

Note that this is our best attempt at shoe-horning the old Lost and the Damned army list to work with the new Codex: Chaos Space Marines.

Our intent is to ensure the continued viability of the Lost and the Damned army, for the benefit of the hobby. No challenges to the existing Games Workshop intellectual property are intended.

Since the new Chaos Codex was never meant to be used in conjunction with the Lost and the Damned list, there may be things which we may have overlooked in the creation of this army list. Such is the nature of Chaos... Enjoy.

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REVISED

11:47 pm, 4/1/08

THE CHAOS HORDE ARMY LIST

The Chaos Horde army list uses the following units from Codex: Chaos Space Marines, Codex: Imperial Guard and the new entries below. Note: Codex: Imperial Guard is only needed for Traitor and Mutant wargear or if you wish to include Traitor Fast Attack and Heavy Support units. This list will work perfectly well just using it as an adjunct to Codex: Chaos Space Marines.

HQ – Arch Heretic

Use the Chaos Lord or Chaos Sorcerer unit entry in Codex Chaos Space Marines.

HQ – Greater Daemon

Use the Greater Daemon entry in Codex Chaos Space Marines. NOTE: This unit takes a Force Organization Slot when used in a Lost and the Damned army.

HQ – Chaos Space Marine Aspiring Champions

Number/Squad: 1-3 You may include between 1 and 3 Champions as a single HQ choice. Each Champion must be attached to lead a squad of Traitors or Mutants prior to deployment.

Character: Aspiring Champion: +30 Points.
Plague Champion: +38 Points.
Noise Champion: +35 Points.
Skull Champion: +36 Points
Aspiring Sorcerer: +60 Points.

Characters follow their corresponding entry in Codex Chaos Space Marines for wargear and character upgrades only. All Special Rules these models are entitled to, are in effect.

ELITES – Big Mutants

Follows the entry in Lost and the Damned.

ELITES – Possessed

Follows the Possessed Chaos Space Marines entry in Codex: Chaos Space Marines.

ELITES – Daemon Packs

Use the Summoned Lesser Daemons unit entry in Codex Chaos Space Marines.
NOTE: These Daemons still use a Force Org Slot for Lost and the Damned armies.

TROOPS – Traitors

Follows the entry in Lost and the Damned with the following changes:

Icons And Daemon Summoning - Models upgraded to 'Icon Bearer' have a Personal Icon which follows the rules in Codex Chaos Space Marines.

Traitor Wargear - The Agitator may have up to +20 points of wargear from Codex: Imperial Guard. (Including officer only wargear).

Infiltrate - These units have the Infiltrate ability and may only use it if they are not led by a Chaos Space Marine Aspiring Champion and the scenario allows the use of this ability.

Compulsory Units – Traitors which serve as the Compulsory Troops units in the army must be at full unit strength (15 models).

TROOPS – Mutants

Follows the entry in Lost and the Damned with the following changes:

Icons And Daemon Summoning - Models upgraded to 'Icon Bearer' have a Personal Icon which follows the rules in Codex Chaos Space Marines.

Mutant Wargear - The Mutant Boss may have up to +20 points of wargear from Codex: Imperial Guard. (Including officer only wargear).

TROOPS – Gibbering Hordes

This Troops choice is no longer supported with the new Codex: Chaos Space Marines and is no longer available.

FAST ATTACK – Chaos Hounds

Follows the entry in Lost and the Damned.

FAST ATTACK – Daemonic Beasts

This Fast Attack choice is no longer supported with the new Codex: Chaos Space Marines and is no longer available.

FAST ATTACK – Traitor Recon (Sentinels, Roughriders, Hellhound)*

*A maximum one Traitor Recon unit may be chosen per Troops choice of Traitors in the army. Follows the entry in Lost and the Damned.

HEAVY SUPPORT – Defiler

Follows the entry in Codex: Chaos Space Marines.

HEAVY SUPPORT – Chaos Spawn

Follows the entry in Lost and the Damned.

Astronomi-con Organizers' Note: We wanted the army list changed as little as possible, and opted to continue using the chaos spawn as described in the Lost and the Damned army list. Nothing stops you from taking a Fast Attack unit of Spawn from Codex: Chaos Space Marines instead of, or in addition to these Heavy Support units. However, in the spirit of the game, it would be appropriate to inform your opponent of the nature of the Chaos Spawn which you field.

HEAVY SUPPORT – Traitor Tank (Leman Russ Battle Tank, Basilisk)*

*A maximum one Traitor Tank unit may be chosen per Troops choice of Traitors in the army. Follows the entry in Lost and the Damned.

The Lost and the Damned may include the following allied units from Codex: Chaos Space Marines: 0-1 HQ choice, 0-1 Elite choice, 0-2 Troops choices, 0-1 Fast Attack choice. Allied units can not be used as a compulsory choice on the Force Organization chart. Plague Marines, Noise Marines, Khorne Berzerkers, and Thousand Sons units are treated as Elites for the purpose of selecting allied units, so only one of these units can be added to the army.