

WARHAMMER[®] 40,000

LOST AND THE DAMNED



INTRODUCTION

The Lost and The Damned are warbands of treacherous renegades, deserters, mercenary scum, misguided rebels, traitors, rebelling slaves, pirates, mutants, and heretics. They are corrupted and controlled by their cruel Chaos Space Marine and Daemon masters. Living only for the next raid, they pose a constant threat from the heart of the Imperium.

Version 3

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ARMY SPECIAL RULES

Daemonic Summoning

Sometimes the raids and riots of treacherous renegades are only a prelude to a full scale daemonic incursion. Unwitting fools carry chaos icons into battle, that surge with hidden power.

Units of Lesser Daemons from **Codex: Chaos Space Marines** and any non HQ unit taken from **Codex: Daemons** must start the game in reserve, but are not split up into cohorts. Daemons can only enter play if the first model deep striking is placed within 6" of a Chaos Icon. Roll for scatter. Lesser Daemons may assault the turn they enter play, but not units selected from **Codex: Daemons**.

Possession

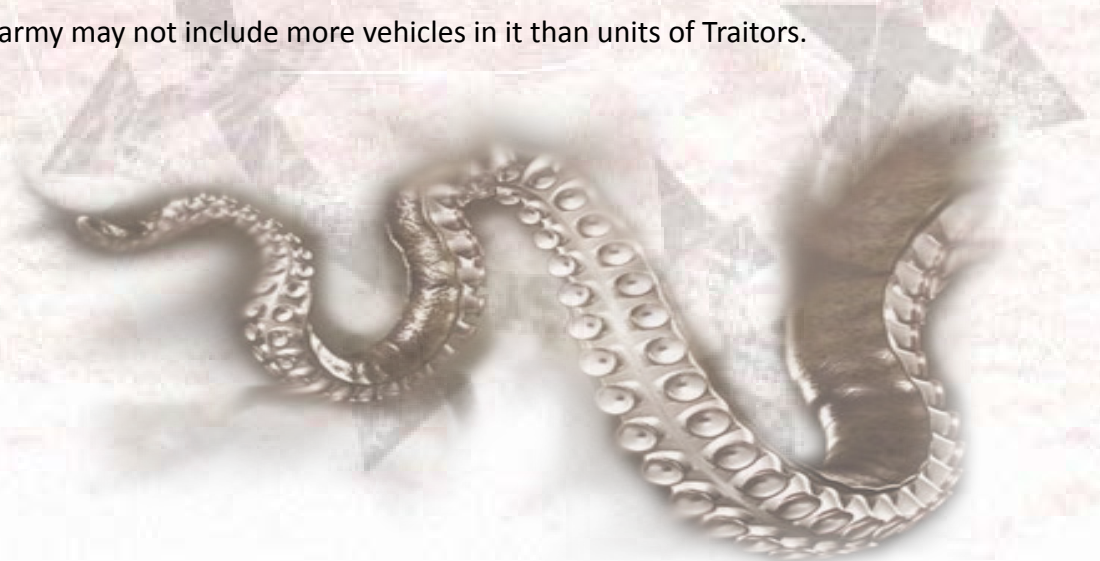
Some leaders are hollow shells of their former selves, since their souls were devoured by a warp predator.

When a Greater Daemon of any kind is part of the army, it must enter play from reserves, through Possession. At deployment, secretly write down a specific character model chosen from H.Q. to serve as Host. This can be an Aspiring Champion. When the Greater Daemon becomes available from reserve it will take the place of the host model, killing the character. Refer to Codex: CSM if you are unclear how this works. The host cannot begin the game in reserve. The Host character must have a matching Chaos Mark to the type of Greater Daemon being summoned. Only Champions with a Mark of Chaos Undivided can act as Host to generic Greater Daemons from Codex: Chaos Space Marines.

Scavengers

A Lost and The Damned army is usually operating without organized support. Either they are a desperate band living from raid to raid, or part of a larger horde that is indifferent to the needs of its troops. Scavenging is the only way the warband can survive and rearm itself. Even when equipment and vehicles can be looted, it is another problem to find clear minds amongst the rabble. It is usually only amongst groups of traitor Imperial Guardsmen and hardened mercenary thugs that anyone can be found to operate and repair the technology. Once a looted vehicle is fixed up and functioning with a crew, the next challenge is to keep inept, groping mutants and lunatics out of the crew compartments.

A Lost and the Damned army may not include more vehicles in it than units of Traitors.



