

# The Lost And Damned

## LD1.0 CHAOS CULTISTS - THE LOST AND DAMNED

*Even on worlds where the Imperial Cult is rigidly adhered to, there are some who are lured by the power of Chaos. Secret cabals spring up on hundreds of planets even as the Inquisition ruthlessly purges sects and hidden organizations across the Imperium. Led by a Demagogue and his secret coven of manipulators, assassins and iconoclasts, the Cult covertly spreads the doctrines of Chaos. Imperial citizens from every strata of society – soldiers, factory workers, clerks, even high-ranking officials - all are enticed with the promises of power, vengeance, and a better world.*

*The Demagogue will lead his followers in secret rites, summoning hideous daemons to aid them in their insane quest for domination. Mutants and beasts, the children of Chaos, are accepted as brethren and swell the ranks of the cult. Whole companies of planetary defense force troops swear allegiance to the Chaos Gods or are manipulated to fight unknowingly for Chaos. When the time is right, these insidious groups rise up in bloody revolt, attempting to oust the rightful rulers of the planet and throw their world at the feet of the Chaos Gods. Many are discovered and swiftly executed by the Adeptus Arbites and Inquisition, but there are always others willing to trade their soul for alluring promises of power and immortality.*

<Background information about Stigmatus Cultists and Traitor PDF>

## LD1.1 LOST AND DAMNED SPECIAL RULES

### LD1.1.1 Initiative & Strategy Rating

Formation	Initiative
<i>Cultist Covens, Traitor Support, Plague Zombies and Daemon Engines.</i>	3+
<i>Daemon Engine Aircraft and Traitor Navy.</i>	2+

Armies of the Lost and Damned have a strategy rating of 2.

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 lesser daemons to add to their *Daemon Pool* (see LD1.1.3). If the Chaos player rolls a 1 their patron Powers withdraw their support and the Chaos player must remove 1D3 lesser daemons from their *Daemon Pool*. If the Chaos player has no remaining lesser daemons or a *Daemon Pool* then there is no further effect.

### LD1.1.2 Factions

Each formation in an army of the Lost and Damned belongs to a faction that owes allegiance to one of the gods of Chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that worship Chaos Undivided, the different factions do not get along well, and some factions hold a millennia-old hatred of each other. Although the factions will often unite under a powerful Demagogue to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations belonging to Khorne *hate* those belonging to Slaanesh, and vice-versa.

Formations belonging to Tzeentch *hate* those belonging to Nurgle, and vice-versa.

A formation that has no units from a *hated* formation within 30cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 30cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

### LD1.1.3 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 and type of 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 daemon units may be summoned during a later turn. Daemon units that are destroyed are removed from play and are **not** put back into the *Daemon Pool*. Formations that have not bought a *Daemonic Pact* may not summon daemons.

Players may only have one greater daemon of a 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 unit from their formation, apart from other summoned units that have already been placed (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:

Faction	Daemons
Khorne	Bloodthirster, Bloodletters
Nurgle	Great Unclean One, Plaguebearers
Slaanesh	Keeper of Secrets, Daemonettes
Tzeentch	Lord of Change, Flamers
Any faction	Daemonic Beasts

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. 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 to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with *Daemonic Focus* (see LD 1.1.5 below). Summoned units that are removed from play 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. Any summoned units will vanish back to the warp when a formation breaks.

### Special Rule LD 1.1.4 Augment Summoning

Some chaos units are noted as having *Augment Summoning* (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 1.1.3 Summoning Units). For example, a unit noted as having *Augment Summoning* (+2D3) would allow a formation with a *Daemonic Pact* to roll 4D3 for summoning points as opposed to the usual 2D3. Note you only receive the augment summoning bonus if you bought a *Daemonic Pact* for the formation.

