

EPIC UK presents

Codex: Lost and the Damned

*An unofficial codex for use with Games Workshop's Epic
Armageddon rule set*

Version: 111231

Information

More information about the Lost and the Damned

For more information into the background of the Lost and the Damned, please purchase the Warhammer 40,000 Lost and the Damned Codex © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

Thank you

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament war-game, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within the book wouldn't have been a reality.

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Lost and the Damned Special Rules

1. Factions

Each formation in a Lost and the Damned army is part of a faction that owes allegiance to either one of the gods of Chaos or to Chaos Undivided. The player must decide which faction each formation belongs to when selecting their list and the choice must be noted on any army roster produced.

With the exception of Chaos undivided, the different factions have millennia old hatred for each other and this is represented by the following rules:

Formations belonging to Khorne hate Slaanesh formations and vice-versa.
Formations belonging to Nurgle hate Tzeentch formations and vice-versa.

A formation that has no units from a hated formation within 30cms gains a +1 modifier to all its Initiative tests. This modifier only applies to formations that are on the battlefield, aircraft, spaceships or other formations off table never benefit from this bonus.

2. Summoned Units

Formations that purchase the upgrade "Daemonic Pact", or units with this ability, allow the player to summon daemons to the battlefield. To summon Daemons the player must also purchase a Daemonic pool from which to summon. This pool contains two sections, one for lesser daemons and one for greater daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available.

As daemons are summoned the pool must be changed to reflect its current size. To summon daemons the formation declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, with any points not used lost, up to the number of points left in the daemonic pool.

The faction of the summoning formation determines what type of daemons may be summoned as below:

Khorne Bloodthirster, Bloodletters
Nurgle Great Unclean One, Plaugebearers
Slaanesh Keeper of Secrets, Daemonettes
Tzeentch Lord of Change, Flamers
Any Faction Daemonic Beasts.

Players may only have one greater daemon for a given faction on the table at any given time. Summoned units must be setup with their base within 5cms of any non-summoned unit in the summoning formation (i.e. You cannot place a chain of summoned units). They cannot be placed in enemy zones of control or impassable terrain.

Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers to be placed on the formation when they are destroyed, however daemonic units killed in an assault to count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.

Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and the total of their summoning points returned to the relevant daemonic pool. Note – this may cause the formation to now have more blast markers than its number of units and will therefore become broken. Greater Daemons returned to the daemonic pool keep any damage points taken and do not heal these points while off board. When summoned subsequently they maintain this damage points. When a formation becomes broken all summoned units are destroyed.

3. Augment Summoning

Some chaos units are noted as having *Augment Summoning (+x)*. Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 1.1.3 Summoning Units). For example, a unit noted as having *Augment Summoning (+2D3)* would allow a formation with a *Daemonic Pact* to roll 4D3 for summoning points as opposed to the usual 2D3. Note you only receive the augment summoning bonus if you bought a *Daemonic Pact* for the formation.

4. Daemonic Focus


Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with *Daemonic Focus* may not be used to keep summoned units in play if the formation is broken.

Lost and the Damned Units

DEMAGOGUE

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Fire Arms	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		
Daemon Weapon	Base Contact	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Arcane Powers	30cm	MW6+	Macro Weapon	


Notes: Invulnerable Save, Augment Summoning (+2D3)



CHAOS MARINE ASPIRING CHAMPION

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Heavy Weapons	30cm	AP6+/AT6+		
Daemon Weapon	Base Contact	Assault Weapons	Macro Weapon, Extra Attack (+1)	


Notes: Invulnerable Save, Commander, Leader



DAEMON PRINCE

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15(30)cm	3+(4+)	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	Base Contact	Assault Weapon	Macro Weapon, Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	


Notes: Commander, Leader, Fearless, Reinforced Armour, Teleport. The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above.