ALLIANCE RULES

For every 1000 total points of the army list, you may include any one unit chosen from any of the following:

Codex: Imperial Guard
Codex: Chaos Space Marines
Codex: Daemons

There are a few exceptions:

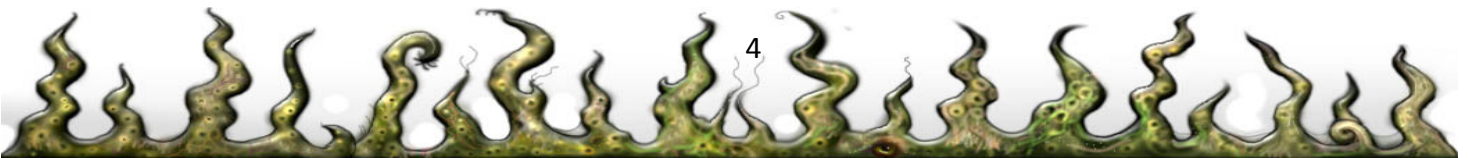
No HQ choices
No named characters
No Imperial Guard Platoons
Vehicle squadrons must be a single vehicle only

Some Lost and the Damned H.Q. Choices will open up additional ally choices, detailed in the character's army list entries.

Allied Troop units will never count as scoring unless a Codex LATD HQ choice specifically says they will.

Units from Forgeworld publications and other "homebrew" Codexes may be included only with opponent permission.

For narrative campaigns or special scenarios, feel free to work out with your opponent your own rules for allies.



UNIT SPECIAL RULES

Codex: Lost and The Damned units use the following special rules: (These are marked with: *)

Ambition

Rival commanders soon turn to treachery and murder to solve their differences. Fortunately for the damned, there are always ambitious Traitor Marines ready to use a group of fools as their own personal cannon fodder, and lead them into battle.

At deployment, Aspiring Champions may be split off from their squad and assigned to lead any non-Daemon squad. Any Champions selected to lead a squad will become part of that unit for all intents and purposes and will therefore not count for kill points. Only one Aspiring Champion may be assigned per squad.

Daemonkin

Daemonkin units are touched by the warp. They are affected by enemy weapons, wargear and special abilities as if they were Daemons.

Mindless

Models that are mindless never count as scoring units, although they can still contest objectives as normal.

Sacrifice

A character with this ability allows you to re-roll any failed leadership check by removing one model of your choice as a casualty from the character's unit. If the re-roll is also failed, the character takes a wound as he is shot, knifed, or bitten in the back (armor saves apply).

Spawn Movement

- During the Movement phase, roll 1D6 for each unit affected by Spawn Movement as it moves, and use the chart below:

- 1-2: Move 2D6" in the direction of a scatter die
(Do not move on a hit result)
- 3-4: Move 3D6" towards closest enemy unit
- 5-6: Move up to 3D6" in any direction

- During the Shooting Phase, Chaos Spawn may not run.
- During the Assault Phase, Chaos Spawn must charge if possible, but you may determine the target unit or units.

These moves are not affected by difficult terrain, but Spawn will stop their movement if they come into contact with impassable terrain or a friendly model. Spawn may never voluntarily go to ground. Spawn can consolidate normally.

Warp-Spawned

Any time a Warp-Spawned unit participates in a winning assault where all enemy models were killed, you may add a new model of the same basic type as the unit. Put the model in base contact with the unit, and at least 1" away from enemy models. If there is no room or you do not have a suitable model do not place a model.



PSYCHIC POWERS

Lightning Arc +10 pts.

Psychic Shooting attack

Range 18" / S: 4 / AP: 3 / Assault 3

Gift Of Chaos +25 pts.

Psychic Shooting attack

As in **Codex: Chaos Space Marines**, but use the Chaos Spawn statline in this codex.

Wind Of Chaos +25 pts.

Psychic Shooting attack

Template / S: 6 / AP: 1

Curse Of The Machine Spirit +15 pts.

Psychic Shooting attack

Range 20" Assault 2

On a successful hits, It Causes a glancing hit on target vehicle

Prescience +20 pts.

Pre-Game Phase

You may roll this psychic test once before deployment. On a success, you get +1 on all rolls to choose deployment zones / first player, and on seize the initiative rolls.

Mass Confusion +25 pts.

Continuous while Psyker is on the table and outside a transport

Your opponent must subtract one from all their reserve rolls and outflanking rolls.

Teleport +20 pts.

Movement Phase

The Psyker immediately deep strikes. This does not include his squad, but it does include any wargear characters such as Created Spawn.

