



THE RUINSTORM

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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The Ruinstorm

The massive Warp Storm was not only a hinderance to communication and travel during the Heresy but epitomized the depth of corruption and treachery of the traitor legions. Herein are described the heinous entities and their traits.

Ruinstorm Traits

This section contains all traits available to the Ruinstorm Faction.

General Traits

The Ruinstorm faction has the following general traits:

1. **No faction Value.** 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).
2. **A Ranged to-hit value of 6+.**
3. **A Close Combat to-hit value of 5+.**
4. **Ruinstorm faction may NOT use Fortification or Transport Cards.**

Demon Ability [DE]

Demonic elements have the following ability:

1. **Demon [DE].** An element with this ability is considered a demon. This confers an invulnerability save which can be negated by psychic attacks (weapons and powers with the psykout [PY] trait). Destroyer [D] weapons DO NOT negate the Demonic invulnerable saves (they normally negate invulnerable saves). Demons cause Fear [FR] or Terror [TER]. Demons are immune to most morale checks and related effects (like suppression, break tests, fallback condition, etc.). However, they are subjected to instability. See section on Instability.

Demonic Traits

Demonic elements and formations have the following traits:

1. Formations with the demon [DE] ability do not gain VP for objectives in any scenario. However, they gain a bonus of +1 VP 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).
2. Opposing elements that use psychic powers within 25cms of a Demon Lord or a Warp Rift (See Warp Rift section below) receive a -1 penalty when attempting to activate psychic powers (this penalty also increases the chance of Perils from the Warp checks in failures). This effect extends to 50cms from an Arch Demon.
3. When a Demonic element can use psychic power, it may ONLY use powers from the Malefic Discipline. Their powers are NOT subject to Perils of the Warp effects on failed roles.

Demonic Instability

The Powers of the warp are fickle and their permanence in the material realm is determined by their success (more victims) on the battlefield. Demonic Instability has the following characteristics:

1. Elements with the Demon [DE] ability are subject to instability.
2. During each end phase determines the total amount of Victory Points each player has. A player whose army includes elements with the Demon [DE] ability will suffer the effects of instability IF THAT PLAYER HAS LESS VPs THAN THE OPPONENT.
3. Instability affects all elements with the Demon [DE] ability in a Players army.
4. When instability exists, ALL demonic formations that lose a round of close combat receive additional DR loss/damage as follows:
 - a. When the demonic formation loses the close combat outcome by 3 DR or less, the formation receives an additional 1DR point of damage.
 - b. When the demonic formation loses the close combat outcome by 4 DR or more, the formation receives an additional 2DR points of damage.
5. Instability effects DO NOT apply to ranged damage.

Warp Rifts

Warp rifts are tears from whence demons invade the material world. The following applies to Warp Rifts:

1. All formations composed of elements with the Demon [DE] ability begin play IN RESERVE (off table).
2. ONLY elements with the Demon ability may use Warp Rifts.
3. Players receive ONE Warp Rift for every 1000 points played.
4. Warp Rifts are placed AFTER all formations are deployed.
5. Warp Rifts may be placed anywhere on the tabletop with the following restrictions:
 - a. Warp Rifts cannot be placed within 25cms of an opposing formation.
 - b. Warp Rifts cannot be placed within 15cms of any table edge.
6. Formations composed of elements with the Demon [DE] ability can Deepstrike [T] within 15cms of ANY available Warp Rift.

Ruinstorm Elements

This section covers all general elements that any Ruinstorm force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Demon Lords [4]

Rulers of the vast hordes manifest by the Ruinstorm.

Arch Demon [5]

Gargantuan Demon able to challenge God-Engines!

The Arch Demon has the following Special Abilities:

1. **Only ONE Arch Demon** can be present on the battlefield in any given game regardless of points played.
2. **Master Psyker.** The Arch Demon Can use TWO Malefic Powers per game turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arch Daemon	25[K]	2[4]+	9/-6	CC Weapons [B] Spines [A]	- 25	- 4	- -2	[TER], [HQ3], [DR8], [IWD], [DE], Special

Cor'Bax Utterblight

One of the more powerful warp entities summoned by the Word Bearers during the Ruinstorm.

