

THE TEMPUS FUGITIVES

THE LOST AND THE DAMNED



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13th Black Crusade Edition

WARHAMMER
40,000

THE LOST AND THE DAMNED

They consist of the scum of the Galaxy - traitors, heretics, cultists, mutants and other horrors too numerous to comprehend, such as the insane Chaos Spawn. Often it is traitor units of the Imperial Guard that make up the bulk of the Lost and the Damned, providing the firepower and led into battle by mighty Aspiring Champions - Space Marines who turned traitor millennia ago during the Horus Heresy.

Often entire companies of Guardsmen turn to Chaos, and take with them their vehicles, such as the Basilisk and Leman Russ. Mutants also make up much of their armies, with many disturbing and disgusting mutations adorning their once-human bodies. Chaos Space Marines lead them into battle, and accompanied by the monstrous Defiler, the Lost and the Damned are a deadly foe to face, particularly when the Aspiring Champions may also call upon Daemons from the warp to do their bidding. Also at the forefront of many heresies and devastating treason are the Arch Heretics, who range from Rogue Psykers seeking revenge against an oppressive Imperium, or bribed and corrupted Cardinals and Planetary Governors seeking more personal wealth and glory by defying the Emperor's divine will. While not as dangerous on their own as a Chaos Space Marine, these individuals are far more numerous than the power-armoured heathens and, in concert, can wreak havoc upon the Imperium's control of whole planetary systems.

SPECIAL RULES

The insane gods of Chaos have many, many servants; daemons large and small, mortal slaves which inhabit the Daemon worlds and give endless praise to their dark masters through toil, bloodshed and sacrifice and the Chaos Space Marines, ever wilful and ever the most favoured of all. An army of the Lost and the Damned represents a combined force of Chaos featuring all of these elements. Such forces will be commanded by powerful Chaos Space Marines, Daemon princes or some other great Demagogue, Traitor or Arch Heretic who's caught the eye of the Chaos powers. Their armies are often insane personal creations pursuing a path of strategy and tactics which defies rational military explanation. Their followers may be disciplined and well armed, backed with prodigious amounts of armour and firepower or a teeming horde of primitively armed mutants, monsters and daemons. The seemingly insane, unpredictable assaults of such Chaos forces are a nightmare for strategic planners and lowly troopers alike. The following special rule includes s apply to many models in the army:

Slaves to Darkness: Having forsworn themselves body and soul to the power of the Dark Gods, death has lost much of its sting. All Slaves to Darkness units may re-roll failed morale checks.

Rivalry of the Gods: So bitter is the enmity amongst the Dark Powers that it is unthinkable that their champions would lead warriors sworn to another Chaos God. Independent characters and units in this list cannot join or be joined by units or Independent characters bearing the mark or icon of a different god. They may join units with no mark or icon.

Traitors to Humanity: Hated by the Imperium of Mankind above all other foes the Slaves to Darkness spend much of their violent lives thrashing against the yoke of the Corpse God-Emperor. Models with the Slaves to Darkness special rule may re-roll their attacks in close combat against models from Codex Space Marines, Codex Imperial Guard, Codex Witch Hunters and Codex Daemon Hunters. Such hatred is not one way however and models from those listed army lists may re-roll their attacks in combat against the Slaves to Darkness.

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ICONS OF THE GODS

If a unit has been given the Icon of one of the Greater Powers of Chaos, it has been claimed by one of the Four as its own and given special powers in return. A unit that is given one of these Icons have their profile modified as follows:

Icon of Slaanesh: +1 Initiative
Icon of Khorne: +1 Attack

Icon of Tzeentch: 5+ Invulnerable save (or +1 if they already have one)
Icon of Nurgle: +1 Toughness

Additionally an Icon may be used to allow available Deep Striking units to be deployed within 6" of the Icon rather than scatter.