Fear +15 pts.

Psychic Shooting attack

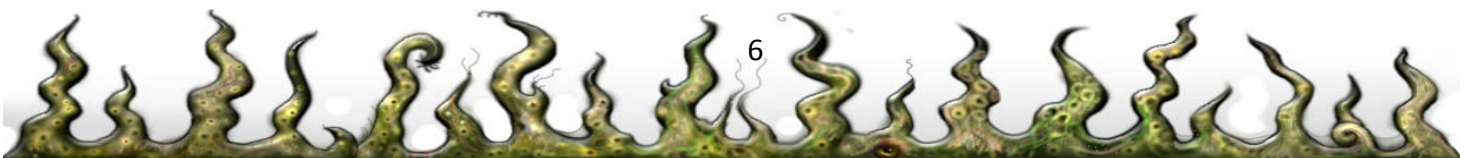
Range 24" Assault 1

If this attack hits, the target unit takes a Leadership check. If the check fails, the player controlling the psyker decides if the unit is pinned or falls back. This does not affect Fearless units or Vehicles.

Warpstorm +25 pts.

Psychic Shooting attack

Range 24" / S: 5 / AP: D6 / Assault 1 / Ordnance, Large Blast, Pinning



ASPIRING CHAMPIONS OF CHAOS COST: 25 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

- 1-6 Aspiring Champions

Unit Type:

- Infantry

Wargear:

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Ambition*
- Infiltrate
- Sacrifice*

OPTIONS:

Can replace Bolter with:

- Twin-linked Bolter +3 pts.
- Combi-weapon +5 pts.
- Flamer +5 pts.
- Melta Gun +10 pts.
- Plasma Gun +15 pts.

Can replace Bolt Pistol with:

- Plasma Pistol +10 pts.

Can replace Close Combat Weapon with:

- Poisoned Weapon +5 pts.
- Rending Weapon +10 pts.
- Power Weapon +10 pts.
- Lightning Claw +15 pts.
- Power Fist +20 pts.

Can replace Close Combat Weapon, Bolter, and Bolt Pistol with:

- Pair of Lightning Claws +25 pts.

May take any of the following:

- Melta Bombs +5 pts.
- Chaos Icon +15 pts.

May take one Transport:

- Bike +30 pts.
 - Jump Pack / Wings +20 pts.
 - Steed Of Chaos +10 pts.
- (Changes unit type to Cavalry)

May each have one Mark :

- Mark Of Chaos Undivided +10 pts.
(Gives +1 WS and Stubborn)
- Mark Of Khorne +10 pts.
(Gives +1 A and Stubborn)
- Mark Of Nurgle +15 pts.
(Gives +1 T and Stubborn)
- Mark of Slaanesh +10 pts.
(Gives +1 I and Stubborn)
- Mark Of Tzeentch +15 pts.
(Gives 5+ Inv. Save and Stubborn)



H.Q.

EXALTED CHAMPION OF CHAOS COST: 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	5	5	4	4	2	4	3	10	3+/5+(I)

Unit Composition:

- 1 Exalted Champion

Unit Type:

- Infantry

Wargear:

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Acute Senses
- Counter-Attack
- Hit and Run
- Independant Character
- Infiltrate
- Sacrifice*

OPTIONS:

Can replace Close Combat Weapon, Bolter, and Bolt Pistol with:

- Pair of Lightning Clasws +25 pts.

Can replace Bolter with:

- Twin-linked Bolter +3 pts.
- Combi-weapon +5 pts.
- Flamer +5 pts.
- Melta Gun +10 pts.
- Plasma Gun +15 pts.

Can replace Bolt Pistol with:

- Plasma Pistol +10 pts.

Can replace Close Combat Weapon with:

- Poisoned Weapon +5 pts.
- Rending Weapon +10 pts.
- Power Weapon +10 pts.
- Lightning Claw +15 pts.
- Power Fist +20 pts.
- Daemon Weapon (as per supplement)

May take any of the following:

- Melta Bombs +5 pts.
- Chaos Icon +15 pts.
- Servo Arm +25 pts.

May become a Psyker for +20 points, and purchase one power from page 6.

