

The Ruinstorm

Heresy Era Chaos

Army List

MK IV

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General Traits

All Ruinstorm elements have the following characteristics.

- **No Faction Value.** Ruinstorm formations use the faction value of the force they are allied with. In the case of an army consisting of solely ruinstorm formation, their faction value is equal to the opposing force (no faction value difference).
- **Ruinstorm formations close combat attack to-hit 5+ and 6+ for ranged attacks.**
- Formations with the demon [DE] ability do not gain VP for objectives in any scenario. However, they gain a bonus +1VP for breaking a support sized formation and another bonus of +2 VP when the formation is destroyed (all elements eliminated). These bonuses are doubled for company and special formations (+2 and +4 respectively).
- The pinning class for all named demons is 2 [2].
- All daemonic formation must start in reserve (off table).
- The Ruinstorm player gains one warp rift marker for every 1000 points of ruinstorm formations the army has.
- Warp rifts cannot be placed closer than 25cms from any opposing formation.
- Warp rifts cannot be placed closer than 15cms from any tabletop edge.
- Daemonic formations may deepstrike [T] to any warp rift marker and be placed within 15cms of it.
- Named Daemon special cards are limited to 1 per 3000 points played.

Daemonic Instability

- Any element or formation with the demon [DE] ability is subject to instability.
- Once a daemonic formation reaches its break point, they must make an instability test. Roll on the following table to determine the effect.

Daemon Instability Table	
Roll	Effect
1	Formation loses 2DR
2-7	Formation loses 1DR
8-10	No effect

- Remove elements from the formation up to the requisite amount of DR lost as per the table. You must assign DR loss to elements with 1DR before multi-DR elements. In the case of formations consisting of one element, all DR loss is applied to the single element.
- Any formations that have the demon [DE] ability that lose a close combat round are pushed back (as per close combat rules) and must also immediately roll on the instability table.
- Any condition or game effect that forces a formation with the daemon ability to retreat, withdrawal, or otherwise abandon close combat also requires a roll on the instability table.

Ruinstorm Psychic Powers

- In addition to Malefic demonic powers, Ruinstorm formations and elements with the psyker ability gain access to these additional powers:

Name	Description	Level
Torrent of Unreality	Target: One enemy formation Effect: Blast 3 attack, -1 TSM	1
Warp Burst	Target: One Enemy formation Effect: Blast 5, -2 TSM	2
Rend Time and Space	Target: Self Effect: Player gains 1 warp rift token. Cannot be placed within 25cms of existing warp rift. Formations receive +3 bonus for reserve rolls for one turn.	3

Chaos Titan Mutations

Titans that are corrupted or possessed follow the same rules for the titan of their type as described in the Mechanicum and Collegia Titanicus army book. Please refer to that army list for specifics.

In the case of corrupted or possessed titans, they may select from the table below for customization options. The same rules of energy management apply as per the standard rules in the Mechanicum and Collegia Titanicus army book. The Chaos Titan Mutation Cards function like titan optimization cards (See Mechanicum and Collegia Titanicus army rules.

Chaos Titan Mutations	
Power	Effect
0 Power	Dark Blessing: +1 to hit on one weapon, -1 to repair rolls
1 Power	Remains of the Fallen: -1 to morale tests to opposing formations within 15cms
1 Power	Spikes, horns , tentacles, teeth: Adds 1 CC dice. Can add up to 3 times
1 Power	Toxin Nodes: Gatling Blaster is now AD B2, 0 TSM. Energy cost per weapon
1 Power	Warmaster's Boon: -1 TSM bonus to Apocalypse Missile Launchers and Vulcan Megabolters
1 Power	Rotund/Corpulent: Reduces Dmg Table rolls by 1
1 Power	Stench: -1 to hit in close combat for opposing elements
2 Power	Acid vomit or fire breath: adds attack with 25cm range, 4AD, -2 tsm, ignores cover
2 Power	Demonic swarms: adds a radius effect of terror within 15cms
2 Power	Sticky, slimy: makes it hard to engage into close combat, opposing formation must roll a rough terrain test before moving into close combat
3 Power	Melee tail , extra claws: Adds +3 cc dice. Can add up to 2 times
3 Power	Siren song: enemy infantry and cavalry within 25cm must make a immediate morale check or take 1d2 hits per element at -1tsm from self-inflicted wounds
3 Power	Gun tail: +1 cc dice adds 1 battlecannon (35/70 range, B1, -2 TSM)
1-3 Power	Winds of Magic: May use one randomly determined psychic power. The power level of the psychic power determines the power consumption.