DEDICATED TRANSPORT VEHICLES

The following vehicles are available to many of the units in a Lost and the Damned army. Although they do not use up any force organisation chart selections, they otherwise function as separate units. See the Transport Vehicles section of the 5th Edition Warhammer 40,000 rulebook.

CHAOS CHIMERA

75 POINTS

	BS	Armour		
		F	S	R
Chaos Chimera	3	12	10	10

The Chimera is the standard armoured personnel carrier of the Imperial Guard. When insurgents seize control of planetary armouries, the Chimera is quickly pressed into service by the Lost and the Damned.

Unit Composition

- 1 Chimera

Transport Capacity: May carry up to 12 models.

Unit Type

- Vehicle (Tank)

Wargear

Multi Laser in the turret
 Heavy Bolter mounted in hull
 Six Lasguns (for use by passengers)
 Smoke Launchers
 Searchlight

Special Rules

- Amphibious
- Fire Points (1)

Options

- May replace its Multi-Laser with a Heavy Flamer or Heavy Bolter for no additional cost, or an Autocannon or twin-linked heavy bolter for +5 points

- May replace its Heavy Bolter with a Heavy Flamer for no additional cost.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or twin-linked bolter +10 points.

- May take any of the following: Extra Armour +15 points, Dirge Caster +5 points, Track Guards +10 points, Rough Terrain Modification +5.

CHAOS TECHNICAL

45 POINTS

	BS	Armour		
		F	S	R
Chaos Technical	3	10	10	10

A technical is a type of improvised fighting vehicle, usually an open-backed civilian pickup truck on which is mounted a Heavy Bolter or Autocannon.

Unit Composition

- 1 Technical

Transport Capacity

May carry up to 8 models

Unit Type

- Vehicle (Open Topped)

Civilian Vehicle: As the Technical is based on a civilian design, it is able to get closer to the enemy before its true nature is revealed. The Chaos Technical has the Scout special rule.

Wargear

Heavy Stubber
 Searchlight
 Rough Terrain Modification

Options

- May replace its heavy stubber with a Heavy Bolter for +10 points or an Autocannon at +20 points.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or twin-linked bolter +10 points.

- May take any of the following: Extra Armour +15 points, Track Guards +10 points, Rough Terrain Modification +5.

HQ

ARCH HERETIC

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Arch Heretic	4	4	3	3	3	4	3	10	4+
Enforcer	4	4	3	3	2	4	2	10	4+

Special Rules

- Slaves To Darkness
- Traitors to Humanity
- Rivalry of the Gods
- Independent Character
- Fearless
- Invulnerable 4+ Save (Arch Heretic only)

- **Liber Chaotica** - The Arch Heretic may reveal the Liber Chaotica once per battle. This may be done at any time. On the turn the Liber is revealed, all friendly units with a model within 12" receive +1 Attack for the rest of that turn.
- **Demagogue** - Such is the power of the Arch Heretic's constant oratory that he instils total devotion in those near him. The Arch Heretic can make a Leadership test at the start of his turn. If this is passed then any friendly unit with a model within 12" of the Arch Heretic will automatically pass all Morale and Pinning tests, even if failure is normally automatic, until the beginning of the next turn.
- **Alpha Level Psyker** - The Arch Heretic may also be a dangerous Psyker. As such he may purchase any psychic powers from Codex Chaos Space Marines at the points cost listed for Chaos Sorcerers. Any psychic powers bought make the Arch Heretic a Psyker.

Unit Composition

- 1 Arch Heretic
- 0 - 5 Enforcers

Unit Type

- Infantry

Wargear

- Power Weapons
- Bolt Pistols
- Carapace Armour (4+ Save)
- Suppression Shields (4+ Inv Save in combat, count as close combat weapon, Enforcers only)

The Lost and the Damned are often led into battle by a notorious Demagogue, an ambitious Chaos Lord, a rogue Inquisitor or similar powerful servant of the Dark Gods



Armies that include an Arch Heretic may remove the 0-1 restriction on Hellhounds, Leman Russ tanks or Basilisks.

