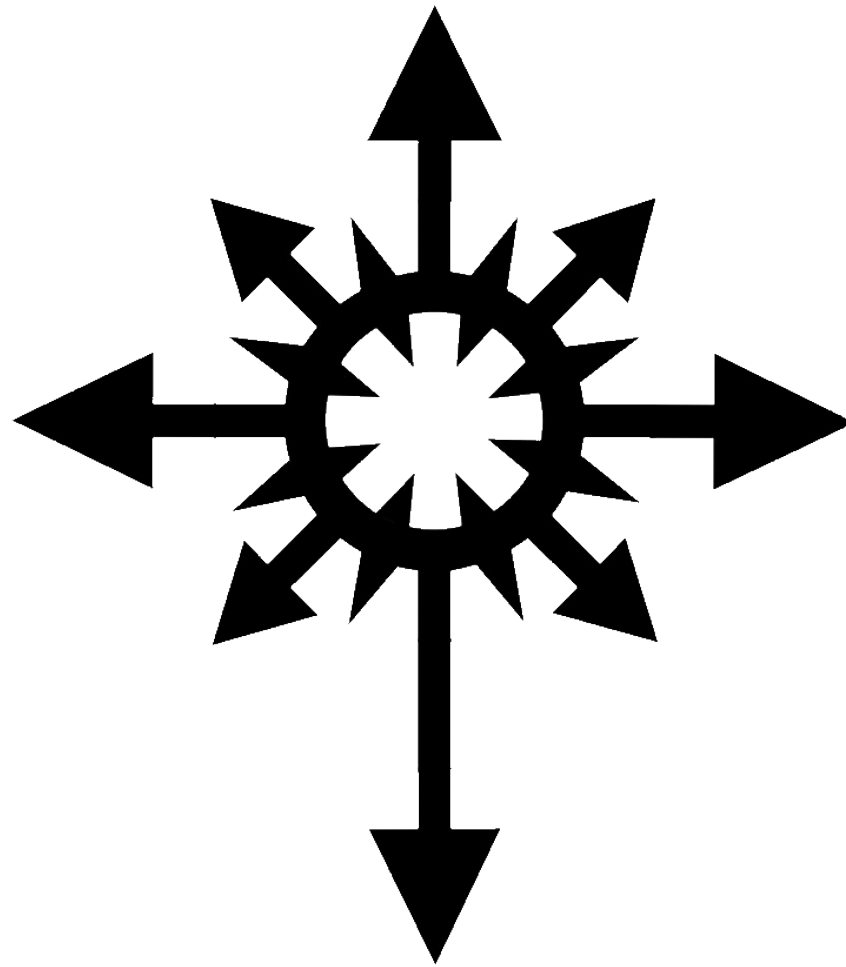




RUINSTORM COMPANY CARDS
MKV

RUINSTORM TRAITS

DEMON [DE] ABILITY



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 psychic [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 +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).
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 rolls.

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.**

WARP RIFTS



Warp rifts are tears in reality 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.

DEMONIC INSTABILITY

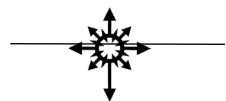


The Powers of the warp are fickle and their permanence in the material realm is determined by their success (more victims) on the battlefield. Demonic Instability has the following characteristics:

1. Elements with the Demon [DE] ability is subject to instability.
2. During each end phase determine 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.

GREATER DEMON

The Greater Demon Company card consists of 1 Greater Demon stand.



Point Value 100

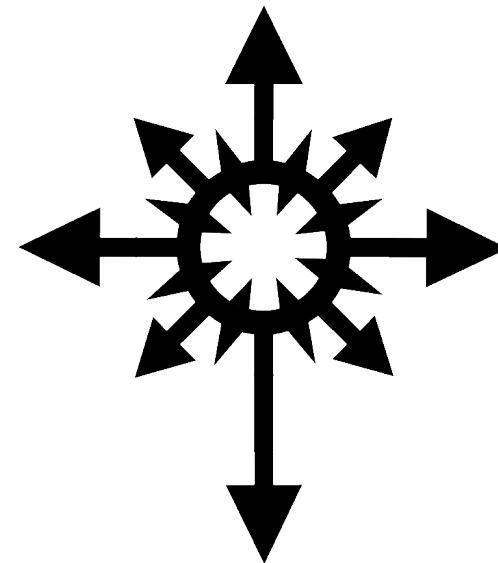


GREATER DEMON

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

Morale Value -: Demons do not check for morale

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



Victory Points 1

Your opponent gains 1 VPs when the model is destroyed

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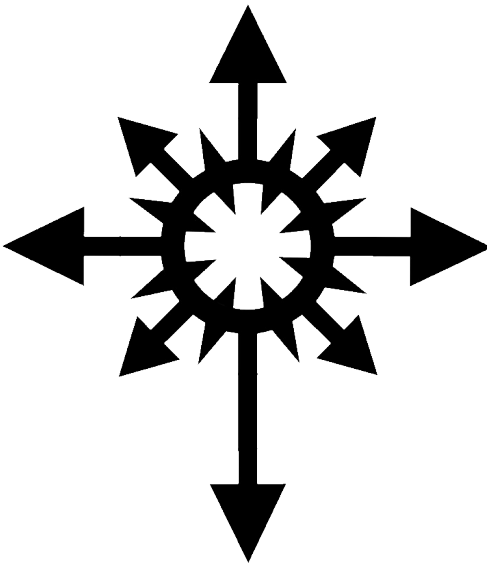


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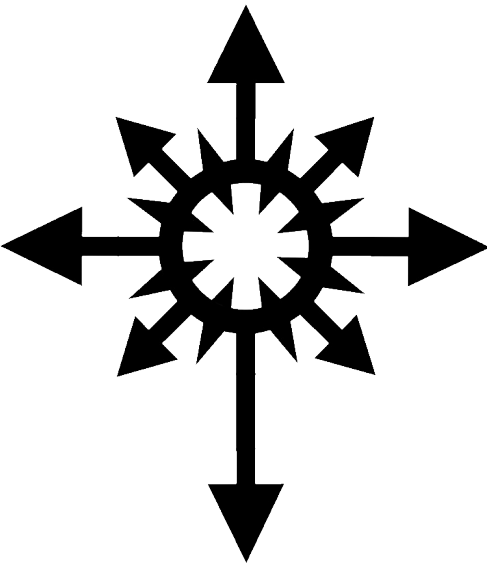


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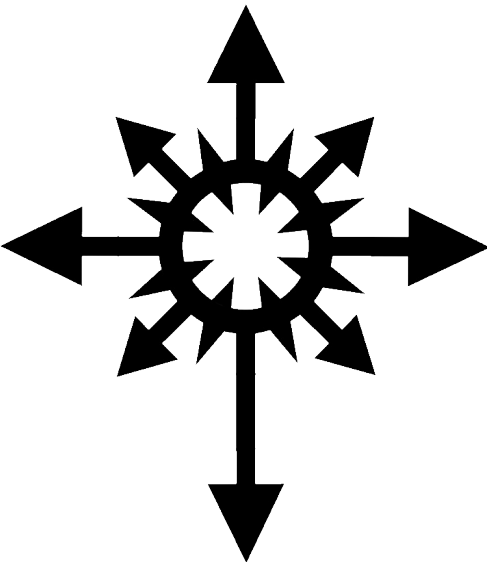


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