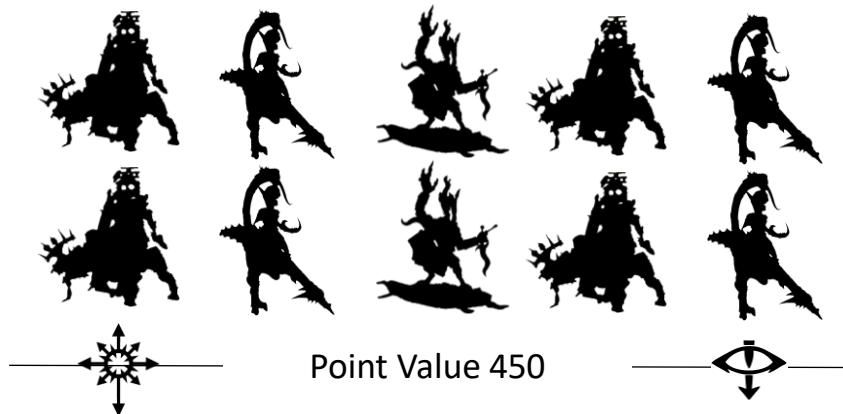


## RUINSTORM CAVALRY GRAND HORDE

The Ruinstorm Cavalry Grand Horde consists of 10 Ruinstorm Cavalry stands.



## RUINSTORM CAVALRY GRAND HORDE

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Daemons do not check for morale.

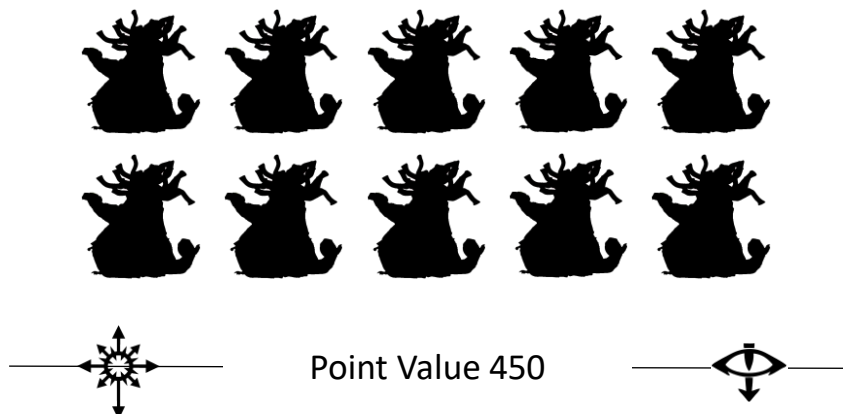
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cavalry [2]	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]

Victory Points 5

Your opponent gains 2 VPs when this company is broken

## RUINSTORM BEASTS GRAND HORDE

The Ruinstorm Beasts Grand Horde consists of 10 Ruinstorm Beasts stands.



## RUINSTORM BEASTS GRAND HORDE

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Daemons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Beasts [2]	15	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE], Special*

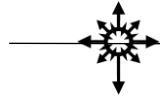
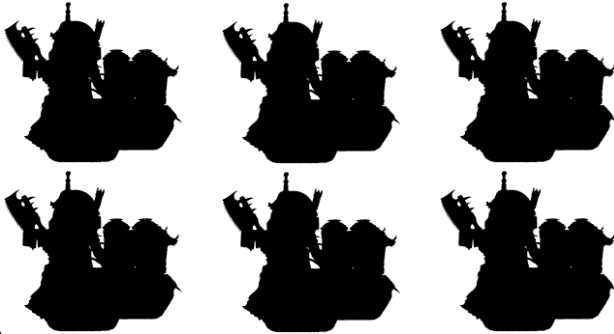
\*They receive +1 to their reserve rolls.

Victory Points 5

Your opponent gains 2 VPs when this company is broken

## RUINSTORM BEHEMOTH GRAND HORDE

The Ruinstorm Behemoth Grand Horde consists of 6 Ruinstorm Behemoths stands.