Options

- The Squad may include up to five Enforcers for +40 points each.
- The Arch Heretic may have one of the following Icons:
 - Mark of Slaanesh +25 points
 - Mark of Khorne +25 points
 - Mark of Tzeentch +50 points
 - Mark of Nurgle +25 points

DAEMON PRINCE OF CHAOS

80 POINTS

SEE CODEX CHAOS DAEMONS FOR OPTIONS

Vary rarely a mortal Champion of Chaos will be rewarded with immortality, with powers to rival the Greater Daemons. Such beings are powerful warriors and can be found at the heart of the Lost and the Damned.

- Armies that include a Daemon Prince may remove the 0-1 restriction on Chaos Daemons and Soul Grinders.

CHOSEN CHAMPIONS

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Chosen Champion	4	4	4	4	1	4	3	10	2+

Chosen Champions are deadly even by Astartes standards and should the Lost and the Damned be led by a group of these champions they prove a tenacious foe indeed.

Special Rules

- Fearless
- Invulnerable 5+ Save

Wargear

- Power Weapons
- Terminator Armour
- Combi-Bolters

Options

- The Squad may include up to seven Chosen Champions for +40 points each
- Armies that include Chosen Champions may remove the 0-1 restriction on Chaos Space Marines and Defilers.

- One Chosen Champion may have one of the following Icons:
 - Icon of Slaanesh +25 points
 - Icon of Khorne +25 points
 - Icon of Tzeentch +50 points
 - Icon of Nurgle +25 points
- Any Chosen Champion may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points, or replace its combi bolter and power weapon with a pair of lightning claws.

Unit Composition

- 3 - 10 Chosen Champions

Unit Type

- Infantry
- If the squad numbers five Champions, one Champion may replace his combi-bolter with a heavy flamer for +5 points or a reaper auto cannon for +15 points.
- If the squad numbers ten Champions, a second Champion may replace his combi-bolter with a heavy flamer for +5 points or a reaper auto cannon for +15 points.

Vehicle Upgrades

Extra Armour: Vehicles with extra armour count Crew Stunned results on the Vehicle Damage table as a Crew Shaken result instead.

Dirge Caster: The device emits terrifying screams and wails to demoralise the enemy. When the vehicle Tank Shocks the enemy suffers -1 modifier to their Ld.

Havoc Launcher: The havoc launcher fires a cluster of high explosive missiles. The launcher has the following profile – Range 48”, Strength 5, AP5, Heavy 1 Blast Twin Linked.

Track Guards: Protecting vulnerable track mechanisms, the vehicle treats ‘Immobilised’ as ‘Crew Stunned’ instead on a D6 roll of a 4+. The result applies even if the vehicle has Extra Armour.

Rough Terrain Modification: Equipped with dozer blades or other adaptations, the vehicle can re-roll a failed Difficult Terrain test as long as it is not going to be moving more than 6” that turn.

Searchlight: Searchlights are used when the Night Fighting rule is in effect. If the vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having hit that unit, will illuminate it with the searchlight. For the rest of the shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rules. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect as the enemy can see the searchlight.

Smoke Launchers: Once per game after completing its move, a vehicle can trigger its smoke launchers (it doesn’t matter how far it has moved). The vehicle or any passengers may not fire in the same turn that the vehicle uses its smoke launchers. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits instead. After the enemy’s next turn the smoke dissipates for no further effect. Note that the vehicle may still use its smoke launchers if it suffers a Crew Stunned or Crew Shaken result.

CYPHER, THE FALLEN ANGEL

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Cypher	5	6	4	4	3	5	3	10	3+

Armies of the Lost and the Damned have been seen being led by an enigmatic Space Marine wearing unmarked armour and sporting a pair of exquisitely crafted pistols. Cypher used the alias of "The Voice of the Emperor" during the Thirteenth Black Crusade.