ARCH HERETIC

Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
None	-	-		


Notes: Character, Supreme Commander



ICON BEARER

Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
None	-	-		

Notes: Character, Daemonic Focus



CULTISITS

Type Infantry	Speed 15cm	Armour -	Close Combat 5+	Fire Fight 6+
Weapon Fire Arms Heavy Weapons	Range (15cm) 30cm	Firepower Small Arms AP6+/AT6+	Notes	



Notes:

MUTANTS

Type Infantry	Speed 15cm	Armour 6+	Close Combat 4+	Fire Fight 6+
Weapon Fire Arms Assorted Weapons	Range (15cm) Base Contact	Firepower Small Arms Assault Weapon	Notes	



Notes:

BIG MUTANTS

Type Infantry	Speed 15cm	Armour 3+	Close Combat 4+	Fire Fight 4+
Weapon Big Weapons 2 x Heavy Stubber	Range Base Contact 30cm	Firepower Assault Weapons AP6+ or Small Arms	Notes Macro Weapon, Extra Attack (+1)	



Notes:

CHAOS SPAWN

Type Infantry	Speed 15cm	Armour 3+	Close Combat 3+	Fire Fight none
Weapon Horrific Mutations	Range Base Contact	Firepower Assault Weapons	Notes Extra Attacks (+D3)	



Notes: Invulnerable Save, Fearless

CHAOS HOUNDS

Type Infantry	Speed 30cm	Armour 6+	Close Combat 4+	Fire Fight none
Weapon Teeth	Range Base Contact	Firepower Assault Weapons	Notes	



Notes:

PLAGUE ZOMBIES

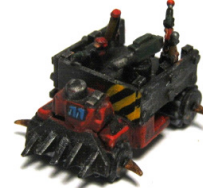
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	5+	6+	none
Weapon	Range	Firepower	Notes	
Claws and Teeth	Base Contact	Assault Weapons		



Notes: Fearless, Infiltrators, Infestation-treat placement just like Teleport, but after placing one unit roll 3D6 to see how many total stands of Plague Zombies there are, then roll for Blast Markers as usual for Teleporting. (Design Note: This represents an infestation of Plague Zombies that has been released upon the enemy). Plague Zombies may contest objectives in games but may not hold objectives.

LAND TRANSPORTER

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Weapons	30cm	AP6+/AT6+		



Notes: Transport (May transport two of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up two transport spaces each.)

CHAOS ALTAR

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Arcane Technology	45cm	D3 x AP4+/AT4+/AA4+		



Notes: Damage Capacity 3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring, Augment Summoning (+2), Daemonic Focus.
Critical Damage: The Altar is dragged into the warp and destroyed. Remove it from play. All units within 5cm suffer a MW6+ attack from the backlash of the raw power of the warp.

STIGMATUS DEFILER

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Battle Claws	Base Contact	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Power Scythe	Base Contact	Assault Weapons		
Twin Heavy Flamers	15cm	AP3+	Ignore Cover	
	AND	Small Arms	Ignore Cover	
Heavy Cannon	45cm	AP4+/AT4+		



Notes: Fearless, Infiltrator, Invulnerable Save, Walker

HELLFIRE CANNON

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Hellfire Cannon	75cm	MW4+	Macro Weapon	



Notes: Invulnerable Save, Fearless

LORD OF BATTLES

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Chain Fist	Base Contact	Assault Weapons	Extra Attacks +3, Macro Weapon	
Death Storm	45cm	4 x AP4+/AT4+		
2 x Battlecannon	75cm	AP4+/AT4+		



Notes: Damage Capacity 6. Fearless, Reinforced Armour, Thick Rear Armour

Critical Effect: The Lord of Battles moves 3D6cm in a random direction. If it moves into impassable terrain it takes an additional point of damage and stops. Any units moved over are hit on a 4+

DAEMON ASSAULT ENGINES

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Daemon Blades	Base Contact	Assault Weapons	Extra Attacks +D3	
Blood Cannon	30cm	2 x AP4+/AT5+		



Notes: Daemonic Engine. Fearless. Reinforced Armour

PLAGUE TOWER

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Plague Mortar	60cm	3+D3 BP	Disrupt, Fixed Forward Arc	
2 x Battlecannon	75cm	AP4+/AT4+		
Rot Cannon	90cm	AP3+/AT5+	Ignore Cover, Fixed Forward Arc	

