

## LOST AND THE DAMNED CULTIST CHAOS ARMY v0.1

### INITIATIVE AND STRATEGY RATING

The Chaos Powers are quick to punish or reward their champions.

In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool. If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

### SUMMONED UNITS

Formations that purchase the Daemonic Pact upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons, a player must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon. Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board. At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Khorne – Bloodthirster, Bloodletters  
Nurgle - Great Unclean One, Plaguebearers  
Slaanesh - Keeper of Secrets, Daemonettes  
Tzeentch - Lord of Change, Flamers  
Undivided - Daemonic Beasts

Undivided formations may summon any of the faction specific Lesser Daemons for 2 points each, or any of the Greater Daemons for normal cost.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbered an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus. Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

### AUGMENTED SUMMONING

Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to 'x' when the formation they are in summons daemons. For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic pact to roll 4D3 for summoning points as opposed to the usual 2D3.

Alternatively, a unit with Augmented Summoning may be sacrificed when their parent formation is summoning daemons to add it's maximum possible total of 6 which MUST be used in conjunction with the total from Daemonic Pact to summon a Greater Daemon (if one is available). If this is done, remove the unit with Augmented Summoning from the game and place the Greater Daemon within 10cm of where the sacrificed unit was removed from.

### 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.

### DAEMONIC PACT

For each Daemonic Pact purchased add 1 lesser daemon to the daemon pool. Extra lesser Daemons can be purchased for the points cost listed.

### Demagogue

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

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

### Chaos Marine Aspiring Champion

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

**Notes:** Invulnerable Save, Commander, Leader.

### Daemon Prince

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>15(30)cm</i>	<i>3+/4+</i>	<i>3+</i>	<i>3+</i>
Weapon	Range	Firepower	Notes	
<i>Possessed Weapon</i>	<i>Base Contact</i>	<i>Assault Weapon</i>	<i>Macro-weapon, Extra Attack (+2)</i>	
<i>Warp Blast</i>	<i>(15cm)</i>	<i>Small Arms</i>	<i>Macro-weapon, Extra Attack (+1)</i>	

**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.

### Icon Bearer

Type	Speed	Armour	Close Combat	Firefight
<i>Character</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>
Weapon	Range	Firepower	Notes	
<i>None</i>	<i>-</i>	<i>-</i>	<i>-</i>	

**Notes:** Character, Daemonic Focus

### Cultists

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

**Notes:**

### Mutants

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>15cm</i>	<i>6+</i>	<i>4+</i>	<i>6+</i>
Weapon	Range	Firepower	Notes	
<i>Fire Arms</i>	<i>(15cm)</i>	<i>Small Arms</i>		
<i>Assorted Weapons</i>	<i>base Contact</i>	<i>Assault Weapons</i>		

**Notes:**

### Big Mutants

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>15cm</i>	<i>3+</i>	<i>4+</i>	<i>4+</i>
Weapon	Range	Firepower	Notes	
<i>Big Weapons</i>	<i>base Contact</i>	<i>Assault Weapons</i>	<i>Macro Weapon, Extra Attack (+1)</i>	
<i>2 x Heavy Stubber</i>	<i>30cm</i>	<i>AP6+ or Small Arms</i>		

**Notes:**

### Chaos Spawn

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>15cm</i>	<i>3+</i>	<i>3+</i>	<i>none</i>
Weapon	Range	Firepower	Notes	
<i>Horrific Mutations</i>	<i>base Contact</i>	<i>Assault Weapons</i>	<i>Extra Attack (+D3)</i>	

**Notes:** *Invulnerable Save, Fearless*

### Chaos Hounds

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>30cm</i>	<i>6+</i>	<i>4+</i>	<i>none</i>
Weapon	Range	Firepower	Notes	
<i>Teeth</i>	<i>base Contact</i>	<i>Assault Weapons</i>		

**Notes:** *Invulnerable Save, Fearless*

### Plague Zombies

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

Spawn, Cultists, Mutants, Big Mutants, Chaos Hounds, Daemon Princes, Chaos Spawn and Big Mutants take up two transport spaces each.)

### Technical

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Mounted Stubber	30cm	AP6+/AT6+/AA6+		

**Notes:**

### Chaos Alter

Type	Speed	Armour	Close Combat	Firefight
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 Alter 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.

### Hellfire Cannon

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

**Notes:** Invulnerable Save, Fearless

### Defiler

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+		
Reaper Autocannon	30cm	AP4+/AT6+		
Battle Claws	Base Contact	Assault Weapons	Extra Attacks +1	
Twin Heavy Flamer	15cm	AP3+	Ignore Cover	

**Notes:** Invulnerable Save, Fearless

### Lord of Battles

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	2+	5+
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 Engine

Type	Speed	Armour	Close Combat	Firefight
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	Firefight
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 (10). May transport Daemonic Prince, Arch Heretic, Demagogue, Cultists, Mutants, Big Mutants, Chaos Spawn, Chaos Hounds, Daemonic Beasts, 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	Firefight
Armoured Vehicle	25cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Plague catapult	45cm	1BP	Disrupt, Indirect Fire	
Vomit Cannon	30cm	AP4+/AT6+	Ignore Cover	