Special Rules

- Independent Character
- Relentless
- Eternal Warrior
- Fearless
- Invulnerable 3+ Save
- Gunfighter (May fire two weapons and use all pistols as Assault 2)
- Preferred Enemy: Dark Angels
- Fallen (Worth Double Victory Points to a Dark Angel player)

Unit Composition

- 1 Cypher

Wargear

- C'Tan Phase Knife (Ignore all saves)
- Master Crafted Bolt Pistol
- Master Crafted Plasma Pistol
- Power Armour (3+ Save)

Options

- Including Cypher in the army allows the Lost and the Damned player to include Dark Angel Company Veteran squads as Troops Choices (see Codex Dark Angels). These squads may not purchase Drop Pods.

Unit Type

- Infantry

Unique

There can be only one Cypher

BE'LAKOR - GREATER DAEMONHOST

225 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Greater Daemonhost	5	3	6	5	5	5	D6	10	4+

Be'Lakor is an ancient daemonic entity that has manipulated events on a thousand worlds for his own purposes. Swearing allegiance to no particular Chaos Power, his armies battle in against the Imperium to achieve his own mysterious goals.

Special Rules

- Fearless
- Invulnerable 4+ Save
- Deep Strike
- Psyker
- Independent Character
- Eternal Warrior

Unit Composition

- 1 Be'Lakor

Unit Type

Infantry

Unique

There can be only one Be'Lakor

Psyker

The Daemonhost must attempt to cast two psychic powers at the start of its movement phase (re-roll duplicates). If the power is successfully cast it randomly manifests one of the following powers. The Daemonhost may choose to re-roll a non-duplicated random power but suffers a Str 5 hit each time.

Wargear

- Daemonic Claws (ignore armour saves)

Transport

- Be'Lakor may not be transported in vehicles.

1 Terrify – All enemy units with a model within 12" immediately take a Pinning test.

2 Re-Knit Host – Regain all lost wounds.

3 Teleport – Immediately remove from the battlefield and Deep Strike anywhere on the table and may assault after arrival.

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over the Daemonhost. All models touched by the template (including the Daemonhost) take an immediate Str 4 AP 2 hit.

5 Timeshift – The Daemonhost may move and assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Daemonhost's Strength and Toughness for the turn.

TROOPS

CHAOS MARAUDERS

45 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Marauder	3	3	3	3	1	3	1+1	6	5+
Marauder Champion	3	3	3	3	1	3	2+1	7	5+

The bulk of the professional fighters in the armies of the Lost and the Damned are formed into Marauder bands.

Unit Composition

- 1 Marauder Champion and 5 Marauders.

Unit Type

- Infantry

Special Rules

Slaves to Darkness
Traitors to Humanity
Rivalry of the Gods

Transport: The Marauders may take a Chaos Technical for +35 points or a Chimera for +75 points (see dedicated transports)

Wargear

- Offensive Grenades
- Close combat weapons
- Autoguns
- Autopistols

Options

- The squad may include up to an additional fourteen Marauders for +7 points each.
- One Marauder can be armed with a weapon from the following list in place of their Autogun: Lascannon or Plasma Cannon at +20 points; Autocannon, Multi-Melta, Plasma Gun or Missile Launcher at +15 points; Heavy Bolter, Melta gun or Multi-Laser at +10 points; Grenade Launcher or Flamer at +5 pts.

- If the squad includes ten or more Marauders, one further Marauder can be armed with a weapon from the following list in place of their Autogun: Plasma gun at +15 pts; Meltagun at +10 points; Grenade Launcher or Flamer at +5 pts.
- The Champion can replace his Autogun or Auto pistol with a weapon from the following list: Power Weapon +10 pts or a Power Fist at +15 pts. The Champion may take melta bombs at +5 points
- One Marauder may take a Chaos Icon at the following cost: Khorne +30; Slaanesh +20; Nurgle +50; Tzeentch +40.