Ruinstorm Element Descriptions

A detailed description of all Ruinstorm elements.

Demon Lords [4]

Ka'Bandha, Daemon General of Signus

A dark stain upon Imperial history, this bat winged monstrosity leaves only death in its wake. None could survive its onslaught, except the winged Angel and his sons. Ka'Bandha is a demon [DE] with a damage rating [DR] of 2 . He is a level 3 commander [HQ3] with an invulnerable save of 4+, that inspires terror [TR] and has the "it will not die" [IWD] ability. When he is the army leader all formations gain +1 to reserve rolls.

Samus Unbound, Daemon Lord of the Ruinstorm

A potent Daemon prince, whose very whispers drives entire planets insane. Only the most warded of souls can escape his domination and he delights in making those possess betray what they hold most dear. Samus is a demon [DE] with a damage rating [DR] of 2. He is a level 3 commander [HQ3] with an invulnerable save of 4+, that inspires terror [TR] and has the "it will not die" [IWD] and deep strike abilities. When he is the army leader enemy formations receive -1 to their reserve rolls.

Daemon Lord

Rules of the hordes of the ruinstorm, they are the principal manifestations of the powers that reside in the warp. No two creatures of this magnitude are alike, but they all share in their hate for the mortal of the material plane. All Daemon Lords are demons [DE] with damage rating [DR] of 2. They are level 3 commanders [HQ3] with invulnerable saves of 5+, that inspire terror [TR], have the "it will not die" [IWD] and jump pack [J] abilities. When present as army leaders all formations gain +1 to reserve rolls. Some Daemon Lord can be level 3 psykers [P3].

Ruinstorm Arch-Daemon [5]

A rare, but terrible daemon, whose size and ferocity make them a match for god-engines. Unlike their lesser brethren, they pursue their own goals, often running counter to the goals of the horde at large. One thing is certain, when they walk the battlefield, it is a sign of the end of times. Gargantuan monsters, they are pinning class 5 [5] and skimmers [K]. They are demons [DE] with a damage rating [DR] of 4. He is a level 3 commander [HQ3] with an invulnerable save of 4+, that inspires terror [TR] and has the "it will not die" [IWD] with a +2 bonus. His attacks gain +2 to structure and damage table rolls. Arch-daemons are master psykers They can perform two psychic powers per turn from the Malefic category with no chance of failure or perils of the warp.

Cor'Bax Utterblight Unbound, Daemon Lord of the Ruinstorm

Summoned by the treacherous Word bearers Legion, it was one of the most powerful daemons to appear during the Heresy. It would leave a trail of decay and blight in its wake. Cor'Bax is a demon [DE] with a damage rating [DR] of 3. He is a level 3 commander [HQ3] with an invulnerable save of 4+, that inspires terror [TR], is durable [DU], and has the "it will not die" [IWD] ability with a +2 bonus. He

is a level 2 psyker [P2] and upon death it explodes with a Blast 4 [B4] attack with a -1TSM. His miasma of rot ignores cover [IC].

Command



Ruinstorm Greater Daemon [3]

Amongst the vast masses of monstrous creatures there are those that serve as champions and leaders of the horde. Merciless killers, they use their malign skills to further the purposes of chaos. They are demons [DE] with an invulnerable save of 5+, level 2 commanders [HQ2] and inspire terror [TR].