OPTIONS (continued):

May Have One Mark:

- Mark Of Chaos Undivided +10 pts.
(Gives +1 WS and Stubborn)
- Mark Of Khorne +10 pts.
(Gives +1 A and Stubborn)
- Mark Of Nurgle +15 pts.
(Gives +1 T and Stubborn)
- Mark of Slaanesh +10 pts.
(Gives +1 I and Stubborn)
- Mark Of Tzeentch +15 pts.
(Gives 4+ Inv. Save and Stubborn)

May take one Transport:

- Bike +30 pts.
- Jump Pack / Wings +25 pts.
- Steed Of Chaos +10 pts.
(Changes unit type to Cavalry)
- Juggernaut +35 pts.
(Requires Mark of Khorne)
(+1 S, +1T, +1W +1A)
- Disc Of Tzeentch: +35 pts.
(Requires Mark of Tzeentch)
(+1 A, Changes unit type to Jump Inf.)
- Palanquin of Nurgle: +20 pts.
(Requires Mark of Nurgle)
(+1A, +1 W)
- Mount Of Slaanesh: +15 pts.
(Requires Mark of Slaanesh)
(+1 A, Changes unit type to Cavalry)
- Chaos Rhino +35 pts.
- Chimera +55 pts.

POWERFUL ALLIES

Selecting an Exalted Champion as your H.Q. allows you to take any one entry from Codex Chaos Space Marine as part of your Allies allotment.

Units of Chaos Space Marines count as scoring units.



H.Q.

MERCENARY LORD COST: 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mercenary Lord	5	5	4	4	3	4	3	10	4+/5+(I)

Unit composition:

- 1 Mercenary Lord

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades
- Refractor Field

Special Rules:

- **Armed to the teeth**
- Independent Character
- Infiltrate
- Money Talks* (see sidebar)
- Relentless
- Scout
- Stealth
- Stubborn

OPTIONS:

Can take up to three of the following:

- Bolter (Free)
- Shotgun (Free)
- Sniper Rifle (Free)
- Twin-linked Bolter +3 pts.
- Combi-weapon +5 pts.
- Flamer +5 pts.
- Grenade Launcher +5 pts.
- Melta Bombs +5 pts.
- Demolition Charge +10 pts.
- Heavy Bolter +5 pts.
- Multi-laser +8 pts.
- Melta Gun +10 pts.
- Plasma Pistol +10 pts.
- Plasma Gun +10 pts.
- Chaos Icon +15 pts.
- Missile Launcher +25 pts.
- Poisoned Weapon (4+) +5 pts.
- Rending Weapon +5 pts.
- Power Weapon +10 pts.
- Lightning Claw +15 pts.
- Power Fist +20 pts.

OPTIONS (continued):

May take one of the following:

- Bike +25 pts.
- Jump Pack / Wings +25 pts.
- Steed Of Chaos +15 pts.
(Changes unit type to Cavalry)
- Chimera +55 pts.
(the Chimera may be upgraded as normal)

ARMED TO THE TEETH

The Mercenary Lord may always fire either a Bolt Pistol, Bolter, or Shotgun in addition to shooting another weapon or running. This may be at a different target.

MONEY TALKS

Selecting a Mercenary Lord as your H.Q. allows you to take up to two additional units from the following list as part of your Allies allotment. These units will count as scoring.

Codex: Imperial Guard:

Veteran Squads, Penal Legion, Special Weapon Squads, Ratlings

Codex: Tau Empire:

Kroot Carnivores, Fire Warriors

Codex: Orks:

Flash Gitz, Looted Wagon



MUTANT OVERLORD COST: 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant Overlord	5	2	7	6	4	3	4	10	4+

Unit composition:

- 1 Mutant Overlord

Unit Type:

- Monstrous Creature

Wargear:

- Scavenged Armor Plates
- Mutations (Close Combat Weapon)
- Frag Grenades

Special Rules:

- Independent Character
- Stubborn
- Mutant Supremacy* (see sidebar)

OPTIONS:

May take any of the following:

- Acid Spit (Heavy Flamer) +20 pts.
- Gift Of Chaos (Psychic Power) +30 pts.
- Scaly Hide (3+ Save). +15 pts.
- Armored Carapace (2+ save) +35 pts.
- Refractor Field (5++ Inv save) +20 pts.
- Wings +40 pts.

OPTIONS (continued):

May Have One Mark:

- Mark Of Chaos Undivided: +5 pts.
(Gives +1 WS)
- Mark Of Khorne +10 pts.
(Gives +1 A)
- Mark of Slaanesh +5 pts.
(Gives +1 I)
- Mark Of Nurgle +15 pts.
(Gives +1 T)
- Mark Of Tzeentch +20 pts.
(Gives 5++ Inv. Save,
or 4++ with refractor field)

MUTANT SUPREMACY!

