



THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

“Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor’s minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass.”

Constanze the Prophetess

Forces

The The Stigmatus Covenant Chaos Cultist Army List uses the datasheets from the Chaos Cultist Forces section and the Imperial Navy Forces section.

Using The Army List

The following army list allows you to field a Chaos Cult army based on the Stigmatus Covenant Cult that arose in the Mackan system during Abaddon’s 13th Crusade. It can also be used as a “stand in” army list for other Cult armies.

Chaos Cultist formations come in two types: *covens* and *support covens*. Each coven you include in the army allows you to field any one support coven. Although you can only take a support coven is you first take a coven, they are treated as separate independent formations during the battle and do not have to move around together. Additionally, Chaos Daemon Engine support covens must belong to Chaos Undivided or the same faction as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Finally, each Stigmatus Covenant Chaos Cultist army may field up to two Plague Zombie Infestations.

Special Rules

The *Fickle Masters* rule applies to the Stigmatus Covenant Chaos Cultist army (see *Fickle Masters*). The *Summoned Units* rule applies to formations with the Daemonic Pact upgrade (see *Summoned Units*). Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE

Factions

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that Worship Chaos Undivided, the different factions do not get along well and some factions hold millennia-old hatred of each other. Although the factions will often unite under a powerful Warlord to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations dedicated to a specific Chaos god hate formations dedicated to any other Chaos god. Formations dedicated to Chaos Undivided do not suffer from hatred and are not hated by other Factions.

A formation that has no units from a hated formation within 15cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 15cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

SPECIAL RULE

Stigmatus Covenant Epic Tournament Special Rules

Every Stigmatus Covenant Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don’t have to pay any points for it, and may be added to any Daemon Prince, Demagogue or Chaos Marine Aspiring Champion unit.

Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 2D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

SPECIAL RULE

Fickle Masters

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 (see *Summoned Units*). 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.

SPECIAL RULE ***Summoned Units***¹

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

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 are listed below in parentheses after each unit). 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:

<i>Faction</i>	<i>Daemons</i>
Khorne	Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1)
Nurgle	Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1)
Slaanesh	Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1)
Tzeentch	Lord of Change (8), Flamers (1), Daemonic Beasts (1)
Chaos	Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2),
Undivided	Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1)

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 outnumbers 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 (see Loser Withdraws) 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 (see 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.

1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

Stigmatus Covenant Chaos Cultist armies have a strategy rating of 2. Tzeentch Doomwing, Tzeentch Firelord and Traitor Navy aircraft formations have an initiative rating of 2+, all other formations have an initiative rating of 3+ but receive a modifier depending on the proximity of other formations (see *Factions*).

STIGMATUS COVENANT COVENS		
FORMATION	UNITS	COST
Stigmatus Covenant Coven	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants	200 points

STIGMATUS COVENANT UPGRADES		
<i>(Each upgrade may be taken once per coven.)</i>		
UPGRADE	UNITS	COST
Big Mutants	Replace up to six Mutants with an equal number of Big Mutants	+20 points each
Chaos Altar	Add one Chaos Altar	+150 points
Chaos Hounds	Add up to three Chaos Hounds	+10 points each
Chaos Spawn	Add one Chaos Spawn unit	+25 points
Cultists or Mutants	Add up to eight of any of the following units: Cultists, Mutants	+15 points each
0–1 Daemon Prince per faction	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50 points
Daemonic Pact	The formation may summon daemons from the Daemon Pool	+25 points
Icon Bearer	Add one Icon Bearer character	+25 points
Traitor Fire Support	Add up to four Support Squad units	+25 points each
Traitor Flak	Add up to two Hydras	+50 points each
Traitor Griffon Battery	Add up to three Griffons	+35 points each
Traitor Hellhound Squadron	Add up to three Hellhounds	+50 points each
Traitor Tank Squadron	Add up to any three of the following units: Leman Russ, Leman Russ Demolishers	+70 points each
Transports	Add just enough of any of the following units to transport the entire formation:	Land Transporter
		Chimera

STIGMATUS COVENANT SUPPORT COVENS		
<i>(Any one support coven may be fielded per each coven.)</i>		
DAEMON ENGINE		
<i>(Daemon Engine formations must belong to Chaos Undivided or the same faction as this coven.)</i>		
FORMATION	UNITS	COST
Chaos Undivided Defilers	Four Defilers	250 points
Chaos Undivided Hellfire Cannons	Four Hellfire Cannons	200 points
Khorne Daemonic Assault Engines	Four Daemonic Assault Engines	300 points
Khorne Lord of Battles	Up to two Lord of Battles	400 points each
Nurgle Contagion Towers	Four Contagion Towers	325 points
Nurgle Plague Towers	Up to three Plague Towers	325 points each
Slaanesh Daemon Knights	Four Daemon Knights	275 points
Slaanesh Daemon Scout Titans	Up to any two of the following units:	Questor
		Subjugator
Tzeentch Doomwings	Three Doomwings	150 points
Tzeentch Firelords	Up to three Firelords	150 points each
Tzeentch Silver Towers	Four Silver Towers	325 points