Point Value 600



## RUINSTORM BEHEMOTH GRAND HORDE

**Break Point 4:** The Detachment is broken if it has lost 4 stands.

**Morale Value -:** Daemons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Behemoths [4]	20	2[4]+	5/-4	CC Weapons	-	-	-	[DR3], [TR], [DE], Special*

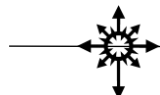
\*They receive +1 to their reserve rolls.

Victory Points 6

Your opponent gains 3 VPs when this company is broken

## RUINSTORM SWARM GRAND HORDE

The Ruinstorm Swarm Grand Horde consists of 6 Ruinstorm Swarm stands.



Point Value 200



## RUINSTORM SWARM GRAND HORDE

**Break Point 4:** The Detachment is broken if it has lost 4 stands.

**Morale Value -:** Daemons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Swarms [2]	15	5[7]+	1/-1	CC Weapons	-	-	-	[DR2], [FR], [DE], Special*

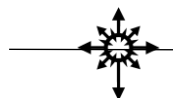
\*Ignore cover saves in CC

Victory Points 2

Your opponent gains 1 VPs when this company is broken

## RUINSTORM GREATER BEASTS GRAND HORDE

The Ruinstorm Greater Beasts Grand Horde consists of 6 Ruinstorm Greater Beasts stands.



Point Value 400



## RUINSTORM GREATER BEASTS GRAND HORDE

**Break Point 4:** The Detachment is broken if it has lost 4 stands.

**Morale Value -:** Daemons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Greater Daemon Beast [3]	15	3[5]+	3/-4	CC Weapons	-	-	-	[FR], [DE], [DR2], Special*

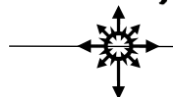
\*They receive +1 to their reserve rolls.

**Victory Points 4**

Your opponent gains 2 VPs when this company is broken

## RUINSTORM LESSER DAEMON GRAND HORDE

The Ruinstorm Lesser Daemon Grand Horde consists of 10 Ruinstorm Lesser Daemon stands.



Point Value 300



## RUINSTORM LESSER DAEMON GRAND HORDE

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Daemons do not check for morale.

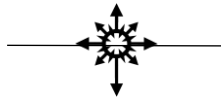
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lesser Daemons [1]	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

**Victory Points 3**

Your opponent gains 2 VPs when this company is broken

## RUINSTORM POSSESSED AUXILIARY GRAND HORDE

The Ruinstorm Possessed Auxiliary Grand Horde consists of 1 Chosen and 20 Ruinstorm Possessed Auxiliary stands.



Point Value 500



## RUINSTORM POSSESSED AUXILIARY GRAND HORDE

**Break Point 15:** The Detachment is broken if it has lost 15 stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 7+:** Custodes have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

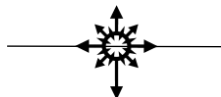
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Possessed Auxiliary [1]	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Victory Points 5

Your opponent gains 3 VPs when this company is broken

## RUINSTORM POSSESSED LEGIONNAIRES GRAND HORDE

The Ruinstorm Possessed Legionnaire Grand Horde consists of 1 Chosen and 10 Ruinstorm Possessed Legionnaire stands.



Point Value 400



## RUINSTORM POSSESSED LEGIONNAIRES GRAND HORDE

**Break Point 8:** The Detachment is broken if it has lost 8 stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** Custodes have a Morale value of 5+ and must roll 7 or more on a D10 to pass their Morale check.

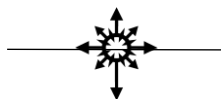
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Possessed Legionary [1]	10	5+	2/-1	Bolters	25	2	0	[FR]

Victory Points 4

Your opponent gains 2 VPs when this company is broken

# RUINSTORM SHRIKES GRAND HORDE

The Ruinstorm Shrikes Grand Horde consists of 6 Shrikes stands.



Point Value 300



# RUINSTORM SHRIKES GRAND HORDE

**Break Point 4:** The Detachment is broken if it has lost 4 stands.

**Morale Value -:** Daemons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shrikes [2]	25[K]	7[8]+	3/-3	CC Weapons	-	-	-	[DR2], [FR], [DE]

## Victory Points 3

Your opponent gains 2 VPs when this company is broken