Ruinstorm Daemon Chosen [1]

It is a sad fact that there are those who chose to follow the ruinous powers. Seeking power, self-aggrandizement or purely satisfying selfish needs, chaos has chosen them to lead the hordes to reap their due. They are demons [DE] with an invulnerable save of 7+, level 1 commanders [HQ1] and inspire fear [FR].

Daemons and the Possessed



Ruinstorm Lesser Daemons

Loathsome creatures that make up the bulk of the demonic hordes. Their variety defies mortal logic. Nightmares made flesh. They are demons [DE] that have an invulnerable save of 7+ and cause fear [FR].



Ruinstorm Daemon Swarms

Sometimes nightmares do not take a larger form, just of horde of tiny hideous things, that bite, gnash and rend. They are demons [DE] that have an invulnerable save of 7+ and cause fear [FR]. Their attacks ignore cover saves in close combat.



Possessed

They are those who willingly or not, have their bodies and will consumed by chaos to do their terrible bidding. All possessed cause fear [FR].



Ruinstorm Cavalry

On mounts as bizarre and terrifying as the rider, a demon upon another demon is a horrifyingly devastating combination. They are demons [DE] that have an invulnerable save of 7+ and cause fear [FR].



Ruinstorm Shrikes

Scaled, dragon like monstrosities, they are winged harbingers of destruction. A sight that has become an enduring legend in the times of the Heresy. They are demons [DE] with a damage rating [DR] of 2, that have an invulnerable save of 8+, cause fear [FR] and are skimmers [K].



Ruinstorm Daemon Beasts

Things of flailing tentacles and teeth, they are death incarnate. Their blows, powerful enough to destroy armored vehicles. They are demons [DE] that have an invulnerable save of 7+ and cause fear [FR]. The greater beasts have a damage rating [DR] of 2, invulnerable saves of 5+. They receive +1 to their reserve rolls.



Ruinstorm Daemon Behemoths

Employed as war engines to engage the strongest defenses. Its vastness made it resilient to all but the most concentrated of firepower. Behemoths are demons [DE] that have a damage rating [DR] of 3, an invulnerable save of 4+ and cause terror [TR]. They receive +1 to their reserve rolls.

Ruinstorm Statlines

Demon Lords [4]

Name	Move	Armor	CAF	Weapons	SR/LR	AD	TSM	Notes
Ka’randha Daemon General	25	2[4]+	8/-5	Whip and axe	10	2	-3	[DR2], [TR], [DE], [HQ3], [IWD], Reserve +1
Samus Unbound Daemon Lord of the Ruinstorm	20[T]	2[4]+	8/-5	[DE]ic blade , fangs	-	-	-	[DR2], [DE], [HQ3], [IWD], [TR], Enemy Reserve -1
Daemon Lord	15[J]	3[5]+	4/-4	Hellstorm [A, IC] Warpburst [A]	10 25	2 B2	-1 -2	[TR], [IWD], [DE], [DR2], [HQ3], Reserve +1
Daemon Lord (Psyker)	15[J]	3[5]+	4/-4	Hellstorm [A, IC] Warpburst [A]	10 25	2 B2	-1 -2	[P3], [TR], [IWD], [DR2], [HQ3], [DE], Reserve +1

