












1850 Pts - Chaos Space Marines - Word Bearers Grand Host Detachment Example List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: The Lost and the Damned (76 , 495 pts)												
The Lost and the Damned	1	Core, 										495
(Taritor's Hate, pg. 120); A Tide of Traitors; Prophet of the Gods												
Dark Apostle with Cursed Crozius	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	[140]
(C:CSM, pp. 35 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Sigil of Corruption; Power Maul; Beseech the Dark Gods; Champion of Chaos; Demagogue; Fearless; Hatred; Independent Character; The Murder Sword; Zealot; Warlord												
<i>Cursed Crozius</i>	1	The Murder Sword (see C:CSM, pg. 69).										[35]
Chaos Cultists	34		3	3	3	3	1	3	1	7	6+	[165]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x31); Close Combat Weapon (x34); Flamer (x3)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	14		3	3	3	3	1	3	1	7	6+	[70]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x14); Close Combat Weapon (x14)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	14		3	3	3	3	1	3	1	7	6+	[70]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x14); Close Combat Weapon (x14)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	9		3	3	3	3	1	3	1	7	6+	[50]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: The Lost and the Damned (76 ⚔, 460 pts)												
The Lost and the Damned	1	Core, ☠										460
(Taritor's Hate, pg. 120); A Tide of Traitors; Prophet of the Gods												
Dark Apostle	1	☠	5	4	4/6	4	2	4	2/3	10	3+/4(i)	[105]
(C:CSM, pp. 35 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Sigil of Corruption; Bolt Pistol; Power Maul; Beseech the Dark Gods; Champion of Chaos; Demagogue; Fearless; Hatred; Independent Character; Zealot												
Chaos Cultists	34	☠	3	3	3	3	1	3	1	7	6+	[165]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x31); Close Combat Weapon (x34); Flamer (x3)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	14	☠	3	3	3	3	1	3	1	7	6+	[70]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x14); Close Combat Weapon (x14)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	14	☠	3	3	3	3	1	3	1	7	6+	[70]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x14); Close Combat Weapon (x14)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	9	☠	3	3	3	3	1	3	1	7	6+	[50]
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
HQ: Sorcerer (6 ⚔, 835 pts)												
Dark Apostle	1	☠	5	4	4/6	4	2	4	2/3	10	3+/4(i)	105
(C:CSM, pp. 35 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Sigil of Corruption; Bolt Pistol; Power Maul; Beseech the Dark Gods; Champion of Chaos; Demagogue; Fearless; Hatred; Independent Character; Zealot												
Sorcerer	1	☠	5	4	4/6	4	2	4	2/3	10	3+/4(i)	150
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Stave; Increase Mastery Level (x2); Sigil of Corruption; Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 3); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Ectomancy ; Geomortis ; Heretech ; Pyromancy ; Sinistrum ; Telepathy												
Sorcerer with Scripts of Erebus	1	☠	5	4	4/6	4	2	4	2/3	10	3+/4(i)	170
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Stave; Increase Mastery Level (x2); Melta Bombs; Sigil of Corruption; Aura of Dark Glory; Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 3); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Ectomancy ; Geomortis ; Heretech ; Pyromancy ; Sinistrum ; Telepathy												
Sorcerer with Malefic Tome	1	☠	5	4	4/5	4	2	4/1	2/3	10	3+/4(i)	160
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Axe; Increase Mastery Level (x2); Sigil of Corruption; Gift of Mutation; Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 3); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Ectomancy ; Geomortis ; Heretech ; Pyromancy ; Sinistrum ; Telepathy												
Sorcerer	1	☠	5	4	4	4	2	4	2/3	10	3+	125
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x2); Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 3); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Ectomancy ; Geomortis ; Heretech ; Pyromancy ; Sinistrum ; Telepathy												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Sorcerer	1		5	4	4	4	2	4	2/3	10	3+	125
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Increase Mastery Level (x2); Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 3); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Ectomancy ; Geomortis ; Heretech ; Pyromancy ; Sinistrum ; Telepathy												
Fast Attack: Chaos Spawn (2 , 60 pts)												
Chaos Spawn	1		3	-	5	5	3	3	D6	10	-	30
(C:CSM, pgs. 41 & 100); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Chaos Spawn	1		3	-	5	5	3	3	D6	10	-	30
(C:CSM, pgs. 41 & 100); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Total Cost:											1850	