Corax Utterblight has the following Special Ability:

1. **When Corax Utterblight is destroyed** and removed from play it explodes. All elements within 15cms receive 1 hit at B4, -1TSM.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cor'Bax Utterblight	15	2[4]+	7/-5	Miasma of Rot [IC,A] CC Attack [B]	10 -	4 -	-2 -	[TER], [DR5], [P2], [HQ3], [IWD], [AG], [DE], Special

Demon Lord

They are the primary manifestation of the powers of the Warp, the leaders of the demonic hordes.

Demon Lords have the Following Special Ability:

- Demon Lords grant** a +1 bonus to all formations on reserve rolls to use Warp Rifts. Does NOT apply to Demon Lord Psyker.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Daemon Lord	15[J]	3[5]+	4/-4	Hellstorm [A,IC] Warburst [A,B] CC Attacks [B]	10 25 -	2 2 -	-1 -2 -	[TER], [IWD], [DE], [DR3], [HQ3], Special



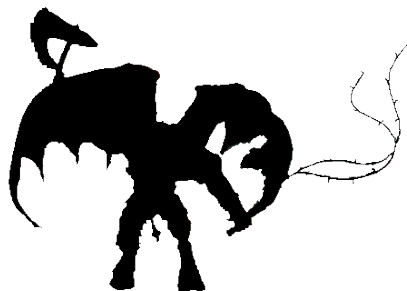
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Daemon Lord Psyker	15[J]	3[5]+	3/-3	Hellstorm [A,IC] Warburst [A,B] CC Attacks [B]	10 25 -	2 2 -	-1 -2 -	[P3], [TER], [IWD], [DE], [DR3], [HQ3]

Ka'Bandha

A bat winged monstrosity that leaves death and despair in its wake.

Ka'Bandha has the following Special Ability:

- I. **Ka'Bandha grants** a +1 bonus to all formations on reserve rolls to use Warp Rifts.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ka'Bandha	25[K]	2[4]+	8/-5	Whip Axe [B]	10 -	2 -	-3 -	[DR4], [TER], [DE], [HQ3], [IWD], Special

Samus

A demon Prince whose very whispers drive entire systems insane.

Samus has the following Special Ability:

- I. **Samus grants** a +1 bonus to all formations on reserve rolls to use Warp Rifts.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Samus	20	2[4]+	8/-5	CC Attacks [B]	-	-	-	[DR4], [DE], [HQ3], [IWD], [TER], Special

Command Elements

This section contains the Ruinstorm Command Elements.

Chosen [1]

There are those mortals that willingly trade their souls to chaos for ultimate power!



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Chosen	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]

Greater Demon [3]

Malign entities that serve as the masters of the hordes they guide to reap destruction.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Greater Daemon	15	3[5]+	5/-3	CC Weapons [B]	-	-	-	[HQ2], [TER], [DE], [DR2]

Possessed Elements [1]

Willingly or by force those that have their bodies and souls consumed by chaos for their dark purposes.

Possessed Auxiliary

There was willingness within the Solar Auxiliary forces to give themselves up to chaos.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Possessed Auxiliary	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Possessed Legionary

In the Traitor legions there were those Astartes that gave themselves to possession for greater power.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Possessed Legionary	10	4+	2/-1	Bolters	25	2	0	[FR]

Demon Elements

The forces of the warp took many shapes and deadly forms.

Cavalry Demons [2]

On mounts as bizarre and terrifying as the rider themselves, they brought swift death.



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

Demon Beasts [2]/[3]

Things of flailing tentacles and teeth with blows powerful enough to destroy even armored vehicles!

Demon Beasts have the following Special Ability:

- I. **Demon Beast Formations** gain +1 to their reserve movement rolls (cumulative with another bonus, rule of two's applies).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Demon Beasts [2]	15	5[7]+	3/-2	CC Weapons	-	-	-	[FR], [DE], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Greater Demon Beasts [3]	15	3[5]+	4/-3	CC Weapons [B]	-	-	-	[FR], [DE], [DR3], Special

Demon Behemoths [4]

Employed as war engines to engage the strongest defenses.

