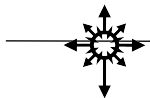
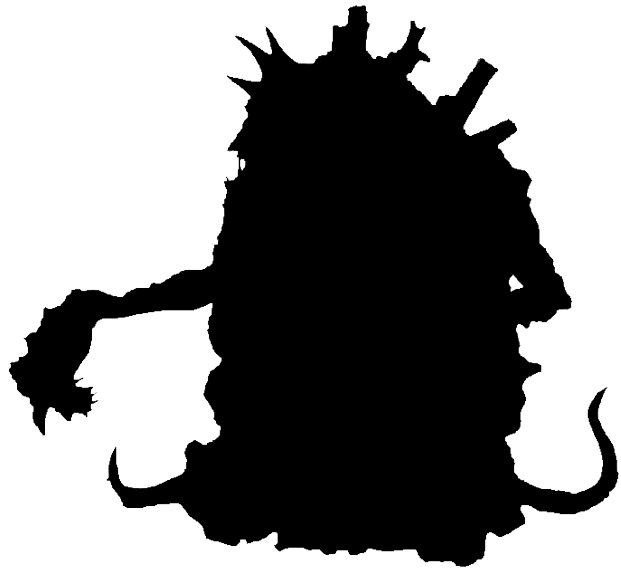


SPECIAL FORMATION

COR'BAX UTTERBLIGHT

The Cor'Bax Utterblight consists of 1 Cor'Bax Utterblight stand.



Point Value 200



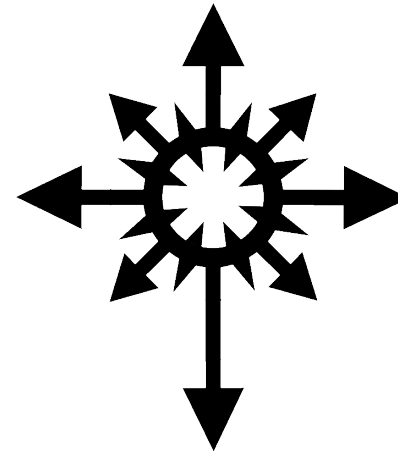
COR'BAX UTTERBLIGHT

Break Point 1: The Cor'Bax Utterblight is broken when the model is destroyed.

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cor'Bax Utterblight Unbound Daemon Lord of the Ruinstorm	15	2[5]+	7/-5	Miasma of Rot [IC]	10	4	-2	[TR], [DR3], [P2], [HQ3], [IWD +2], [AG], [DE], Special*

*Upon death it explodes with a Blast 4 [B4] attack with a -1TSM



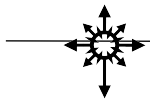
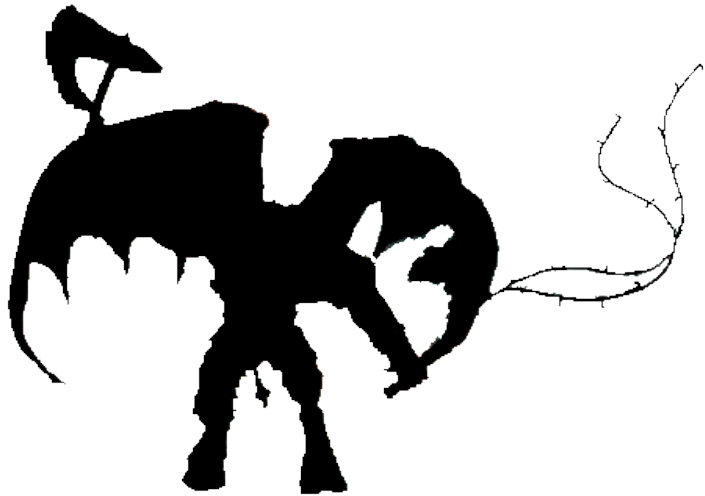
Victory Points 2

Your opponent gains 2 VP when model is destroyed

SPECIAL FORMATION

KA'BANDHA

The Ka'Bandha consists of 1 Ka'Bandha stand.



Point Value 200



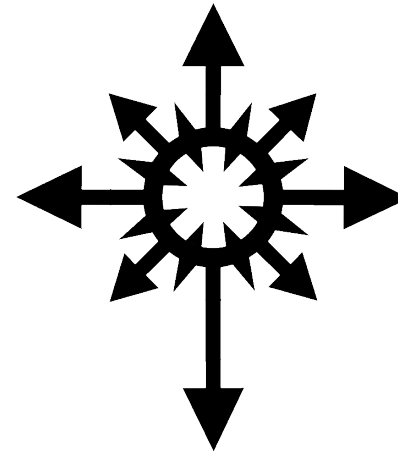
KA'BANDHA

Break Point 1: The Ka'Bandha is broken when the model is destroyed.

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ka'randha Daemon General	25	2[6]+	8/-5	Whip and axe	10	2	-3	[DR2], [TR], [DE], [HQ3], [IWD], Special*

*+1 to reserve rolls on attached formations.