CHAOS MUTANTS

45 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mutant	3	2	3	3	1	3	1+1	5	-
Big Mutant	3	3	5	4	3	2	2+1	7	5+

The massed ranks of mutants often make up for their lack of skill with sheer numbers.

Unit Composition

- 1 Big Mutant and 6 Mutants.

Unit Type

- Infantry – Big mutants count as two models for transport purposes.

Special Rules

Slaves to Darkness
Traitors to Humanity
Rivalry of the Gods

Wargear

- Close combat weapons
- Las pistols/autopistols

Options

- The Mob may include up to an additional twenty Mutants for +5 points each.
- The entire unit may be given Bomb Harnesses for +50 points.
- Up to nine Mutants may be upgraded to Big Mutants for +20 points.
- One Mutant or Big Mutant may take a Chaos Icon at the following cost: Khorne +30; Slaanesh +20; Nurgle +50; Tzeentch +40.
- Big Mutants can replace their close combat weapon with a weapon from the following list: Power Weapon +15 pts or a Power Fist at +25 pts.

Transport: The Mutants may take a Chaos Technical for +35 points or a Chimera for +75 points (see dedicated transports)

Bomb Harnesses: A unit equipped with bomb harnesses may be detonated by the Chaos player after the unit makes an assault move and enters combat. Centre a large blast template under each model in the unit. Any model (friend or foe) caught in the blast takes a S3 AP5 hit. Any model in base contact takes a S6 AP3 hit with armour penetration of 2d6. After detonation the unit is destroyed. So unstable are the makeshift explosives that at the start of each Chaos player turn roll a D6. On a 1 the explosives detonate prematurely as described above.

ELITES

0-1 CHAOS SPACE MARINES TROOP CHOICE

POINT VALUE VARIES

SEE CODEX CHAOS SPACE MARINES FOR OPTIONS

Even in small numbers Chaos Space Marines make formidable adversaries carving a swathe through the enemy lines through which the Lost and the Damned can follow.

0-1 CHAOS DAEMONHOSTS

95 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Daemonhost	4	4	5	4	4	4	D6	10	4+

A Daemonhost is a living mortal body used as a receptacle to bind a daemon, differing from a Possessee in that the creature has no control over the mortal body, but is "wielded" by another mortal.

Special Rules

- Fearless
- Invulnerable 4+ Save
- Deep Strike
- Eternal Warrior
- Psyker

Wargear

- Daemonic Claws (Rending)

Options

- An additional four Daemonhosts may be purchased for +95 points each. They may be deployed and act independently from each other and are considered separate units. They may not be transported in vehicles.

Psyker

The Daemonhost must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. The Daemonhost may re-roll the random power but suffers a Str 4 hit each time it does so.

1 Terrify – All enemy units with a model within 12" immediately take a Pinning test.

2 Re-Knit Host – Regain all lost wounds.

3 Teleport – Immediately remove from the battlefield and Deep Strike anywhere on the table and may assault after arrival.

Unit Composition

- 1 – 5 Daemonhosts (act independently)

Unit Type

- Infantry

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over the Daemonhost. All models touched by the template (including the Daemonhost) take an immediate Str 4 AP 2 hit.

5 Timeshift – The Daemonhost may move and assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Daemonhost's Strength and Toughness for the turn.

LOXATL PACK

40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Loxatl	5	3	5	4	3	3	2+1	10	4+

Loxatl are a race of sinuous, non-humanoid quadrupeds evolved from amphibian forms. Extremely swift and dexterous, these creatures are armed with flechette blasters and are more than capable in close quarters fighting.

Special Rules

- Move Through Cover
- Scouts

Unit Composition

- 1 – 3 Loxatl

Unit Type

- Beasts

Wargear

- Offensive Grenades
- Claws (count as additional close combat weapons)
- Flechette Blaster – Range 18”; Strength 3; AP 5; Assault 3; Rending; Pinning.