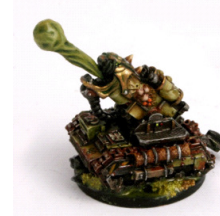


Notes: Damage Capacity 6. Fearless, Reinforced Armour. Transport (16). May transport Daemon Prince, Chaos Space Marines, Arch Heretic, Demagogue, Cultists, Mutants, Big Mutants, Chaos Spawn, Traitor Fire Support, Chaos Hounds, Daemonic Beasts, Plague Bearers, Great Unclean One. Chaos Spawn, Big Mutants, Daemon Prince & Great Unclean One take up two transport spaces each.

Critical Effect: Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed.

CONTAGION TOWER

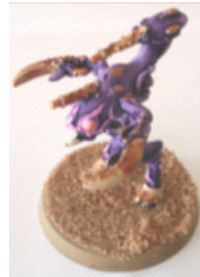
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Plague Catapult	45cm	1 BP	Disrupt, Indirect Fire	
Vomit Cannon	30cm	AP4+/AT6+	Ignores cover	



Notes: Invulnerable Save, Fearless

SUBJUGATOR

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	35cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Hellblades	Base Contact	Assault Weapons	Extra Attack +2, Titan Killer (D3)	
2 x Battlecannon	75cm	AP4+/AT4+		



Notes: Damage Capacity 3. 2 Void Shields. Daemonic Engine, Fearless, Reinforced Armour, Walker

Critical Effect: Subjugator takes an extra point of damage and staggers D6cm in a random direction. If it contacts impassible terrain or a unit it can't move over then it stops and takes an extra point of damage. Any units moved over are hit on a 6+

QUESTOR

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	35cm	5+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Castigator Cannon	45cm	3 x AP3+/AT5+		
2 x Battlecannon	75cm	AP4+/AT4+		

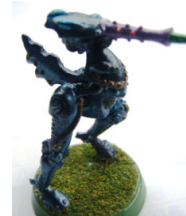


Notes: Damage Capacity 3. 2 Void Shields. Daemonic Engine, Fearless, Reinforced Armour, Walker

Critical Effect: Questor takes an extra point of damage and staggers D6cm in a random direction. If it contacts impassible terrain or a unit it can't move over then it stops and takes an extra point of damage. Any units moved over are hit on a 6+

DAEMON KNIGHT

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Castigator Cannon	45cm	3 x AP3+/AT5+		



Notes: Daemonic Engine, Fearless, Invulnerable Save, Scout, Walker

DOOMWING

Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	



Notes: Invulnerable Save

FIRELORD

Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	4+	-	-
Weapon	Range	Firepower	Notes	
Firestorm Bombs	15cm	D3 BP	Ignore Cover, Fixed Forward Arc	
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc	
Tw in Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	



Notes: Invulnerable Save

SILVER TOWER

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Arcane Cannons	45cm	3 x AP4+/AT4		
Beam of Power	60cm	MW5+		



Notes: Fearless, Invulnerable Save, Skimmer

BLOODTHIRSTER: GREATER DAEMON OF KHORNE

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Axe of Khorne	Base Contact	Assault Weapons	Extra Attack +2, Titan Killer (1)	
Bloodthirster Whip	Base Contact	Assault Weapons	Extra Attack +1, Titan Killer (1)	



Notes: 8 Summoning points. Damage Capacity 3. Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker

Critical Effect: Bloodthirster is destroyed. Any summoned daemonic units within 5cm are destroyed on a 6+

BLOODLETTERS

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Hellblades	Base Contact	Assault Weapons	Extra Attack +1	



Notes: 1 Summoning point. Invulnerable Save

GREAT UNCLEAN ONE: GREATER DAEMON OF NURGLE

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Nurgling Sw arm	Base Contact	Assault Weapons	Extra Attack +1	
Stream of Corruption	(15cm) OR 15cm	Small Arms 3 BP	Extra Attack +1, Macro Weapon, Ignore Cover Ignore Cover	