Selecting a Mutant Overlord as your H.Q. allows you to take one unit of Big Mutants as Troops.





PLAGUEMASTER COST: 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Plaguemaster	4	4	4	5	3	2	3	10	2+/5+(I)

Unit composition:

- 1 Plaguemaster

Unit Type:

- Infantry

Wargear:

- Mark of Nurgle (included in profile)
- Plague infused Terminator Armour
- Poisoned (4+) Power Weapon
- Rotsprayer (Heavy Flamer)
- Melta Bombs
- Blight Grenades (Defensive Grenades)

Special Rules:

- Fearless
- Feel No Pain
- Independent Character
- Relentless

Psychic Powers:

- Nurgle's Rot (*Codex: CSM pg. 88*)

OPTIONS:

Can take any of the following:

- Chaos Icon +15 pts.
- Combi-Melta +10 pts.
- Combi-Plasma +8 pts.
- Storm Bolter +5 pts.
- Eternal Warrior +30 pts.
- Palanquin of Nurgle: +35 pts.
(+1A, +1 W)
- Plasma Pistol +10 pts.

CONTAGION IS THE GIFT

Including a Plaguemaster allows units of Plague Zombies, Plague Marines, Nurglings, Plaguebearers, and Beasts of Nurgle to count as scoring units. This ability overrides all other restrictions on scoring units.

RENEGADE PSYKER LORD COST: 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Renegade Psyker	4	4	3	4	3	3	3	10	4+/5+(I)

Unit composition:

- 1 Renegade Psyker

Unit Type:

- Infantry

Wargear:

- Carapace Armour
- Laspistol
- Force Weapon
- Frag and Krak Grenades
- Refractor Field / Psychic Shield
- Chaos Icon

Special Rules:

- Furious Charge
- Independent Character
- Infiltrate
- Stubborn
- Psyker Revolution
- Psychic Domination* (See sidebar)

OPTIONS:

May Have One Mark:

- Mark of Chaos Undivided: +5 pts.
(+1 A)
- Mark of Slaanesh +5 pts.
(Gives +1 I)
- Mark Of Nurgle +10 pts.
(Gives +1 T)
- Mark Of Tzeentch +10 pts.
(Gives 4+ Inv. Save)

May take one Transport:

- Bike +30 pts.
- Jump Pack / Wings +20 pts.
- Steed Of Chaos +10 pts.
(Changes unit type to Cavalry)
- Disc Of Tzeentch: +25 pts.
(Requires Mark of Tzeentch)
(+1 A, Changes unit type to Jump Infantry)
- Palanquin of Nurgle: +20 pts.
(Requires Mark of Nurgle)
(+1A, +1 W)
- Mount Of Slaanesh: +15 pts.
(Requires Mark of Slaanesh)
(+1 A, Changes unit type to Cavalry)

PSYKER REVOLUTION

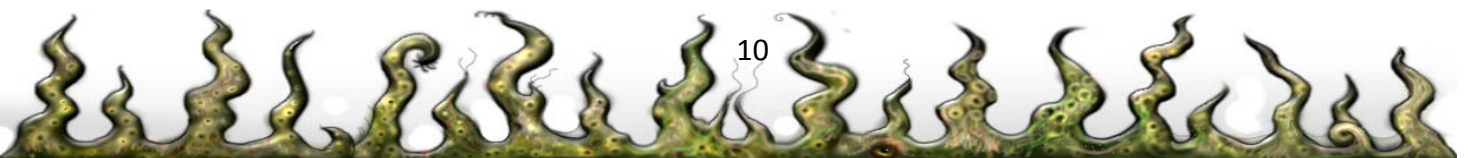
When the Inquisition fails to kill enough heretics, even entire planets may come under the sway of deranged but powerful rogue psykers.

The Renegade Psyker Lord may select up to two Psychic powers from the list of psychic powers on page 6.

All Psyker Combat Squads, Penal Legion Squads, and Conscript Squads count as scoring units. The Overseer in each unit of Psyker Combat Squads may be upgraded a Rogue Psyker Overseer for +10 points, and buy one psychic power from the list of psychic powers on page 6.

PSYCHIC DOMINATION

While the Psyker Lord is on the board and outside vehicles and buildings, no wargear or abilities in either player's army may modify leadership tests for psychic abilities.