Options

- The Pack may include up to an additional two Loxatl for +40 points each.

PLAGUE ZOMBIES

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Plague Zombie	2	0	2	4	1	1	1	2	-

Nnnngh.... Brains.....

Unit Composition

- 20 Plague Zombies

Unit Type

- Infantry

Special Rules

Fearless
 Feel No Pain
 Slow and Purposeful

Wargear

- None

Options

- The horde may include up to an additional ten Zombies for +8 points each.

Braindead: Zombies may never sweeping advance.

0-1 SOUL GRINDER

135 POINTS

SEE CODEX CHAOS DAEMONS FOR OPTIONS

The Dark Mechanicus in their Forge of Souls create these fusions of the most powerful daemonic entities with the machines of war originating from beyond the Immaterium. Demanding the Iron Pact from these creations they are sold into the service of the Lost and the Damned for a high price in flesh and souls.

FAST ATTACK

BEASTMEN

170 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Beastman	4	1	3	3	1	3	1+1	5	-
Beastman Bray	4	1	3	3	1	3	2+1	7	-

Some mutants take on a more bestial form. These live as creatures of the wild, hunting their prey and gorging on blood.

Unit Composition

- 1 Bray and 19 Beastmen.

Wargear

- Close combat weapons and horns

Unit Type

- Infantry

Options

- The pack may include up to an additional ten Beastmen for +8 points each.

Special Rules

Fleet
Infiltrate
Slaves to Darkness
Move Through Cover

- One Beastman may take a Chaos Icon at the following cost: Khorne +40; Slaanesh +40; Nurgle +80; Tzeentch +80.

- Bray can replace their close combat weapon with a weapon from the following list: Power Weapon +15 pts or a Power Fist at +25 pts.

0-1 CHAOS DAEMONS TROOP CHOICE

POINT VALUE VARIES

SEE CODEX CHAOS DAEMONS FOR OPTIONS

Deadly servants of the Dark Powers packs of Lesser Daemons can be bound to serve with the Lost and the Damned, tearing mortals apart with their claws and feasting on souls for their Dark Masters.

- Daemon Troop Choices enter play using the Daemonic Assault rules found in Codex Chaos Daemons.

0-1 CHAOS HELLHOUND

120 POINTS

	BS	Armour		
		F	S	R
Chaos Hellhound	3	12	12	10

An anti-personnel Imperial Guard assault tank, the Hellhound is a favourite vehicle amongst the Lost and the Damned due to the comparative ease at which targets can be hit and dealt a great deal of pain and death.

Unit Composition

- 1 Hellhound

Wargear

Inferno Cannon in the turret
Heavy Bolter mounted in hull
Smoke Launchers
Searchlight

Unit Type

- Vehicle (Tank)

Options

- May replace its Heavy Bolter with a Heavy Flamer for no additional cost.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or twin-linked bolter +10 points.

- May take any of the following: Extra Armour +15 points, Dirge Caster +5 points, Track Guards +10 points, Rough Terrain Modification +5.

CHAOS HOUNDS

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Chaos Hound	4	0	4	3	1	4	1	5	-

Mutated dogs and wolves are a useful asset to the Lost and the Damned when properly trained.

Unit Composition

- 10 Hounds

Special Rules

Move Through Cover

Wargear

- Teeth, claws and horns

Unit Type

- Beasts

Options

- The pack may include up to an additional ten Hounds for +9 points each.

STALK TANK

75 POINTS

	WS	BS	S	I	A	Armour		
						F	S	R
Stalk Tank	3	3	5	3	2	11	11	10

Stalk-tanks are powered by six arachniform piston limbs, and are armed with double multi-lasers in mini-turrets

Unit Composition

- 1 – 3 Stalk Tanks

Wargear

Twin-linked multi-laser in the turret
Smoke Launchers
Searchlight

- An additional two Stalk Tanks may be added to the Squadron for +75 points each.