TRAITOR NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

TRAITOR SUPPORT		
FORMATION	UNITS	COST
Armoured Company	Six Leman Russ	400 points
Artillery Battery	Four Basilisks	325 points
Rough Rider Platoon	Six Rough Rider units	150 points
Sentinel Squadron	Four Sentinels	100 points

PLAGUE ZOMBIE INFESTATIONS		
FORMATION	UNITS	COST
0–2 Plague Zombie Infestations	3+2D6 Plague Zombies	175 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+75 points each
Lesser Daemon	+20 points each

CHAOS CULTIST FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arch-Heretic	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander.</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Invulnerable Save, Leader.</i>
Big Mutants	INF	15cm	3+	4+	4+	2× Heavy Stubber Big Weapons	30cm (bc)	AP6+ Assault Weapons, EA(+1), MW	<i>Counts as two units for the purposes of being transported.</i>
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	<i>Expendable, Invulnerable Save.</i>
Chaos Hounds	INF	30cm	6+	4+	-	-			
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon Daemon Weapon	45cm (bc)	AP5+/AT6+ Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	<i>Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.</i>
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i>
Daemonettes	INF	20cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save.</i>
Daemonic Beasts	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrator, Invulnerable Save.</i>
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons Arcane Powers Daemon Weapon	30cm 30cm (bc)	AP6+/AT6+ MW6+ Assault Weapons, EA(+1), MW	<i>Augmented Summoning (+2D3), Invulnerable Save.</i>
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	<i>Expendable, Invulnerable Save.</i>
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Plague Zombies	INF	10cm	5+	6+	-	-			<i>Fearless, Infiltrator, Teleport.</i>
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	<i>Expendable, Invulnerable Save.</i>
Rough Riders	INF	20cm	6+	4+	6+	Laspistols Power Lances	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), FS	<i>Infiltrator, Mounted, Scout.</i>
Support Squad	INF	15cm	-	6+	4+	2× Autocannon	45cm	AP5+/AT6+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Walker.</i>
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
Basilisk	AV	20cm	5+	6+	5+	Earthshaker or Heavy Bolter	120cm 120cm 30cm	AP4+/AT4+ 1BP, Ind AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
Contagion Tower	AV	15cm	5+	5+	5+	Plague Catapult Vomit Cannon	45cm 30cm	1BP, D, Ind AP4+/AT6+, IC	<i>Fearless, Invulnerable Save.</i>
Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannon Daemon Blades	30cm (bc)	2× AP4+/AT5+ Assault Weapons, EA(+D3)	<i>Fearless, Reinforced Armour.</i>
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	<i>Fearless, Invulnerable Save, Scout, Walker.</i>

Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (bc)	AP4+/AT4+ AP4+/AT6+ AP3+, IC Assault Weapons, EA(+1), MW	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Ind AP5+	
Hellfire Cannon	AV	15cm	4+	5+	4+	Hellfire Cannon	75cm	MW4+	<i>Fearless, Invulnerable Save.</i>
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, IC AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2× Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	<i>Reinforced Armour.</i>
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher Lascannon 2× Plasma Cannon	30cm 45cm 30cm	AP3+/AT4+, IC AT5+ AP5+/AT5+	<i>Reinforced Armour.</i>
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons Beam of Power	45cm 60cm	3× AP4+/AT4+ MW5+	<i>Fearless, Invulnerable Save, Skimmer.</i>
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Technology	45cm	D3× AP4+/AT4+/AA4+	<i>Augmented Summoning (+2), Daemonic Focus, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.</i>
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption and Nurgling Swarm	15cm (15cm) (bc)	3BP, IC Small Arms, EA(+1), IC Assault Weapons, EA(+1)	<i>Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh and Lash of Torment	30cm (15cm) (bc)	3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Lord of Battle	WE	25cm	4+	2+	4+	Chain Fist Death Storm 2× Battle Cannon	(bc) 45cm 75cm	Assault Weapons, EA(+3), MW 4× AP4+/AT4+ AP4+/AT4+	<i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.</i>

Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze and Bedlam Staff	45cm (15cm) (bc)	2× MW3+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar 2× Battle Cannon Rot Cannon	60cm 75cm 90cm	D3+3BP, FxF, D AP4+/AT4+ AP3+/AT5+, FxF, IC	<i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Transport. May transport sixteen Great Unclean Ones or infantry units without Jump Packs or Mounted; Great Unclean Ones count as two units each. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.</i>
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon	45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades	75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, FxF, IC	<i>Invulnerable Save.</i>
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	AP4+/AT5+/AA5+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC	<i>Invulnerable Save.</i>

SPECIAL RULE
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 (see *Summoned Units*). 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.

SPECIAL RULE
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.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	Slow and Steady.
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	