ELITES

BIG MUTANTS COST: 30 POINTS EACH

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

Unit composition:

- 4-12 Big Mutants

Unit Type:

- Infantry

Wargear

Big Mutants:

- Rending Close Combat Weapon
(Tentacles, Spines, Claws, and other mutations)

Big Mutant Boss:

- Rending Close Combat Weapon
(Tentacles, Spines, Claws, and other mutations)

Special Rules:

- Bulky (Takes up two transport slots)
- Counter-Attack
- Furious Charge
- Stubborn

OPTIONS:

Character:

- One character may be added:
- Big Mutant Boss +45 pts.

Options:

Up to three mutants (including the boss) may have one of the following:

- Flamer +5 pts.
- Grenade Launcher +5 pts.
- Ripper Gun +5 pts.
- Chaos Icon +15 pts.
- Heavy Flamer +12pts.
- Melta Bombs +5 pts.
- Power Weapon +15 pts.
- Power Fist +25 pts.

CHAOS SPAWN COST: 25 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	2	0	5	5	2	3	D6	10	4++ (Inv)

Unit composition:

- 1-12 Spawn

Unit Type:

- Infantry

Wargear

- Rending Close Combat Weapon
(Tentacles, Spines, Claws, and other mutations)

Special Rules:

- Daemonkin*
- Fearless
- Mindless*
- Spawn Movement*
- Warp-spawned*

COMBAT DRUG ADDICTS COST: 10 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Addict	4	1	3	4	1	3	3	10	5+

Unit composition:

- 8-24 Addicts

Unit Type:

- Infantry

Wargear:

- Flak / Scrap Armor
- Close Combat Weapon
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Counter-attack
- Fearless
- Furious Charge
- Rage
- Scouts

OPTIONS:

Up to two addicts may replace a close combat weapon with:

- Poisoned Weapon +5 pts.
- Rending Weapon +8 pts.
- Power Weapon +10 pts.
- Power Fist +15 pts.



TROOPS

GIBBERING HORDES COST: 14 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Gibbering Hordes	2	0	3	3	3	3	1D6	10	5++ (Inv)

Unit composition:

- 6-12 Gibbering Horde bases

Unit Type:

- Infantry

Wargear

- Close combat weapon
(Claws, fangs, mutations)

Special Rules:

- Daemonkin*
- Eternal Warrior
- Fearless
- Mindless*
- Swarm
- Warp-spawned*



MUTANTS COST: 7 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	3	2	3	4	1	3	3	7	5+
Big Mutant Boss	4	2	6	5	3	2	3	8	4+

Unit composition:

- 15-40 Mutants

Unit Type:

- Infantry

Wargear:

Mutants:

- Scraps of Armor
- Mutations (One Close Combat Weapon)
- Firearms (counts as Shotguns)
- Frag grenades

Big Mutant Boss:

- Rending Weapon
- Frag Grenades

Special Rules:

Mutants:

- Rage (*Rage does not apply while the squad is led by a character*)

Big Mutant Boss:

- Bulky (Takes up two transport spots)
- Furious Charge
- Sacrifice*

OPTIONS:

The entire squad may be upgraded with any of the following special rules:

- Infiltrate +3 pts. per model
- Warp-spawned* +1 pt. per model

Character:

One character may be added:

- Big Mutant Boss +45 pts.

Options:

Up to three mutants (including the boss) may have one of the following:

- Flamer +5 pts.
- Grenade Launcher +5 pts.
- Ripper Gun +5 pts.
- Chaos Icon +15 pts.
- Heavy Flamer +12pts.
- Melta Bombs +5 pts.
- Power Weapon +15 pts.
- Power Fist +25 pts.



TROOPS

PLAGUE ZOMBIES COST: 7 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Zombie	2	0	3	3	1	1	2	10	6+

Unit composition:

- 7-35 Zombies

Unit Type:

- Infantry

Wargear

- Close combat weapon (Claws and fangs)

Special Rules:

- Fearless
- Feel no pain
- Mindless*
- Slow and Purposeful



TRAITORS COST: 5 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Traitor	3	3	3	3	1	3	1	7	5+
Dominator	4	3	4	3	1	4	2	8	4+
Weapon Team	3	3	3	3	2	3	2	7	5+

Unit composition:

- 10-40 Traitors

Unit Type:

- Infantry

Wargear:

Traitors:

- Flak / Scrap Armor
- Lasgun (or autogun)
- Close Combat Weapon
- Frag Grenades

Dominator:

- Flak / Scrap Armor
- Laspistol (or autopistol)
- Close Combat Weapon
- Shotgun
- Frag and Krak Grenades

Special Rules:

Traitors:

- N/A

Dominator:

- Sacrifice*

OPTIONS:

One character may be added:

- Dominator +12 pts.