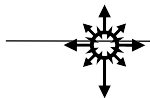
Victory Points 2

Your opponent gains 2 VP when model is destroyed

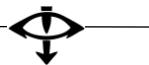
SPECIAL FORMATION

SAMUS

The Samus consists of 1 Samus stand.



Point Value 150



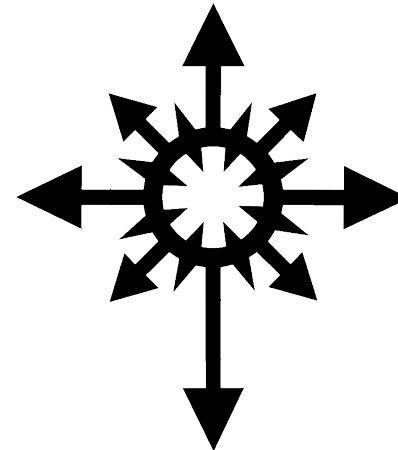
SAMUS

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

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Samus Unbound Daemon Lord of the Ruinstorm	20[T]	2[5]+	8/-5	[DE]ic blade , fangs	-	-	-	[DR2], [DE], [HQ3], [IWD], [TR], Special*

*Opponents formations receive -1 to their reserve rolls.



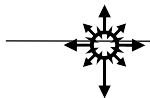
Victory Points 2

Your opponent gains 2 VP when model is destroyed

SPECIAL FORMATION

ARCHDAEMON

The Archdaemon consists of 1 Archdaemon stand.



Point Value 300



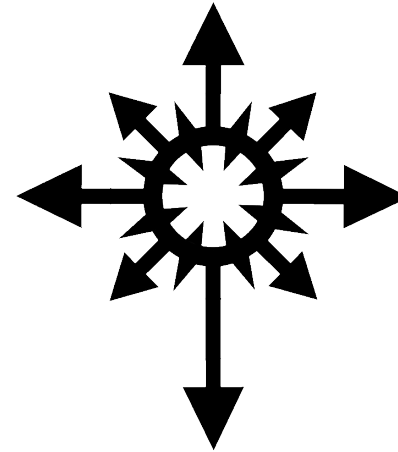
ARCHDAEMON

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

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arch Daemon	25[K]	2[5]+	9/-6	CC Weapons [Dmg+2], [Str+2]	-	-	-	[TR], [HQ3], [DR4], [IWD +2], [DE], Special*

*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.



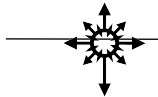
Victory Points 3

Your opponent gains 3 VP when model is destroyed

SPECIAL FORMATION

DAEMON LORD

The Daemon Lord consists of 1 Daemon Lord stand.



Point Value 100



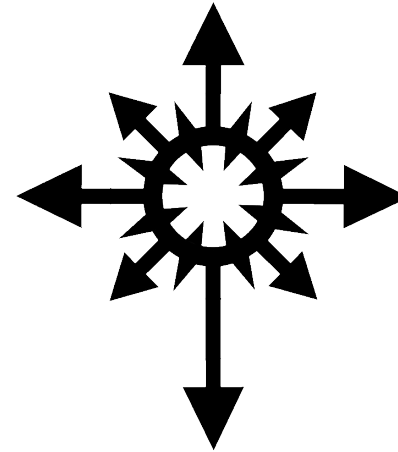
DAEMON LORD

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

Morale Value -: Daemons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Lord	15[J]	3[6]+	4/-4	Hellstorm [A, IC]	10	2	-1	[TR], [IWD], [DE], [DR2], [HQ3], Special*
				Warpburst [A]	25	B2	-2	

*+1 to reserve rolls on attached formations.



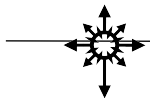
Victory Points 1

Your opponent gains 1 VP when model is destroyed

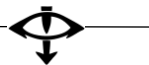
SPECIAL FORMATION

DAEMON LORD PSYKER

The Daemon Lord Psyker consists of 1 Daemon Lord Psyker stand.



Point Value 150

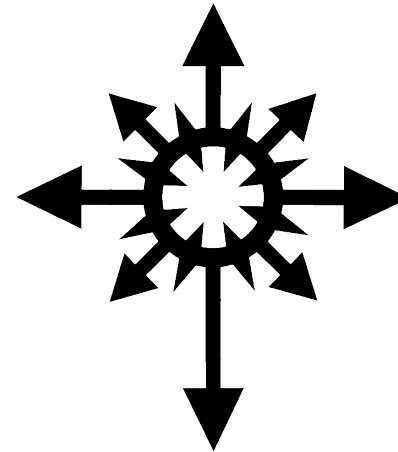


DAEMON LORD PSYKER

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Lord	15[J]	3[6]+	4/-4	Hellstorm [A, IC]	10	2	-1	[P3], [TR], [IWD], [DE], [DR2], [HQ3], Special*
				Warpburst [A]	25	B2	-2	

*+1 to reserve rolls on attached formations.



Victory Points 2

Your opponent gains 2 VP when model is destroyed