Notes: 8 Summoning points. Damage Capacity 3. Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker

Critical Effect: Great Unclean One is destroyed. Any summoned daemonic units within 5cm are destroyed on a 6+

PLAGUEBEARERS

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	3+	4+	6+
Weapon	Range	Firepower	Notes	
Plague of Swords	Base Contact	Assault Weapons		
Plague of Flies	(15cm)	Small Arms		



Notes: 1 Summoning point. Invulnerable Save

KEEPER OF SECRETS: GREATER DAEMON OF SLAANESH

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Lash of Torment	Base Contact	Assault Weapons	Extra Attack +1, Macro Weapon	
Gaze of Slaanesh	(15cm)	Small Arms	Extra Attack +1, Macro Weapon	
	OR 30cm	3 x MW4+		



Notes: 8 Summoning points. Damage Capacity 3. Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker
Critical Effect: Keeper of Secrets is destroyed. Any summoned daemonic units within 5cm are destroyed on a 6+

DAEMONETTES

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Claws	Base Contact	Assault Weapons		



Notes: 1 Summoning point. First Strike, Invulnerable Save

LORD OF CHANGE: GREATER DAEMON OF TZEENTCH

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Bedlam Staff	Base Contact	Assault Weapons	Extra Attack +1, Macro Weapon	
Withering Gaze	(15cm)	Small Arms	Extra Attack +1, Macro Weapon	
	OR 45cm	2 x MW3		



Notes: 8 Summoning points. Damage Capacity 3. Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker
Critical Effect: Lord of Change is destroyed. Any summoned daemonic units within 5cm are destroyed on a 6+

FLAMERS

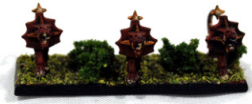
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Flames of Tzeentch	Base Contact	Assault Weapons		
	OR (15cm)	Small Arms	Extra Attack +1	



Notes: 1 Summoning point. Invulnerable Save

DAEMONIC BEASTS

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	Base Contact	Assault Weapons		



Notes: 1 Summoning point. Infiltrator, Invulnerable Save

For Traitor Imperial Guard Units use the relevant stats from the Epic-UK: Imperial Guard Codex.

Codex Lost and the Damned Army List

Lost and the Damned armies have a strategy rating of 2. Lost and the Damned formations have an initiative rating of 3+, except for Daemon Engine Aircraft and Traitor Navy which have an initiative rating of 2+.

Using the army List

- For every Coven taken a single Support Coven Formation may also be taken.
- Upgrades: Coven may include any of the extra units listed in the 'Upgrades' section. Each Upgrade may only be taken once.

Stigmatus Covenant Covens		
Formation Type	Units	Points Cost
Stigmatus Covenant Covens	One Demagogue or Chaos Marine Aspiring Champion and eleven Cultists or Mutant units	200
Daemon Pool	Lesser Daemon	20pts each
	Greater Daemon	75pts each

Stigmatus Covenant Upgrades (Up to a Maximum of 4)		
(Each Covenant Cultist upgrade may only be taken once per Cultist formation)		
Upgrade	Units	Points Cost
Daemon Prince	Replace the Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50pts
Icon Bearer	One Icon Bearer character upgrade	+10pts
Additional Cultists/Mutants	Add up to eight Cultist/Mutant units to the coven.	15pts each
Big Mutants	Replace up to six Mutant units with Big Mutant units	20pts each
Chaos Spawn	Add one Chaos Spawn	25pts
Chaos Hounds	Add up to three Chaos Hounds	10pts each
Chaos Altar	Add one Chaos Altar	150pts
Traitor Fire Support	Add up to four Traitor Fire Support	25pts each
Traitor Tank Squadron	Add up to three Traitor Lemman Russ or Lemman Russ Demolisher Tanks	70pts each
Traitor Griffon Battery	Add up to three Traitor Griffons	35pts each
Traitor Flak	Add up to two Traitor Hydras	50pts each
Transports	Add Land Transporters	10pts each
	Add Traitor Chimera	25pts each
	If you choose to take this option then you must take exactly enough Land Transporters or Chimera to carry all infantry units that move 15cm or less after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it. You may mix and match Land Transporters and Traitor Chimera	
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool	Free