The Dominator may replace their close combat weapon with:

- Poisoned Weapon +5 pts.
- Power Weapon +10 pts.
- Power Fist +15 pts.

The Dominator may take any of the following:

- Melta Bombs +5 pts.
- Carapace Armor (4+ save) +5 pts.
- Chaos Icon +15 pts.

OPTIONS (continued):

The entire squad may be upgraded with the following special rule:

- Infiltrate +3 pts. per model

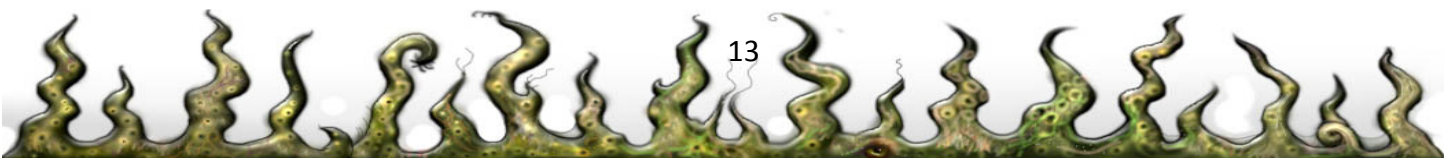
The entire squad may exchange their lasguns for either laspistols or shotguns, for free

You may replace two traitors with a weapon team, armed with:

- Grenade Launcher +5 pts.
- Heavy Stubber +5 pts.
- Mortar +5 pts.
- Heavy Bolter +8 pts.
- Multi-Laser +10 pts.
- Autocannon +10 pts.
- Plasma Gun +10 pts.
- Heavy Flamer +15 pts.
- Missile Launcher +15 pts.
- Lascannon +20 pts.

Up to three traitors may replace their lasgun / laspistol / shotgun with one of the following:

- Flamer +5 pts.
- Grenade Launcher +5 pts.
- Sniper Rifle +5 pts.
- Meltagun +10 pts.
- Plasmagun +12 pts.
- Demolition Charge +10 pts.
- Chaos Icon +15 pts.



FAST ATTACK

CHAOS HOUNDS COST: 9 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Hounds	4	0	4	4	1	4	2	8	6+

Unit composition:

- 5-20 Hounds

Unit Type:

- Beasts

Wargear

- One close combat weapon
(Claws, fangs, mutations)

Special Rules:

- Bulky (Takes up two transport slots)
- Counter-attack



TRAITOR TRUCK COST: 40 POINTS

	Armor			
	BS	F	S	R
Traitor Truck	3	11	10	10

Unit Type:

Vehicle (Tank, Fast)

Transport capacity: 12
Open Topped

Wargear

- Front mounted heavy stubber
- Front mounted heavy stubber
- Searchlight
- Smoke launchers

OPTIONS:

One stubber can be upgraded with a turret mount for +5 pts

Each Stubber can be upgraded to:

Grenade Launcher	Free
Flamer:	Free
Heavy bolter	+5 pts.
Multi-Laser	+5 pts.
Heavy flamer	+10 pts.
Autocannon	+10 pts.

The Traitor Truck may be upgraded with any of the non-weapon vehicle wargear options for the Chimera listed in **Codex: Imperial Guard**



HEAVY SUPPORT

GIANT CHAOS SPAWN COST: 140 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Giant Chaos Spawn	4	1	8	6	5	3	2D6	10	3+

Unit composition:

- 1-2 Giant Spawn

Unit Type:

- Monstrous Creature

Wargear

- Gribbly bits and other mutations (counts as one close combat weapon)

Special Rules:

- Daemonkin*
- Fearless
- Mindless*
- Spawn Movement*

OPTIONS:

- Any Giant Spawn may be upgraded with any of the following (all options must be the same throughout the squad):
 - Acid Spit (Heavy Flamer) +15 pts.
 - Gift Of Chaos (Psychic Power) +25 pts.
 - Armored Carapace (2+ save) +20 pts.
 - Unreality Field (5+ Inv Save) +20 pts.



