

THE LOST AND THE DAMNED

POINTS: 30 + MODELS

When the forces of Chaos strike, it rouses all manner of malcontents and strange mutants from the shadows. These fiends throw off their disguises and emerge from their dark lairs to fight alongside the Chaos Space Marines and Daemonic Legions. Twisted mutants abhorred by all right-minded Imperial citizens rise in rebellion against their

masters. Toughened by a life of drudgery and slave labour, if not outright persecution and pursuit by death squads, mutants are hardy but ill-disciplined fighters. They hoard whatever ancient weapons they can find and scavenge other equipment from the bodies of slain guards and other mutant hunters.

MUTANT UNIT W/
RABBLE ROUSER



MUTANT UNIT W/
BOSS



MUTANT UNIT W/
BOSS



FORMATION:

3+ Mutant units.

SPECIAL RULES

The Enemy Within: The Lost and the Damned are not outside invaders, but instead arise from the local populace. All units in the Lost and the Damned battle formation have the Infiltrate special rule.

MUTANTS

POINTS COST: 3 POINTS PER MODEL

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

Unit Size: 10-20 Mutants

Weapons: Typically mutants are armed with a variety of clubs, rusted swords, home made firebombs and pointed sticks. These are treated as a single close combat weapon and frag grenades.

Options:

- The entire unit may be armed with lasguns or laspistols for +1 point per model.

- Up to one in every ten models may be given a Heavy Stubber or Flamer for +5 points, or an Autocannon for +10 points.
- Up to half of the unit's models may be upgraded to Big Mutants for +7 points per model.
- One model may be given one of the following icons (see Codex: Chaos Space Marines): Chaos Glory for +10 points, Khorne for +20 points, Slaanesh for +15 points, Nurgle for +30 points, or Tzeentch for +35 points.

Character:

- One Mutant may be upgraded to a Boss for +10 points.
- A Boss may be given any of the following: Melta bombs for +5 points, a Bolt pistol for +5 points, a Bolter for +8 points, or a gigantic close combat weapon (counts as a power weapon) for +15 points.
- One Boss in the battle formation may be upgraded to a Rabble Rouser for an additional +15 points.

SPECIAL RULES

Rabble: If a Rabble Rouser is within 12" of a Mutant unit, the unit may use his Ld of 7 for Morale checks and Pinning tests.