### Special Rule LD 1.1.5 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.

**Example:** A Chaos player begins her army creation process by purchasing a *Daemon Pool* to be used by her summoning formations. She purchases 14 lesser daemons and 2 greater daemons. These daemons are not affiliated with any particular faction until they are summoned. When purchasing formations she chooses the *Daemonic Pact* upgrade for two formations; a Khorne and a Nurgle formation. During her first turn she indicates that the Nurgle formation will be summoning daemons. She rolls 2D3 and gets 5 summoning points. She decides to summon 5 Plaguebearers, each stand costing a single summoning point. She removes 5 lesser daemons from the *Daemon Pool* leaving 9 lesser daemons left and places 5 Plaguebearers on the table. In her second turn she decides to summon daemons using the Khornate formation. She also purchased a *Chaos Champion* for this formation so she rolls 2D3, the base amount she gets to summon, and then rolls an additional 2D3 because of the *Champion's Augment Summoning* ability. She receives 12 summoning points. She uses 8 points to summon a Bloodthirster, 2 points to summon 2 Daemonic Beasts and the last 2 points to summon 2 Bloodletters. This leaves her with 5 lesser daemons and 1 greater daemon in her *Daemon Pool*.

## LD2.0 THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

### LD2.1 Using The Army List

The following army list allows you to field a Chaos Cult army based on the Stigmatus Covenant Cult that arose in the Mackan system during Abaddon's 13th Crusade. It can also be used as a 'stand in' army list for other Cult armies.

The followers of the Stigmatus Covenant Cult are

organized into formations called covens. Each Cultist coven may also include a number of extra units called upgrades. The charts below shows what units comprise a Cultist coven, what upgrades are allowed, and their points cost. Each upgrade that is taken adds to the cost of the coven, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade

may only be taken once per formation.

Each Stigmatus Cultist coven included in the army allows the player to take one Stigmatus Covenant Support Coven. Chaos Daemon Engine covens must be chaos undivided or belong to the same faction as the Cultist coven associated

with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engine covens or one Khorne and one undivided daemon engine coven.

### LD2.1.1 Lost and Damned Demagogue

One Arch Heretic or Daemon Prince in the army must be upgraded to a Demagogue. This character upgrade does not cost any additional points.

Stigmatus Covenant Covens		
Formation Type	Units	Points Cost
Stigmatus Covenant Coven	One Arch Heretic and eleven Cultist and/or Mutant units. You may choose any mix of Cultist or Mutants as long as it adds up to eleven units.	200 points
Daemon Pool	Lesser Daemon units Greater Daemon units	20 points each 125 points each

Stigmatus Covenant Upgrades (Each Covenant Cultist upgrade may be taken once per Cultist formation.)		
Upgrade	Units	Points Cost
Daemon Prince	Replace the Arch Heretic with a Daemon Prince	+50 points
Icon Bearer	One Icon Bearer character upgrade.	+40 points
Cultists or Mutants	Add up to eight Cultist and/or Mutants units to the coven. You may choose to add any mix of Cultist or Mutants as long as it does not exceed eight units.	15 points each
Big Mutants	Replace up to six Cultist units with an equal number of Big Mutant units.	20 points each
Chaos Spawn	Add one Chaos Spawn unit to the coven.	25 points
Chaos Hounds	Add up to three Chaos Hounds to the coven.	10 points each
Chaos Altar	Add one Chaos Altar to the coven.	150 points each
Traitor Fire Support	Add four Traitor Fire Support units to the coven.	100 points
Traitor Tank Squadron	Add three Traitor Leman Russ or three Leman Russ Demolishers to the coven.	200 points
Traitor Griffon Battery	Add three Traitor Griffons to the coven.	100 points
Traitor Hellhound Squadron	Add three Traitor Hellhounds to the coven.	150 points
Traitor Flak	Add up to two Traitor Hydras to the coven.	50 points each
Transports	Add Land Transporters to the coven.	10 points each
	Add Traitor Chimera to the coven.	25 points each
	If you choose to take this option then you must take exactly enough Land Transporters and/or Chimera to carry the units that still require transport 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. You may mix and match Land Transporters and Traitor Chimera.	
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool.	25 points

**Stigmatus Covenant Plague Zombie Infestation**

(You may take 0-2 Plague Zombie Infestations in an army.)

Formation Type	Units	Points Cost
Plague Zombie Infestation	3D6 Plague Zombie units.	175 points

**Stigmatus Covenant Support Covens**(You may take only one Stigmatus Covenant Support coven per Cultist coven chosen from the three categories below: **Daemon Engines**, **Traitor Support** or **Traitor Navy**).

