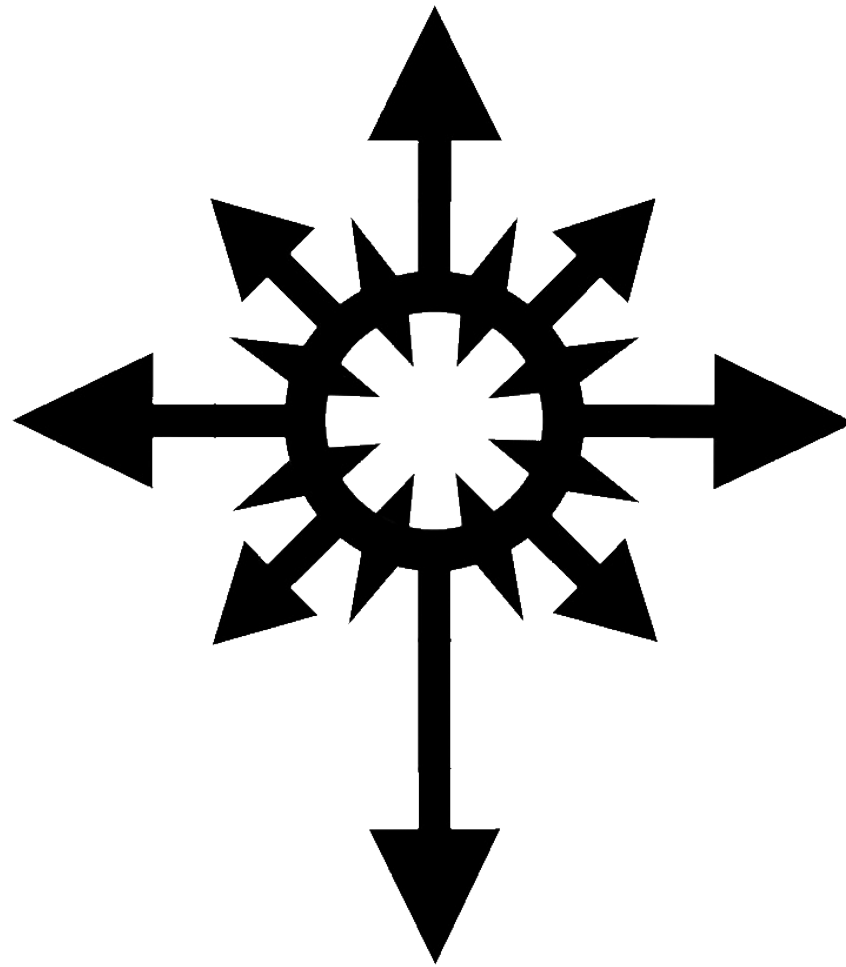




RUINSTORM SPECIAL CARDS
MKV

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.

SPECIAL FORMATION

ARCHDEMON

The Archdemon consists of 1 Archdemon stand.



Point Value 500



ARCHDEMON

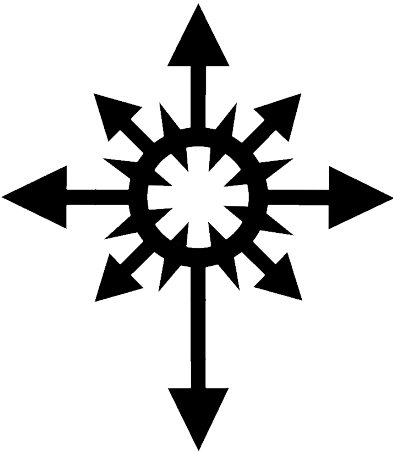
Break Point 1: The Archdemon is broken when the model is destroyed.

Morale Value -: Demons do not check for morale

Type	Move	AV	CAF	Weapons	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

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.



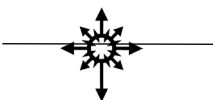
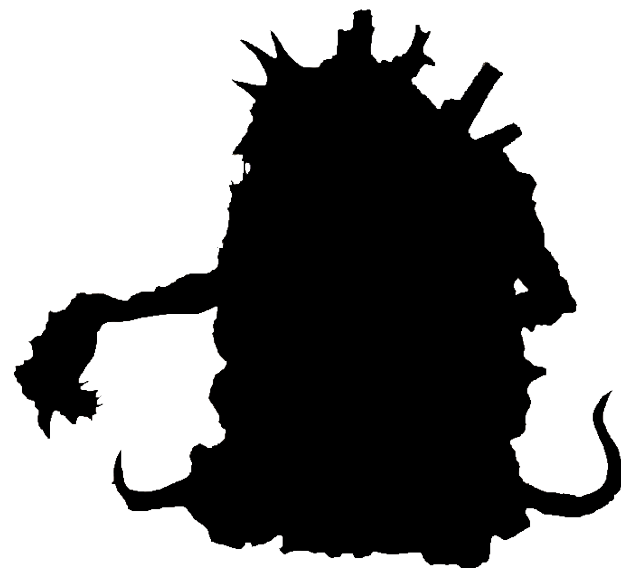
Victory Points 5