TRAITOR HEAVY WEAPON TEAMS COST: 12 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Weapon Team	3	3	3	3	2	3	2	7	5+
Dominator	4	3	3	3	1	4	2	8	4+

Unit composition:

- 1 Dominator
- 1-6 Weapon Teams

Unit Type:

- Infantry

Wargear:

Traitor Weapon Teams:

- Flak / Scrap Armor
- Lasgun (or autogun)
- Close Combat Weapon
- Frag Grenades

Dominator:

- Flak / Scrap Armor
- Laspistol (or autopistol)
- Close Combat Weapon
- Shotgun
- Frag and Krak Grenades

Special Rules:

Traitor Weapon Teams:

- N/A
- Sacrifice*

Each team must take one of the following:

- Grenade Launcher +5 pts.
- Heavy Stubber +5 pts.
- Mortar +5 pts.
- Heavy Bolter +8 pts.
- Multi-Laser +10 pts.
- Autocannon +10 pts.
- Plasma Gun +10 pts.
- Heavy Flamer +15 pts.
- Missile Launcher +15 pts.
- Lascannon +20 pts.

The entire squad may be upgraded with any of the following special rules:

- Infiltrate +4 pts. per model
- Stealth +2 pts. per model
- Tankbusters +7 pts. per model



MODELING

Let your imagination run wild with this army! You can create your own themed armies using parts from many different kits, or even sculpt your own details.

- Don't feel too restricted by the army list. For example, mutants are listed as being armed with a laspistol and close combat weapon, but this is open to interpretation when modeling. They could be holding an autopistol, shotgun, ork slugga, scratch built blunderbuss, or no firearm at all (maybe they spit acid or throw bombs).
- Mutants are fun and generally easy to make. Plastic glue will hold odd parts together well and gives a good working time to get a pose right. With a clippers, hobby knife or razor you can get a flat edge on any bit, which will make gluing easier. For mutations: mix and match parts from different kits. You can make tentacles from green stuff, wire, twisty ties or bits. Fine sand or static grass can be used as a texture or to cover a bad join or area with no detail. Try using limbs of different sizes on the same model, and don't forget to mix up which heads you are using.
- Old, outdated or poorly detailed models can make excellent bodies and legs for mutants, just attach some extra arms and heads. You can cover up big gaps or poor details with bags, ammo, knives, or other bits.
- For tricky joins and advanced modeling a two-part epoxy clay should be used, such as Green Stuff. Sometimes for a join I will use a small amount of superglue on each surface with some Green Stuff in between.
- Forgeworld makes some excellent Renegade Guard models. I have also had good luck swapping in heads made from a company called Pig Iron Productions. They make great gasmask heads and other useful varieties of bits. Ebay auctions of broken or miscellaneous bits can also be a good source for adding diversity.
- Converting Imperial Guard vehicles can be as simple as attaching the bits from the Chaos vehicle sprues to regular hulls. You can also add things like battle damage, tentacles emerging from hatches, or anything else you can imagine.

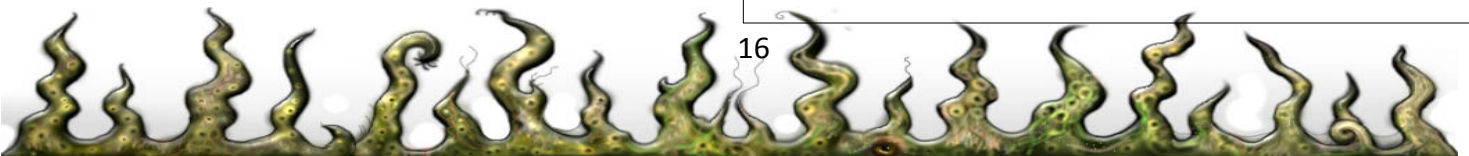
Recommended Games Workshop kits for mutants and renegades:

Warhammer 40K

Chaos Spawn
Chaos Space Marines
Imperial Guard Cadians
Imperial Guard Catachans
Kroot
Space Marine Scouts
Orks
Daemons
Forgeworld: Renegades
Forgeworld: Death Korp Of Kreig
Necromunda bits

Warhammer Fantasy

Chaos Marauders
Chaos Hounds
Vampire Counts Dire Wolves
Vampire Counts Grave Guard
Vampire Counts Zombies
Empire Flagellants
Bretonnion Militia
Skaven Stormvermin
Beastmen
Ghoul
Zombies
Lizardmen



MORE TO COME...

Eventually I will be adding more art, army photos, background, and special characters. If you have any feedback or ideas for units to include, please let me know. Also, I could use more art.

Playtesters are needed to try the list. Please send me an email or leave a comment and I will try to incorporate your results into the Codex.

Thanks to all those who have taken the time to give feedback. Your help has been very appreciated, and necessary.

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