Stigmatus Covenant Plague Zombie Infestation		
(You may take up to two Plague Zombie Infestations in an army)		
Formation Type	Units	Points Cost
Plague Zombie Infestation	3D6 Plague Zombie units	175pts

Stigmatus Covenant Support Covens		
(You may take one Support Coven for each Cultist coven chosen from the categories below: Daemon Engines,		
Formation Type	Units	Points Cost
Daemon Engines		
(The Daemon Engine formation must be chaos undivided or belong to the same faction as the Cultist coven associated with them)		
Khorne: Lord of Battles	Up to two Lords of Battles	400pts each
Khorne: Daemon Assault Engines	Four Daemon Assault Engines	300pts
Nurgle: Plague Tower	Up to two Plague Towers	325pts each
Nurgle: Contagion Towers	Four Contagion Towers	325pts
Slaanesh: Daemon Scout Titan	Up to two Daemon Scout Titans	
	Quesetors	275pts each
	Subjugators	225pts each
Slannesh: Daemon Knights	Four Daemon Knights	275pts
Tzeentch: Firelord	Up to three Firelords	150pts each
Tzeentch: Doomwings	Three Doomwings	150pts
Tzeentch: Silver Towers	Four Silver Towers	325pts
Undivided: Hellfire Cannons	Four Hellfire Cannons	200pts
Undivided: Defilers	Four Stigmatus Defilers	250pts
Traitor Support		
Traitor Rough Riders	Six Traitor Rough Riders	150pts
Traitor Sentinel Squadron	Four Traitor Sentinels	100pts
Traitor Artillery Battery	Four Basilick	325pts
Traitor Armoured Company	Six Traitor Leman Russ	400pts
Traitor Navy		
Traitor Thunderbolt Fighters	Two Thunderbolt Fighters	175pts
Traitor Marauder Bombers	Two Marauder Bombers	250pts

EPIC UK Lost and the Damned **What, How and Why**

So you've just finished reading through the lovely new EPIC UK Lost and the Damned codex, however you have some questions; what has EPIC UK done? How have you done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we built each of the Lost and the Damned army list.

The overall picture

Following the release of the Tyranid Codex the EPIC UK team decided to look at one of the lesser used existing tournament armies. With a drive to try and ensure that we continued to release two codices a year and the fact that it was felt that the overall list was suitable for tournament play a review was called for rather than a full design.

Lost and the Damned army book is born

Running through the list and units, there were several minor changes made to bring the list up to date with the latest Chaos Codex.

The main areas that were looked at were daemons, traitor imperial units and defilers. Although it was felt that this was a list that should make a use of daemons more than a Black Legion list, this was not the general case in most tournament armies taken. There was not enough time to rework and test weaker daemons or summoning changes so to help promote their use the Daemonic Pack was made free and Icon Bearer was reduced in capacity and cost to just Daemonic Focus. To counteract a player just picking these and still using their same army a restriction was placed on the number of coven upgrades that could be taken.

When a review of lists that had been taken to tournaments was undertaken it became apparent that there only a few units that were primarily used Hydras and Thunderbolts primarily among them. An option of dropping all the traitor units was discussed and if there had been a longer testing period this would have been considered. However due to the review nature of this list the small change of increasing the cost of the Thunderbolts to 175pts was introduced to make Doomwings a cheaper aircraft option.

The final change was to the Defiler formation and units. Whilst it was felt that the original defiler was correctly costed, there were better and cheaper options available to a LatD player which left the formation unused recent years. The stats of the Stigmatus Defiler were thus introduced with a reduction in the formation cost. The LatD now have a new formation which can garrison and push forward supported by following up formations.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer your query as best as possible.

Thank you

The EPIC UK Team