Unit Type

- Vehicle (Walker)

Options

- May replace its twin linked Multi-laser with a single Lascannon or twin-linked Autocannon or twin linked Heavy Flamers or twin-linked missile launchers for no additional cost.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or a twin-linked bolter +10 points.

- May take any of the following: Extra Armour +15 points

Special Rules

Fleet



A jet of blue flame washed over the gunline, men burned in their dug outs. The bladed limbs of the Stalk tank were in the trench before the troopers could respond, towering over the chunks of screaming, burning flesh and tainted smoke.

Las fire pattered off its armoured shell - there was a moment's pause as the creature seemed to examine the insects trying to hurt it. Then the blue flame washed out again and the las fire and screaming stopped. Satisfied with the death wrought on the defences, the Stalk Tank strode away, hunting fresh prey.

HEAVY SUPPORT

0-1 CHAOS BASILISK

120 POINTS

	BS	Armour		
		F	S	R
Chaos Basilisk	3	12	10	10

The Lost and the Damned rely on artillery such as the Basilisk to rain covering fire onto the enemy and soften them up. For without them a well fortified enemy can repel the massed ranks of mutants and traitors with ease.

Unit Composition

- 1 Basilisk

Unit Type

- Vehicle
(Open Topped, Tank)

Wargear

Earthshaker Cannon mounted in the hull
Heavy Bolter mounted in hull
Smoke Launchers
Searchlight

Options

- May replace its Heavy Bolter with a Heavy Flamer for no additional cost.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or twin-linked bolter +10 points.

- May take any of the following: Extra Armour +15 points, Dirge Caster +5 points, Track Guards +10 points, Rough Terrain Modification +5.

- May upgrade the Earthshaker Cannon to indirect fire at +20 points (Becomes Barrage)

0-1 CHAOS LEMAN RUSS

135 POINTS PER TANK

	BS	Armour		
		F	S	R
Chaos Lemman Russ	3	14	11	10

The Lost and the Damned field Lemman Russ battle tanks in relatively large numbers. The design of the Lemman Russ makes it easy to repair in the field and Marauder crew can press them into service with comparatively little training.

Unit Composition

- 1 Lemman Russ

Unit Type

- Vehicle (Tank)

Wargear

Battle Cannon mounted in the turret
Heavy Bolter mounted in hull
Smoke Launchers
Searchlight

Options

- Any Lemman Russ may replace its hull mounted Heavy Bolter with a Heavy Flamer for no additional cost.
- Any Lemman Russ may take a pair of Heavy Bolter sponsons for +15 points or a pair of Lascannon sponsons for +25 points.

- Any Lemman Russ may take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or twin-linked bolter +10 points.

- Any Lemman Russ may take any of the following: Extra Armour +15 points, Dirge Caster +5 points, Track Guards +10 points, Rough Terrain Modification +5.

Massed Armour - Up to three Lemman Russ per Heavy Support choice may be bought for the points cost indicated. In all other respects, they are separate units, and do not operate as a squadron.

0-1 DEFILER

150 POINTS

SEE CODEX CHAOS SPACE MARINES FOR OPTIONS

Using complex arcane rites, the adepts of the Dark Mechanicus work with Chaos Space Marine Sorcerers to draw forth the essence of a Daemon from the warp and trap it within the rune-bound form of a Defiler. Its full immortal anger unleashed the Daemon drives the Defiler forward, guns blazing and claws ripping apart all in its path.

GIANT FREAK

85 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Giant Freak	4	1	6	5	6	2	3	10	4+

Gigantic Freaks (or Freeks as the Lost and the Damned call them) are terrifying creatures on the battlefield. Though slow witted, their incredible strength and tough hide makes them difficult to stop once they begin crushing things.

Unit Composition

- 1 Giant Freak

Special Rules

Furious Charge

Unit Type

- Monstrous Creature

SPAWN

40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Spawn	3	0	5	5	3	3	D6	10	-

Spawn are insane, mewling creatures with no sense of self-awareness. Physically powerful and resilient, they are goaded into battle and unleashed on the enemy.