Formation Type	Units	Points Cost
<b>Daemon Engines</b>		
(The Daemon Engine formation must be chaos undivided or belong to the same faction as the Cultist coven associated with them).		
Khorne: Lord of Battles	One to two Lord of Battles.	400 points each
Khorne: Daemon Assault Engines	Four Demonic Assault Engines	300 points
Nurgle: Plague Tower	One to two Plague Tower.	325 points each
Nurgle: Contagion Towers	Four Contagion Towers.	325 points
Slaanesh: Subjugator	One to two Subjugators.	225 points each
Slaanesh: Questor	One to two Questors.	250 points each
Slaanesh: Daemon Knights	Four Daemon Knights	275 points
Tzeentch: Firelord	One to three Firelords.	150 points each
Tzeentch: Doomwing	Three Doomwings.	150 points
Tzeentch: Silver Tower	Four Silver Towers	325 points
Undivided: Hellfire Cannons	Four Hellfire Cannons	200 points
Undivided: Defilers	Four Defilers	400 points
<b>Traitor Support</b>		
Traitor Rough Rider Platoon	Six Traitor Rough Rider units.	150 points
Traitor Sentinel Squadron	Four Traitor Sentinels.	100 points
Traitor Artillery Battery	Four Basilisk.	325 points
Traitor Armoured Company	Six Traitor Lemman Russ	400 points
<b>Traitor Navy</b>		
Traitor Thunderbolt Fighters	Two Thunderbolt Fighters.	150 points
Traitor Marauder Bombers	Two Marauder Bombers.	300 points

## LD3.0 STIGMATUS COVEN UNITS

<Add picture and 100-200 words describing each unit>

ARCH HERETIC				
<i>Cultist leaders, Aspiring Chaos Champions, Traitor Commanders, etc</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+ (4+)	5+ (4+)	5+ (4+)
Weapon	Range	Firepower	Notes	
Firearms	(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	
<b>Notes:</b> Arch Heretics can be one of two types: Cultist Magus or Chaos Marine Aspiring Champions. Both have the <i>Invulnerable Save</i> ability. The Cultist Magus also have <i>Augment Summoning (+2D3)</i> and <i>Arcane Powers</i> (listed in the weapons section above). Chaos Marine Aspiring Champions have the <i>Commander</i> and <i>Leader</i> abilities and use the stats in parentheses.				

DAEMON PRINCE				
<i>Fluff Text</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (30cm)	3+ (4+)	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	(base contact)	Assault Weapon	Macro Weapon, Titan Killer (1), Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1), Titan Killer (1)	
<b>Notes:</b> 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 different values for taking wings are shown in (brackets) above.				

DEMAGOGUE				
<i>Fluff Text</i>				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
None	-	-		
<b>Notes:</b> Character, Supreme Commander.				

ICON BEARER				
<i>Fluff Text</i>				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
None	-	-		
<b>Notes:</b> Character, Leader, Daemoniac Focus, Invulnerable Save.				

## CHAOS SPAWN

*Fluff Text*

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	none
Weapon	Range	Firepower	Notes	
Horrific Mutations	(base contact)	Assault Weapons	Extra Attacks (+D3)	

**Notes:** Invulnerable Save, Fearless.

## CULTISTS

*Chaos Cultists and Traitor PDF troops*

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	5+	6+
Weapon	Range	Firepower	Notes	
Firearms	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		

**Notes:** None.

## MUTANTS

*Fluff Text*

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

**Notes:** None.

## BIG MUTANTS

*Fluff Text*

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)	
Heavy Stubber	30cm	AP5+or Small Arms		

**Notes:** Big Mutants are strong enough to wield a heavy stubber in much the same manner that other troops use pistols and this is why they have such a high firefight value.

## CHAOS HOUNDS

*Fluff Text*

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

**Notes:** None.

## PLAGUE ZOMBIES

*Fluff Text*

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

**Notes:** Fearless, Infiltrators, Infestation-treat placement just like Teleport, but after 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 found by the opponent or released by the enemy). Plague Zombies may contest objectives in games but may not hold objectives.

## LAND TRANSPORTER

*Fluff Text*

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Weapons	30cm	AP5+/AT6+		

**Notes:** Transport (May transport two of the following units: Arch Heretic, 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.)

## CHAOS ALTAR

*These represent huge mobile altars to the Chaos gods.*

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	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.

