

# WARHAMMER<sup>®</sup> 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.*

Allied units taken from **Codex: Daemons** must start the game in reserve as Deep Striking, but are never split up into cohorts. Daemons can only enter play if the first model Deep Striking is placed within 6" of a model equipped with a Chaos Icon. The unit then scatters 1D6 inches.

Greater Daemons, Heralds, and Daemon Princes enter play through possession and not Daemonic Summoning, please see below.

## Possession

*Some leaders are hollow shells of their former selves... their souls were devoured long ago by a predator in the warp.*

When a Greater Daemons, Heralds, and Daemon Prince 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. The Host must have a matching Chaos Mark. The Host cannot begin the game in reserve.

When the Daemon becomes available from reserve it will take the place of the host model, killing the character. You may have to shift models, if so use the shortest distance possible. If the Host was in an Assault then the Daemon is now in the same Assault. If the Host was in a Transport place the Daemon model within 2" of an access point.

## 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.

(Scavenged Vehicles purchased from Codex: Lost and the Damned do not count as Vehicles for this purpose)



# ALLIANCE RULES

A Lost and The Damned army may select allies from other Codexes. These will occupy the same force organization chart and have all the same options as the original entry.

**You may take a certain number of allies depending on the size of the game:**

|               |          |
|---------------|----------|
| 1,000+ points | 1 ally   |
| 1,500+ points | 2 allies |
| 2,000+ points | 3 allies |
| 2,500+ points | 4 allies |

**These may be selected from:**

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

**There are a few exceptions:**

No HQ choices or Platoons are allowed from **Codex: Imperial Guard**  
No HQ choices or Lesser Daemons are allowed from **Codex: Chaos Space Marines**  
Vehicle squadrons must be a single vehicle only

Allied units will not count as scoring unless a **Codex Lost and the Damned** HQ choice specifically says they will.

Dedicated transports costing under 100 points purchased with a unit do not count as an additional ally choice.

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

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

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 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 a scatter die for each unit affected by Spawn Movement as it moves.  
On an arrow symbol Move 3D6" towards closest enemy unit  
On a hit on a hit, move up to 3d6" in any direction chosen by the player.
- During the Shooting Phase, Chaos Spawn may Run as normal.
- During the Assault Phase, Chaos Spawn must Charge if possible, but you may determine the target unit or units.

Chaos Spawn treat difficult terrain and dangerous terrain as open ground, and are not affected

Spawn may never voluntarily go to ground.

## 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.

*Beginning of Chaos Turn*

This power functions as described in **Codex: Chaos Space Marines pg. 88**, but use the the Chaos Spawn entry in Codex Lost and the Damned. Created spawn are not worth Kill Points

**Wind Of Chaos** +25 pts.

*Psychic Shooting attack*

Template / S: 6 / AP: 1

**Curse Of The Machine Spirit** +15 pts.

*Psychic Shooting attack*

Range 24" Assault 2

Each successful hit causes a glancing hit on the target if it is a Vehicle.

**Mass Confusion** +25 pts.

*This works as a special ability and not a psychic power.*

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

**Teleport** +20 pts.

*Movement Phase*

The Psyker immediately Deep Strikes. The Psyker may move normally following the Deep Strike. Units the Psyker has joined are not affected.

**Fear** +15 pts.

*Psychic Shooting attack*

Range 24" Assault 1

If this attack hits, the target unit must pass a Leadership check or it immediately Falls Back.

**Loathing** +10 pts.

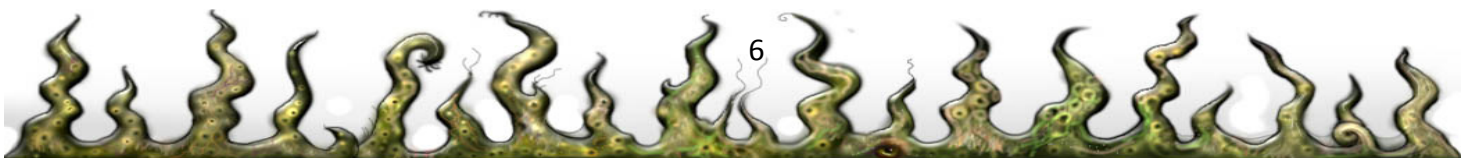
Range 24" Assault 1

If this attack hits, the target unit must pass a Leadership check or it is Pinned.

**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 of the following:

- 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)





# 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
- Refractor Field
- Bolter
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades

### Special Rules:

- Acute Senses
- Counter-Attack
- Hit and Run
- Independant Character
- Infiltrate
- Powerful Allies\* (see sidebar)
- 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

Units of Chaos Space Marines selected as allies count as scoring units.



