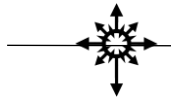


## RUINSTORM CAVALRY HORDE

The Ruinstorm Cavalry Horde consists of 5 Ruinstorm Cavalry stands.



Point Value 200



## RUINSTORM CAVALRY HORDE

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

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

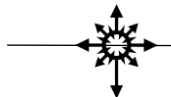
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cavalry [2]	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]

Victory Points 2

Your opponent gains 1 VPs when this company is broken

## RUINSTORM BEASTS HORDE

The Ruinstorm Beasts Horde consists of 5 Ruinstorm Beasts stands.



Point Value 200



## RUINSTORM BEASTS 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 Beasts [2]	15	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE], Special*

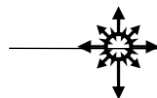
\*They receive +1 to their reserve rolls.

Victory Points 2

Your opponent gains 1 VPs when this company is broken

## RUINSTORM BEHEMOTH HORDE

The Ruinstorm Behemoth Horde consists of 3 Ruinstorm Behemoths stands.



Point Value 300



## RUINSTORM BEHEMOTH HORDE

**Break Point 2:** The Detachment is broken if it has lost 2 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*

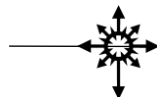
\*They receive +1 to their reserve rolls.

**Victory Points 3**

Your opponent gains 2 VPs when this company is broken

## RUINSTORM SWARM HORDE

The Ruinstorm Swarm Horde consists of 3 Ruinstorm Swarm stands.



Point Value 100



## RUINSTORM SWARM HORDE

**Break Point 2:** The Detachment is broken if it has lost 2 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*

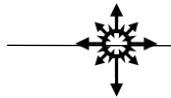
\*Ignore cover saves in CC

**Victory Points 1**

Your opponent gains 1 VPs when this company is broken

## RUINSTORM GREATER BEASTS HORDE

The Ruinstorm Greater Beasts Horde consists of 3 Ruinstorm Greater Beasts stands.



Point Value 200



## RUINSTORM GREATER BEASTS HORDE

**Break Point 2:** The Detachment is broken if it has lost 2 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*

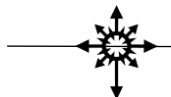
\*They receive +1 to their reserve rolls.

Victory Points 2

Your opponent gains 1 VPs when this company is broken

## RUINSTORM LESSER DAEMON HORDE

The Ruinstorm Lesser Daemon Horde consists of 5 Ruinstorm Lesser Daemon stands.



Point Value 150



## RUINSTORM LESSER DAEMON HORDE

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

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

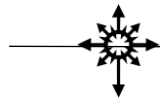
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lesser Daemons [1]	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

Victory Points 2

Your opponent gains 1 VPs when this company is broken

## RUINSTORM POSSESSED AUXILIARY HORDE

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



Point Value 250



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

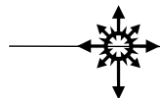
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Auxiliary [1]	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

## RUINSTORM POSSESSED LEGIONNAIRES HORDE

The Ruinstorm Possessed Legionnaire Horde consists of 1 Chosen and 5 Ruinstorm Possessed Legionnaire stands.



Point Value 200



## RUINSTORM POSSESSED LEGIONNAIRES HORDE

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

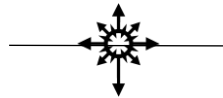
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Legionary [1]	10	5+	2/-1	Bolters	25	2	0	[FR]

Victory Points 2

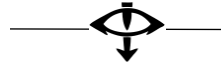
Your opponent gains 1 VPs when this company is broken

# RUINSTORM SHRIKES HORDE

The Ruinstorm Shrikes Horde consists of 3 Shrikes stands.



Point Value 150



# RUINSTORM SHRIKES HORDE

**Break Point 2:** The Detachment is broken if it has lost 2 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]

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## Victory Points 2

Your opponent gains 1 VPs when this company is broken