**Notes:** Invulnerable Save, Fearless

### Subjugator

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Hell Blades	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	Firefight
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	Firefight
Armoured Vehicle	30cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Castigator Cannon	45cm	3 x AP3+/AT5+	Disrupt, Indirect Fire	

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

### Doom Wing

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

**Notes:** Invulnerable Save

### Fire Lord

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	-	-

  

Weapon	Range	Firepower	Notes
Firestorm Bombs	15cm	D3BP	Ignore Cover, Fixed Forward Arc
Flame Cannon	15cm	AP4+/AT5+/AA5+	Ignore Cover, Fixed Forward Arc
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc

**Notes:** Invulnerable Save

### Silver Tower

Type	Speed	Armour	Close Combat	Firefight
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	Firefight
War Engine	30cm	4+	3+	-

  

Weapon	Range	Firepower	Notes
Axe of Khorne	Base Contact	Assault Weapon	Extra Attack +2, Titan Killer (1)
Bloodthirster Whip	Base Contact	Assault Weapon	Extra Attack +1, Titan Killer (1)

**Notes:** 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus.  
**Critical Hit Effect:** Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

### GREAT UNCLEAN ONE: GREATER DAEMON OF NURGLE

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+

  

Weapon	Range	Firepower	Notes
Nurgling Swarm	Base Contact	Assault Weapon	Extra Attack +1
Stream of Corruption	(15cm) AND 15cm	Small Arms 3BP	Extra Attack +1, Macro Weapon, Ignore Cover Ignore Cover

**Notes:** 8 Summoning Points. DC4, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Daemonic Focus.  
**Critical Hit Effect:** Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

### KEEPER OF SECRETS: GREATER DAEMON OF SLAANESH

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+

  

Weapon	Range	Firepower	Notes
Lash of Torment	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon, First Strike
Gaze of Slaanesh	(15cm) AND 30cm	Small Arms 3 x MW4+	Extra Attack +1, Macro Weapon, First Strike

**Notes:** 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Daemonic Focus.  
**Critical Hit Effect:** Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

### LORD OF CHANGE: GREATER DAEMON OF TZEENTCH

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

**Notes:** 8 Summoning Points. DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Daemonic Focus.  
**Critical Hit Effect:** Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

### Bloodletters

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

**Notes:** 1 Summoning point. Invulnerable Save.

### Plaguebearers

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

**Notes:** 1 Summoning point. Invulnerable Save.

### Daemonettes

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

**Notes:** 1 Summoning point, First Strike, Invulnerable Save.

### Flamers

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

**Notes:** 1 Summoning point. Invulnerable Save.

**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 2+.

**Using the army List**

- For every Coven taken two 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.

<b>Stigmatus Covenant Covens</b>		
<b>Formation Type</b>	<b>Units</b>	<b>Points Cost</b>
Satigmatus Covenant Coven	One Demagogue or Chaos Marine Aspiring Champion and eleven Cultists or Mutant units	200
Daemon pool	Lesser Daemon	15 pts each
	Greater Daemon	50 pts each
<b>SPECIAL RULE - Arch-Heretic</b>		
One Demagogue, Chaos Space Marine Aspiring Champion or Daemon Prince in the army must have an Arch-heretic character added for free		

**Stigmatus Covenant Upgrades (up to a maximum of 4)**

(Each upgrade may only be taken once per Cultist Formation)

<b>Upgrade</b>	<b>Units</b>	<b>Points Cost</b>
Daemon Prince	Replace the Damagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50pts
Icon Bearer	One Icon Bearer character upgrade	+10pts
Additional Mutants/Cultists	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 Alter	Add one Chaos Altar	150pts
Technicals	Add up to two Technicals	25pts each
Transports	Add Land Transporters	10pts each
	If you choose to take this option then you must take exactly enough Land Transporters 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.	
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)

<b>Formation Type</b>	<b>Units</b>	<b>Points Cost</b>
Plague Zombie Infestation	3D6 Plague Zombie Units	175pts

**Stigmatus Covenant Support Covens**

(You may take two Support Coven for each Cultist coven.

(The Support Coven formation must be chaos undivided or belong to the same faction as the Cultist coven associated with them)

<b>Formation Type</b>	<b>Units</b>	<b>Points Cost</b>
<b>Khorne</b>		
Lord of Battles	Up to two Lord of Battles	400pts each
Daemon Assault Engines	Four Daemon Assault Engines	300pts
<b>Nurgle</b>		
Plague Tower	Up to two Plague Towers	325pts each
Contagion Towers	Four Contagion Engines	325pts
<b>Slannesh</b>		
Daemon Knights	Four Daemon Knights	275pts
Daemon Scout Titan	Up to two Daemon Scout Titans	325pts
	Subjugator	225pts each
	Questor	275pts each
<b>Tzeentch</b>		
Silver Towers	Four Silver Towers	325pts each
Fire Lord	Up to three Fire Lords	150pts each
Doomwings	Three Doomwings	150pts
<b>Undivided</b>		
Hellfire Cannons	Four Hellfire Cannons	200pts
Defilers	Four Defilers	250pts