Your opponent gains 5 VP when model is destroyed

SPECIAL FORMATION

COR'BAX UTTERBLIGHT

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



Point Value 350



COR'BAX UTTERBLIGHT

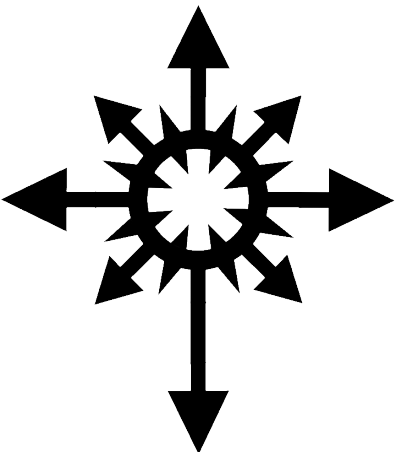
Break Point 1: The Cor'Bax Utterblight is broken when the model is destroyed.

Morale Value -: Demons do not check for morale

Type	Move	AV	CAF	Weapons	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

Corax Utterblight has the following Special Ability:

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



Victory Points 4

Your opponent gains 4 VP when model is destroyed

SPECIAL FORMATION

DEMON LORD

The Demon Lord consists of 1 Demon Lord stand.



Point Value 200



DEMON LORD

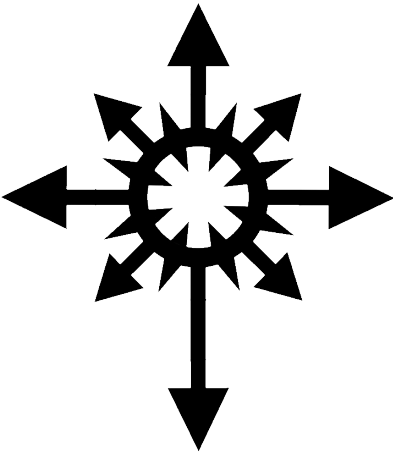
Break Point 1: The Demon Lord is broken when the model is destroyed.

Morale Value -: Demons do not check for morale

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Lord	15[J]	3[5]+	4/-4	Hellstorm [A,I,C]	10	2	-1	[TER], [IWD], [DE], [DR3], [HQ3], Special
				Warpburst [A,B]	25	2	-2	
				CC Attacks [B]	-	-	-	

Demon Lords have the Following Special Ability:

Demon Lords grant a +1 bonus to all formations on reserve rolls to use Warp Rifts.



Victory Points 2

Your opponent gains 2 VP when model is destroyed

SPECIAL FORMATION

DEMON LORD PSYKER

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



Point Value 200

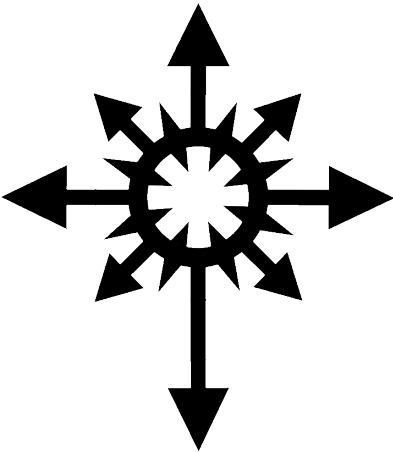


DEMON LORD PSYKER

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

Morale Value -: Demons do not check for morale

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



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 300



KA'BANDHA

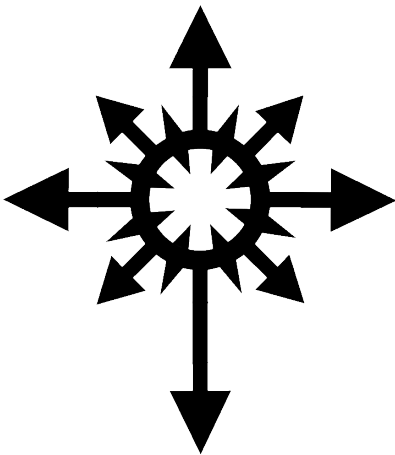
Break Point 1: The Ka'Bandha is broken when the model is destroyed.

Morale Value -: Demons do not check for morale

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

Ka'Bandha has the following Special Ability:

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



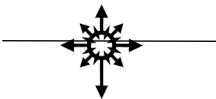
Victory Points 3

Your opponent gains 3 VP when model is destroyed

SPECIAL FORMATION

SAMUS

The Samus consists of 1 Samus stand.



Point Value 300



SAMUS

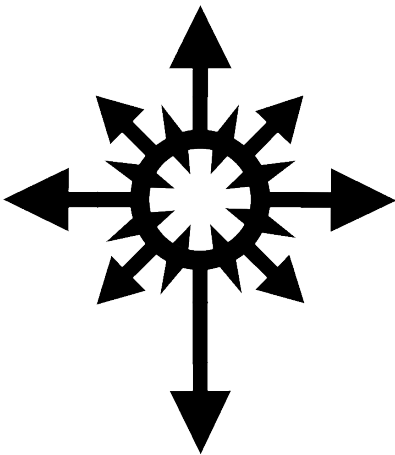
Break Point 1: The Samus is broken when the model is destroyed.

Morale Value -: Demons do not check for morale

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

Samus has the following Special Ability:

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



Victory Points 3

Your opponent gains 3 VP when model is destroyed