Special Rules

- **Slow and Purposeful**
- **Fearless**
- **Mindless** – Always move towards the enemy as far as they can. Always run. Always assault the closest enemy.

Unit Composition

- 1 – 6 Spawn

Wagear

Tentacles, claws, mouths, suckers and other misshapen appendages.

Options

- The unit may include up to an additional five Spawn for +40 points each.

Unit Type

- Beasts

LOST & THE DAMNED SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
Arch Heretic	5	5	3	3	3	4	3	10	4+
Beastman	4	1	3	3	1	3	1+1	5	-
Beatman Bray	4	1	3	3	1	3	2+1	6	-
Big Mutant	3	3	5	4	3	2	2+1	7	5+
Chaos Hounds	4	0	4	3	1	4	1	5	-
Chosen Champion	4	4	4	4	1	4	3	10	2+
Cypher	5	6	4	4	3	5	3	10	3+
Daemonhost	4	4	5	4	4	4	D6	10	4+
Enforcer	4	4	3	3	2	4	2	10	4+
Giant Freak	4	1	6	5	6	2	3	4	5+
Great Demonhost	5	3	6	5	5	5	D6	10	4+
Loxatl	5	3	5	4	3	3	2+1	10	4+
Marauder	3	3	3	3	1	3	1+1	6	5+
Marauder Champ	3	3	3	3	1	3	2+1	7	5+
Mutant	3	2	3	3	1	3	1+1	5	-
Plague Zombies	2	0	2	4	1	1	1	2	-
Spawn	3	0	5	5	3	3	D6	10	-

RANGED WEAPONS

	Rng	STR	AP	Type
Auto Pistol	12"	3	-	Pistol
Autocannon	48"	7	4	Heavy 2
Autogun	24"	3	-	Rapid Fire
Bolt Pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Flechette Blaster	18"	3	5	Ass 3 Pinning Rend
G. Launcher (frag)	24"	4	5	Assault 1, Blast
G. Launcher (krak)	24"	6	4	Assault 1
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Inferno Cannon	24"	6	4	Heavy 1, Template
Lascannon	48"	9	2	Heavy 1
M. Launcher (frag)	48"	4	5	Heavy 1, Blast
M. Launcher (krak)	48"	8	3	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-Laser	36"	6	6	Heavy 3
Plasma Gun	24"	7	2	Rapid Fire

VEHICLE TYPES

	BS	Front	Side	Rear
Chaos Chimera	3	12	10	10
Chaos Leman Russ	3	14	13	10
Chaos Technical	3	10	10	10
Chaos Basilisk	3	12	10	10

	WS	BS	S	I	A	F	S	R
Stalk Tank	3	3	5	3	2	11	11	10

ORDNANCE WEAPONS

	Rng	STR	AP	Type
Battle Cannon	72"	8	3	Large Blast, Ord
Earthshaker Cannon	120"	9	3	Large Blast, Ord



THE TEMPUS FUGITIVES

THE 13TH BLACK CRUSADE



On the 6th and 7th September 2008 there is a fantastic campaign weekend held at Warhammer World in Nottingham. Warhammer 40,000 history buffs will know this as the period in history when the Lost and the Damned rose up in support of Abaddon the Despoiler's Thirteenth Black Crusade. With the release of Codex Chaos Daemons and the new units found in the campaign pack, there's plenty for hobbyists to get stuck into.

The weekend features a mix of doubles games, Apocalypse battles and everything in between. Your ticket covers your meals for the weekend as well as gives you access to Bugman's Bar, the Citadel Miniatures Gallery and the Warhammer World venue. If you've never been before, make this weekend your first of many visits!

Try out the Lost and the Damned army list in an event that's all about them! Go to www.tempusfugitives.co.uk for more information.