



COMPANY CARDS

RUINSTORM GENERAL RULES

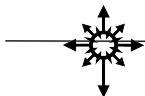
(FACTION VALUE NONE)

Army to Hit Value is: 5+ for close combat attacks 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.

GREATER DAEMON

The Greater Daemon Company card consists of 1 Greater Daemon.



Point Value 100

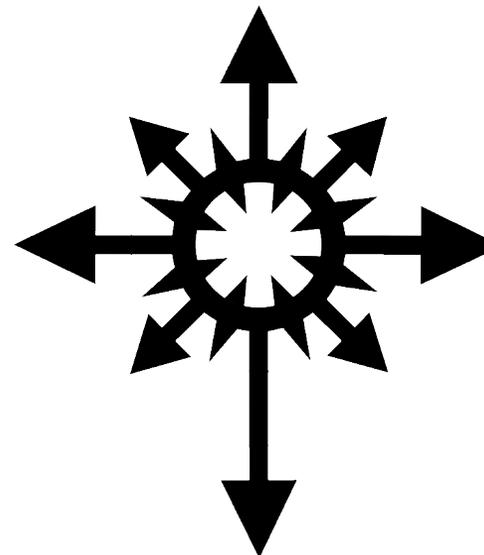


GREATER DAEMON

Break Point 1: The Greater Daemon is broken when the model is destroyed.

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Greater Daemon [3]	15	3[5]+	5/-3	CC Weapons	-	-	-	[HQ2], [TR], [DE]

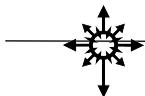


Victory Points 1

Your opponent gains 1 VPs when the model is destroyed

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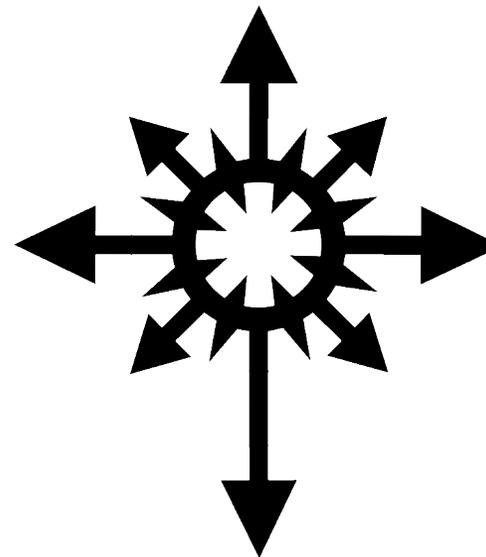


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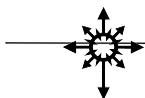


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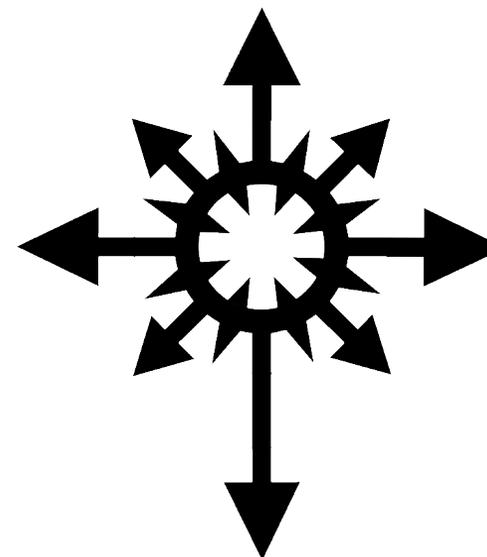


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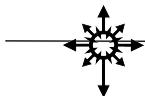


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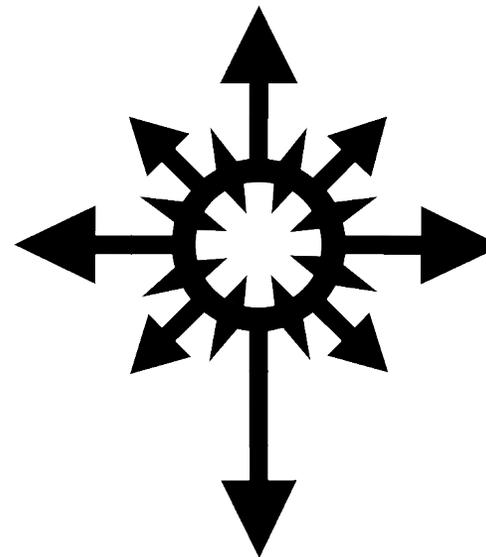


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