# H.Q.

## MERCENARY LORD COST: 70 POINTS

|                | WS | BS | S | T | W | I | A | Ld | Sv       |
|----------------|----|----|---|---|---|---|---|----|----------|
| Mercenary Lord | 4  | 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 | 4 | 4 | 10 | 4+ |

### Unit composition:

- 1 Mutant Overlord

### Unit Type:

- Monstrous Creature

### Wargear:

- Scavenged Armor Plates
- Mutations (One 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) +25 pts.
- Scaly Hide (3+ Save). +10 pts.
- Armored Carapace (2+ save) +25 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

### 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

### 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

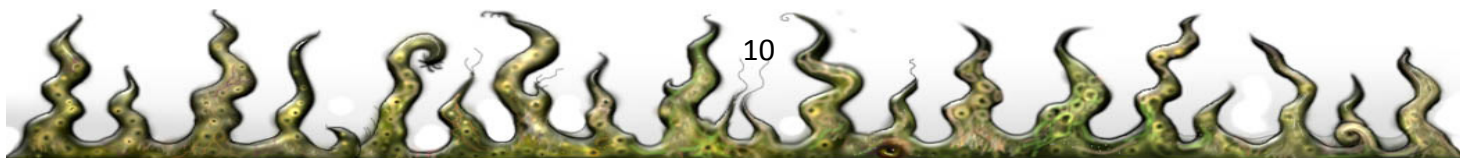
*When the Inquisition fails to kill enough heretics, even entire planets may come under the sway of deranged but powerful rogue psykers.*

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

All allied 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 Type:

- Infantry

### Wargear

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

### Special Rules:

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

### OPTIONS:

One Big Mutant may be upgraded to a Big Mutant Boss for +15 pts.

Up to three Big Mutants (including any 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 | 7  | 5+ |

### Unit composition:

- 8-24 Addicts

### Unit Type:

- Infantry

### Wargear:

- Flak / Scrap Armor
- Two Close Combat Weapons

### Special Rules:

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

### OPTIONS:

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

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

Up to one addict may carry:

- Chaos Icon +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 | 4 | 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
- Warp-spawned\*

### Options:

#### One model may have:

- Chaos Icon +15 pts.



## 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:

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

### Special Rules:

#### Traitors:

- N/A

#### Dominator:

- Sacrifice\*

### OPTIONS:

One traitor may be upgraded to a Dominator for +10pts.

The Dominator may have any of the following:

- Melta Bombs +5 pts.
- Chaos Icon +15 pts.
- Poisoned Weapon +5 pts.
- Power Weapon +10 pts.
- Power Fist +15 pts.

### Transport:

The Traitors may take a Scavenged Vehicle as a dedicated transport using the entry in the Fast Attack section.

### OPTIONS (continued):

The entire squad may exchange their Lasguns for either Laspistols or Shotguns, for free.

The entire squad may be upgraded to infiltrate for +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:

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

Up to three traitors may have one of the following:

- Flamer +5 pts.
- Grenade Launcher +5 pts.
- Sniper Rifle +5 pts.
- Meltagun +10 pts.
- Plasmagun +10 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



## SCAVENGED VEHICLE 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

- Two front mounted heavy stubbers

### 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. |
| Missile Launcher | +15 pts. |

**The Scavenged Vehicle may be upgraded to Scout for +40 pts.**



# HEAVY SUPPORT

## GIANT CHAOS SPAWN COST: 130 POINTS EACH

|                   | WS | BS | S | T | W | I | A   | Ld | Sv        |
|-------------------|----|----|---|---|---|---|-----|----|-----------|
| Giant Chaos Spawn | 4  | 1  | 8 | 6 | 5 | 3 | 2D6 | 8  | 4++ (Inv) |

**Unit composition:**

- 1-3 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) +20 pts.
- Gift Of Chaos (Psychic Power) +25 pts
- Scaly Hide (3+ Save). +10 pts.
- Armored Carapace (2+ save) +25 pts.
- Warp Spawned +40 pts.



## TRAITOR HEAVY WEAPON TEAMS COST: 15 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:**

- 1-9 Traitor Heavy Weapon Teams

**Unit Type:**

- Infantry

**Wargear:**

*Traitor Weapon Teams:*

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

*Dominator:*

- Heavy Scrap Armor
- Laspistol (or Autopistol)
- Close Combat Weapon
- Shotgun
- Frag and Krak Grenades

**Special Rules:**

*Traitor Weapon Teams:*

- N/A
- Dominator:*
- Sacrifice\*

**OPTIONS:**

Each team must take one of the following:

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

**OPTIONS (continued):**

One traitor may be replaced with a Dominator for free

The Dominator may have any of the following:

- Melta Bombs +5 pts.
- Chaos Icon +15 pts.
- Poisoned Weapon +5 pts.
- Power Weapon +10 pts.
- Power Fist +15 pts.

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

- Infiltrate +4 pts. per model
- Stealth +2 pts. per model
- Tank Hunters +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.

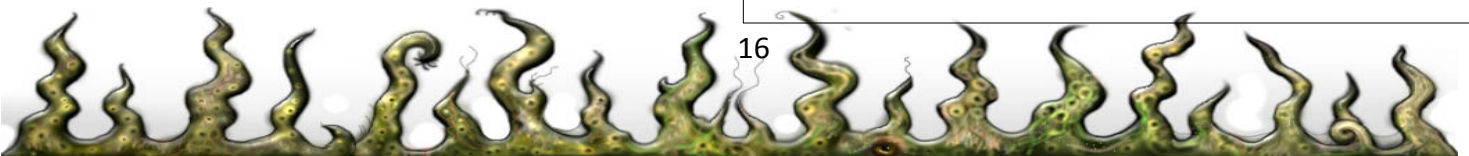
Recommended Games Workshop kits for mutants and renegades:

## **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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