**Critical Damage:** The Altar is dragged back to the warp. Remove it from play.

## LD3.1 CHAOS DAEMON ENGINE UNITS

### KHORNE LORD OF BATTLES

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Death Storm	45cm	4 x AP4+/AT4+		
Chain Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+3)	
2 x Battlecannon	75cm	AP4+/AT4+		

**Notes:** Damage Capacity 6, Reinforced Armour, Thick Rear Armour, Fearless.

**Critical Damage:** The Lord of Battles is driven into a daemoniac rage and immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Lord of Battles rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).

### KHORNE DAEMON ASSAULT ENGINE

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Blood Cannons	30cm	2 x AP4+/AT5+		
Daemon Blades/Spikes	(base contact)	Assault Weapons	Extra Attacks (+D3)	

**Notes:** Reinforced Armour, Fearless.

### NURGLE PLAGUE TOWER

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Plague Mortar	60cm	3+D3BP	Disrupt, Fixed Forward Arc	
Rot Cannon	90cm	AP3+/AT5+	Ignore Cover, Fixed Forward Arc	
2 x Battlecannon	75cm	AP4+/AT4+		

**Notes:** Damage Capacity 6, Reinforced Armour, Fearless. Transport (May transport sixteen of the following units: Arch Heretic, Daemon Prince, Chaos Spawn, Cultists, Mutants, Big Mutants, Chaos Hounds, Daemoniac Beasts, Plague Bearers, Great Unclean One. Chaos Spawns, Big Mutants, Daemon Princes and Great Unclean Ones take up two transport spaces each).

**Critical Damage:** Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed.

## NURGLE CONTAGION TOWER

*Fluff text*

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.

## SLAANESH SUBJUGATOR

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	2+	5+
Weapon	Range	Firepower	Notes	
2 x Hellblade	(base contact)	Assault Weapon	Extra Attacks (+1), Titan Killer (D3)	
2 x Battlecannon	75cm	AP4+/AT4+		

**Notes:** Damage Capacity 3, 2 Void Shields, Walker, May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide, Reinforced Armour, Fearless.

**Critical Damage:** The Subjugator is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

## SLAANESH QUESTOR

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	4+	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, Walker, May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide, Reinforced Armour, Fearless.

**Critical Damage:** The Questor is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

## SLAANESH DAEMON KNIGHT

*Fluff text*

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

**Notes:** Walker, Invulnerable Save, Fearless, Scout.

## TZEENTCH DOOMWING

*Fluff text*

Type	Speed	Armour	Close Combat	Firefight
Aircraft	fighter	6+	na	na
Weapon	Range	Firepower	Notes	
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	

**Notes:** Invulnerable Save.

## TZEENTCH FIRELORD

*Fluff text*

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

**Notes:** Invulnerable Save.

## TZEENTCH SILVER TOWER

*Fluff text*

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+	Macro Weapon	

**Notes:** Skimmer, Invulnerable Save, Fearless.

## UNDIVIDED HELLFIRE CANNON

*Fluff text*

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.

## UNDIVIDED DEFILER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Defiler Cannon	75cm	AP4+/AT4+		
<i>or</i>	75cm	1BP	Indirect Fire	
Twin Lascannon	45cm	AT4+		
Defiler Heavy Flamer	15cm	AP4+	Ignore Cover	
<i>and</i>	(15cm)	Small Arms	Extra Attack (+1), Ignore Cover	
Battle Claws	(base)	Assault Weapon	Extra Attack (+1), Macro Weapon	

**Notes:** Fearless. Invulnerable Save. Walker.

## LD3.2 CHAOS DAEMON UNITS

### BLOODTHIRSTER: GREATER DAEMON OF KHORNE

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Axe of Khorne	(base)	Assault Weapons	Extra Attacks (+2), Titan Killer	
Bloodthirster's Whip	(base)	Assault Weapons	Extra Attacks (+1), Titan Killer	

**Notes:** Damage Capacity 3. Inspiring. Walker. Wings (count as Jump Pack). Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.

**Critical Hit Effect:** The greater daemon is hurled back into the warp. It will drag any other units within 5cms back with on a roll of 6.

### BLOODLETTERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Hellblades	(base)	Assault Weapons	Extra Attacks (+1)	

**Notes:** Invulnerable Save. Costs one point to summon.

### 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)	Assault Weapons	Extra Attacks (+1)	
Stream of Corruption	15cm	Small Arms	Ignore Cover, Disrupt, Extra Attacks (+1)	
and	Flame Template	AP4+/AT5+	Disrupt, Ignore Cover	

**Notes:** Damage Capacity 4. Inspiring. Walker. Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.  
**Critical Hit Effect:** The greater daemon is hurled back into the warp. It will drag any other units within 5cms back with on a roll of 6.

### PLAGUEBEARERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	5+
Weapon	Range	Firepower	Notes	
Plague Swords	(base)	Assault Weapons		
Plague of Flies	(15cm)	Small Arms		

**Notes:** Invulnerable Save. Costs one point to summon.

### KEEPER OF SECRETS: GREATER DAEMON OF SLAANESH

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Gaze of Slaanesh	30cm	3 x MW 4+	Macro Weapon	
and	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon, First Strike	
Lash of Torment	(base)	Assault Weapons	Extra Attacks (+1), Macro Weapon, First Strike	

**Notes:** Damage Capacity 3. Inspiring. Walker. Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.  
**Critical Hit Effect:** The greater daemon is hurled back into the warp. It will drag any other units within 5cms back with on a roll of 6.

### DAEMONETTES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base)	Assault Weapons		

**Notes:** First Strike. Invulnerable Save. Costs one point to summon.

## 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)	Assault Weapons	Extra Attacks (+1), Macro Weapon	
Withering Gaze	45cm	2 x MW3+	Macro Weapon	
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon	

**Notes:** Damage Capacity 3. Inspiring. Walker. Wings (count as Jump Pack). Invulnerable save. Reinforced Armour. Fearless. Costs 8 points to summon.

**Critical Hit Effect:** The greater daemon is hurled back into the warp. It will drag any other units within 5cms back with on a roll of 6.

## FLAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Flames of Tzeentch	(base)	Assault Weapons		
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1)	

**Notes:** Invulnerable Save. Costs one point to summon.

## DAEMONIC BEASTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	none
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		

**Notes:** Invulnerable Save. Infiltrator. Costs one point to summon.

## LD3.3 TRAITOR PDF UNITS

**TRAITOR FIRE SUPPORT**  
SEE IG LIST FOR STATS

**TRAITOR ROUGH RIDERS**  
SEE IG LIST FOR STATS

**TRAITOR CHIMERA**  
SEE IG LIST FOR STATS

**TRAITOR HELLHOUND**  
SEE IG LIST FOR STATS

**TRAITOR SENTINEL**  
SEE IG LIST FOR STATS

**TRAITOR LEMAN RUSS**  
SEE IG LIST FOR STATS

**TRAITOR LEMAN RUSS DEMOLISHER**

SEE IG LIST FOR STATS

**TRAITOR GRIFFON**

SEE IG LIST FOR STATS

**TRAITOR BASILISK**

SEE IG LIST FOR STATS

**TRAITOR HYDRA**

SEE IG LIST FOR STATS

**TRAITOR THUNDERBOLT**

SEE IG LIST FOR STATS

**TRAITOR MARAUDER**

SEE IG LIST FOR STATS

**APPENDIX A: OTHER DAEMONIC FORCES**

These units either do not have models or are old models of units that are not in the tournament list. These stats can be used in friendly games if your opponent agrees.

**FLESH HOUNDS**

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		
<b>Notes:</b> Invulnerable Save. Costs one point to summon.				

**NURGLINGS**

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	-
Weapon	Range	Firepower	Notes	
Tiny Sharp Teeth	(base)	Assault Weapons		
<b>Notes:</b> Invulnerable Save. Two may be summoned for one point to summon.				

**DAEMONETTES ON RIDING BEASTS**

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base)	Assault Weapons		
<b>Notes:</b> First Strike. Invulnerable Save. Costs one point to summon.				

## SCREAMERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		

**Notes:** Jump Packs. Invulnerable Save. Costs one point to summon.

## HORRORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	4+
Weapon	Range	Firepower	Notes	
Daemoniac Fire	(15cm)	Small Arms		
Doom Bolt	15cm	AP4+/AT6+		

**Notes:** Invulnerable Save. Costs one point to summon.

## FURIES

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base)	Assault Weapons		
Aerial Assault	30cm	AA6+		

**Notes:** Wings (count as Jump Pack). Invulnerable Save. Scouts. Costs one point to summon. The aerial assault attack represents the Furies flying over to *mob* enemy aircraft as they approach. Even though it is not a ranged flak attack as such, it is treated as one in the game.