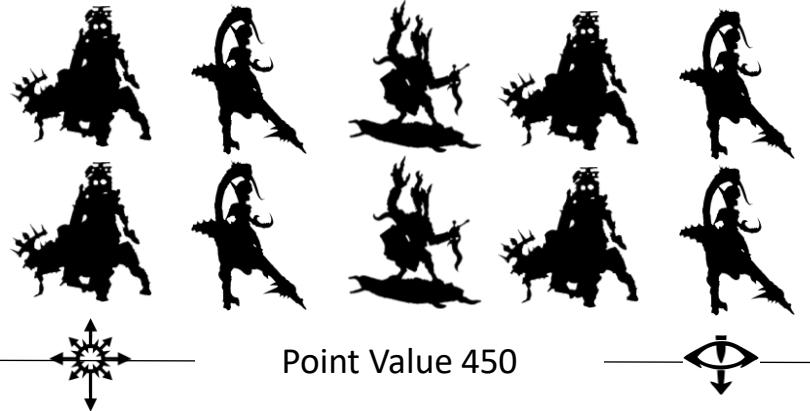


RUINSTORM CAVALRY GRAND HORDE

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.

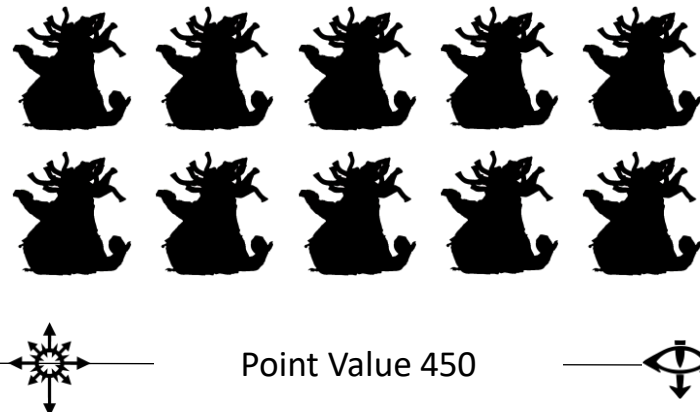
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cavalry [2]	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]

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*

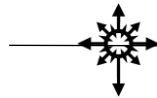
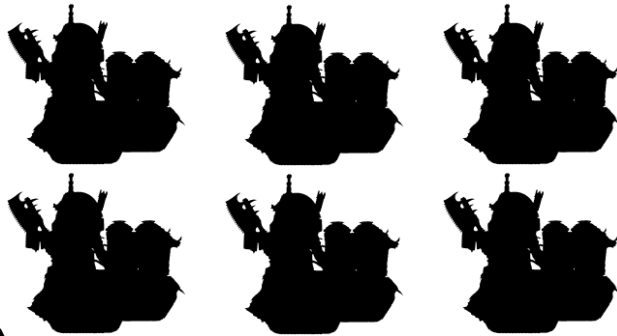
*They receive +1 to their reserve rolls.

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*

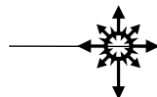
*They receive +1 to their reserve rolls.

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*

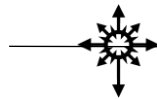
*Ignore cover saves in CC

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*

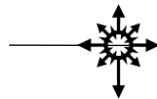
*They receive +1 to their reserve rolls.

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.

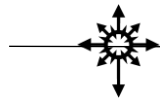
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lesser Daemons [1]	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

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.

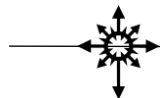
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Auxiliary [1]	10	7+	1/-1	Lasrifle	35	1	0	[FR]

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.

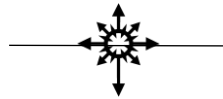
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Legionary [1]	10	5+	2/-1	Bolters	25	2	0	[FR]

Victory Points 4

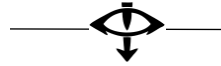
Your opponent gains 2 VPs when this company is broken

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