Demon Behemoths have the following Special Ability:

- I. **Demon Behemoths Formations** gain +1 to their reserve movement rolls (cumulative with another bonus, rule of two's applies).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Demon Behemoths	20	2[4]+	5/-4	CC Weapons [B]	-	-	-	[DR4], [TER], [DE], Special

Demon Swarm [2]

Nightmares don't always take a larger form, but hordes of tiny hideous things.

Demon Swarms have the following **Special Ability**:

- I. **Demon Swarms** ignore cover modifiers in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Demon Swarms	15	5[7]+	1/-1	CC Weapons	-	-	-	[DR2], [FR], [DE]

Lesser Demons [1]

Loathsome creatures that make up the bulk of the demonic hordes.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lesser Demons	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

Shrikes [2]

Dragon-like monstrosities, winged harbingers of destruction.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Shrikes	25[K]	7[8]+	2/-3	CC Weapons	-	-	-	[DR2], [FR], [DE]

Allies

This section covers potential allied factions.

Crusade Era

Players may use The Ruinstorm Faction as a stand-alone army which may not ally with any faction available in 30k. Consider them a “xenos” faction that the Imperium can face but not really understand.

Heresy Era

When play occurs during the Heresy Ruinstorm faction formation may ally with any Traitor Legion, however in this case all army cards are considered Special Cards.

The Word Bearers is an exception and has its own rules regarding the use of Ruinstorm formations. See Word Bearer Legion Traits in the Astartes Army Book.

Army Cards

The Ruinstorm has access to the following Army Card files:

1. Ruinstorm MKV Company Cards
2. Ruinstorm MKV Support Cards – includes standard and grand support formations.
3. Ruinstorm MKV Special Cards

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Demon Lords [4]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arch Daemon	25[K]	2[4]+	9/-6	CC Weapons [B] Spines [A]	- 25	- 4	- -2	[TER], [HQ3], [DR8], [IWD], [DE], Special
Cor'Bax Utterblight	15	2[4]+	7/-5	Miasma of Rot [IC,A] CC Attack [B]	10 -	4 -	-2 -	[TER], [DR5], [P2], [HQ3], [IWD], [AG], [DE], Special
Daemon Lord	15[J]	3[5]+	4/-4	Hellstorm [A,IC] Warpburst [A,B] CC Attacks [B]	10 25 -	2 2 -	-1 -2 -	[TER], [IWD], [DE], [DR3], [HQ3], Special
Daemon Lord Psyker	15[J]	3[5]+	3/-3	Hellstorm [A,IC] Warpburst [A,B] CC Attacks [B]	10 25 -	2 2 -	-1 -2 -	[P3], [TER], [IWD], [DE], [DR3], [HQ3], Special
Ka'Bandha	25[K]	2[4]+	8/-5	Whip Axe [B]	10 -	2 -	-3 -	[DR4], [TER], [DE], [HQ3], [IWD], Special
Samus	20	2[4]+	8/-5	CC Attacks [B]	-	-	-	[DR4], [DE], [HQ3], [IWD], [TER], Special

Command

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Chosen [1]	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Greater Daemon [3]	15	3[5]+	5/-3	CC Weapons [B]	-	-	-	[HQ2], [TER], [DE], [DR2]

Possessed Elements [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Possessed Auxiliary	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Possessed Legionary	10	4+	2/-1	Bolters	25	2	0	[FR]
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Demon Elements

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cavalry [2]	30	5[7]+	3/-2	CC Weapons	-	-	-	[FR], [DE]
Demon Beasts [2]	15	5[7]+	3/-2	CC Weapons	-	-	-	[FR], [DE], Special
Greater Demon Beasts [3]	15	3[5]+	4/-3	CC Weapons [B]	-	-	-	[FR], [DE], [DR3], Special
Demon Behemoths [4]	20	2[4]+	5/-4	CC Weapons [B]	-	-	-	[DR4], [TER], [DE], Special
Demon Swarms [2]	15	5[7]+	1/-1	CC Weapons	-	-	-	[DR2], [FR], [DE]
Lesser Demons [1]	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]
Shrikes [2]	25[K]	7[8]+	2/-3	CC Weapons	-	-	-	[DR2], [FR], [DE]