Arch Daemon	25[K]	2[4]+	9/-6	CC Weapons [Dmg+2], [Str+2]	-	-	-	[TR], [HQ3], [DR4], [IWD +2], [DE], Special
Cor'Bax Utterblight Unbound Daemon Lord of the Ruinstorm	15	2[4]+	7/-5	Miasma of Rot [IC]	10	4	-2	[TR], [DR3], [P2], [HQ3], [IWD +2], [AG], [DE], On death explodes B4/-1 TSM
Command								
Greater Daemon [3]	15	3[5]+	5/-3	CC Weapons	-	-	-	[HQ2], [TR], [DE]
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Demons and Possessed								
Lesser Daemons [1]	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]
Daemon Swarms [2]	15	5[7]+	1/-1	CC Weapons	-	-	-	[DR2], [FR], [DE], Ignore cover saves in CC
Possessed Legionary [1]	10	5+	2/-1	Bolters	25	2	0	[FR]
Possessed Auxiliary [1]	10	7+	1/-1	Lasrifle	35	1	0	[FR]
Cavalry [2]	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]
Shrikes [2]	25[K]	7[8]+	3/-3	CC Weapons	-	-	-	[DR2], [FR], [DE]
Daemon Beasts [2]	15	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE], Reserve +1
Greater Daemon Beast [3]	15	3[5]+	3/-4	CC Weapons	-	-	-	[FR], [DE], [DR2], Reserve +1
Daemon Behemoths [4]	20	2[4]+	5/-4	CC Weapons	-	-	-	[DR3], [TR], [DE], Reserve +1

Ruinstorm Formations

Company Formations

Ruinstorm Greater Daemon	1 Ruinstorm Greater Daemon	-	1	100/1 VP
Support (Hordes)				
Ruinstorm Cavalry	5 Ruinstorm Cavalry	-	4	200/2 VP
Ruinstorm Daemon Beasts	5 Ruinstorm Daemon Beasts	-	4	200/2 VP
Ruinstorm Daemon Behemoths	3 Ruinstorm Daemon Behemoth	-	2	300/3 VP
Ruinstorm Daemon Swarms	3 Ruinstorm Daemon Swarms	-	2	100/1 VP
Ruinstorm Greater Daemon Beast	3 Ruinstorm Greater Daemon Beasts	-	2	200/2 VP
Ruinstorm Lesser Daemons	5 Ruinstorm Lesser Daemons	-	4	150/2 VP
Ruinstorm Possessed Auxiliary	1 Ruinstorm Chosen and 10 Ruinstorm Possessed Auxiliaries	7+	8	250/3 VP
Ruinstorm Possessed Legionnaires	1 Ruinstorm Chosen and 5 Ruinstorm Possessed Legionnaires	5+	4	200/2 VP
Ruinstorm Shrikes	3 Ruinstorm Shrikes	-	2	150/2 VP
Support (Greater Hordes)				
Ruinstorm Cavalry	10 Ruinstorm Cavalry	-	7	450/5 VP
Ruinstorm Daemon Beasts	10 Ruinstorm Daemon Beasts	-	7	450/5 VP
Ruinstorm Daemon Behemoths	6 Ruinstorm Daemon Behemoth	-	4	600/6 VP
Ruinstorm Daemon Swarms	6 Ruinstorm Daemon Swarms	-	4	200/2 VP
Ruinstorm Greater Daemon Beast	6 Ruinstorm Greater Daemon Beasts	-	4	400/4 VP
Ruinstorm Lesser Daemons	10 Ruinstorm Lesser Daemons	-	7	300/3 VP
Ruinstorm Possessed Auxiliary	1 Ruinstorm Chosen and 20 Ruinstorm Possessed Auxiliaries	7+	15	500/5 VP
Ruinstorm Possessed Legionnaires	1 Ruinstorm Chosen and 10 Ruinstorm Possessed Legionnaires	5+	8	400/4 VP
Ruinstorm Shrikes	6 Ruinstorm Shrikes	-	4	300/3 VP
Special Cards				
Cor'Bax Utterblight Unbound Daemon Lord of the Ruinstorm	1 Character Stand	-	1	200/2 VP

Ka'Bandha Deamon General of Signus	1 Character Stand	-	1	200/2 VP
Samus Unbound Daemon Lord of the ruinstorm	1 Character Stand	-	1	150/2 VP
Ruinstorm ArchDaemon	1 Character Stand	-	1	300/3 VP
Ruinstorm Daemon Lord	1 Character Stand	-	1	100/1 VP
Ruinstorm Daemon Lord with osychic ability	1 Character Stand	-	1	150/2 VP