	Add Daemonic Pact to Coven	Free

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

Support Covens		
(You may take one Support Coven for each Cultist coven chosen from the category below)		
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)		
Khome: Lord of Battles	Up to two Lords of Battles	400pts each
Khome: Daemon Assault Engines	Four Daemon Assault Engines	300pts
Nurgle: Plague Tower	Up to two Plague Towers	325pts each
Nurgle: Contagion Towers	Four Contagion Towers	325pts
Slaanesh: Daemon Scout Titan	Up to two Daemon Scout Titans	
	Quesetors	275pts each
	Subjugators	225pts each
Slannesh: Daemon Knights	Four Daemon Knights	275pts
Tzeentch: Firelord	Up to three Firelords	150pts each
Tzeentch: Doomwings	Three Doomwings	150pts
Tzeentch: Silver Towers	Four Silver Towers	325pts
Undivided: Hellfire Cannons	Four Hellfire Cannons	200pts
Undivided: Defilers	Four Defilers	275pts

Allies: Up to a third of the army may be made up of Traitor PDF and their support formations chosen as per their list.

## Traitor PDF

Traitor PDF Core Choice			
Formation Type	Units	Upgrades	Points Cost
Traitor PDF	One Chaos Marine Aspiring Champion and eleven Cultists or Mutant units	Daemon Prince, Icon Bearer, Traitor Fire Support, Traitor Tank Squadron, Traitor Griffon Battery, Traitor Flak, Transport, Daemon Pact	200
Daemon Pool	Lesser Daemon		20pts each
	Greater Daemon		75pts each

Traitor PDF Upgrades (Up to a Maximum of 4)			
(Each upgrade may only be taken once per Traitor PDF formation)			
Upgrade	Units		Points Cost
Daemon Prince	Replace the Chaos Marine Aspiring Champion with a Daemon Prince		+50pts
Icon Bearer	One Icon Bearer character upgrade		+10pts
Traitor Fire Support	Add up to four Traitor Fire Support		25pts each
Traitor Tank Squadron	Add up to three Traitor Leman Russ or Leman Russ Demolisher Tanks		70pts each
Traitor Griffon Battery	Add up to three Traitor Griffons		35pts each
Traitor Flak	Add up to two Traitor Hydras		50pts each
Transports	Add Traitor Chimera to a Traitor PDF		25pts each
	If you choose to take this option then you must take exactly enough 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.		
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool		
	Add Daemonic Pact to Traitor PDF		25pts

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

Support Traitor Guard			
(You may take one Support Traitor Guard for each Traitor PDF chosen from the categories below: Traitor Support or Traitor Navy)			
Formation Type	Units		Points Cost
Traitor Support			
Traitor Rough Riders	Six Traitor Rough Riders		150pts
Traitor Sentinel Squadron	Four Traitor Sentinels		100pts
Traitor Artillery Battery	Four Basilisk		325pts
Traitor Armoured Company	Six Traitor Leman Russ		400pts
Traitor Navy			
Traitor Thunderbolt Fighters	Two Thunderbolt Fighters		175pts
Traitor Marauder Bombers	Two Marauder Bombers		250pts

Allies: Up to a third of the army may be made up of LatD Covens and their support formations chosen as per their list.