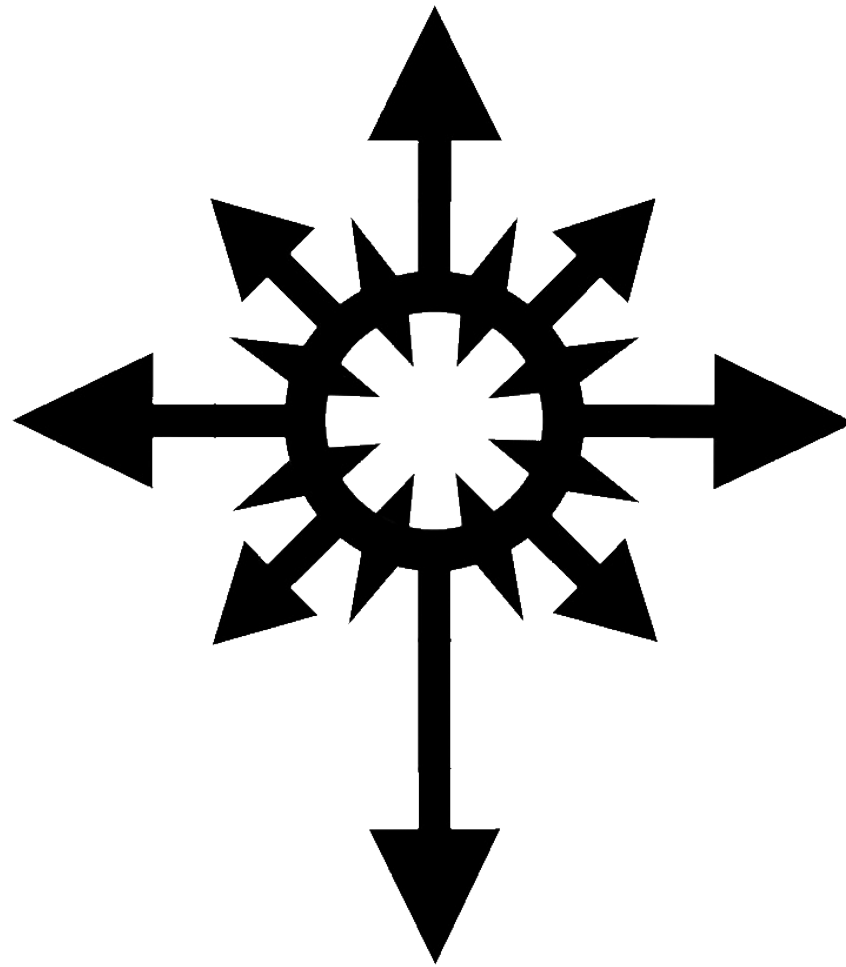




RUINSTORM SUPPORT CARDS
MKV

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



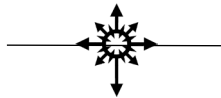
The Powers of the warp are fickle and their permanence in the material realm is determined by their success (more victims) on the battlefield. Demonic Instability has the following characteristics:

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.

STANDARD SUPPORT CARDS

CAVALRY DEMON HORDE

The Cavalry Demon Horde consists of 5 Demon Cavalry stands.



Point Value 250



CAVALRY DEMON HORDE

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

Morale Value -: Demons do not check for morale.

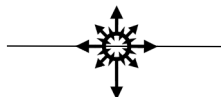
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cavalry	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DEMON BEASTS HORDE

The Demon Beasts Horde consists of 5 Demon Beasts stands.



Point Value 250



DEMON BEASTS HORDE

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

Morale Value -: Demons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Beasts	15	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE], Special*

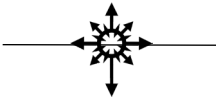
*They receive +1 to their reserve movement rolls.

Victory Points 3

Your opponent gains 2 VPs when this company is broken

GREATER DEMON BEASTS HORDE

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



Point Value 300



GREATER DEMON BEASTS HORDE

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

Morale Value -: Demons do not check for morale.

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

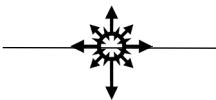
*They receive +1 to their reserve movement rolls.

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DEMON BEHEMOTH HORDE

The Demon Behemoth Horde consists of 3 Demon Behemoths stands.



Point Value 450



DEMON BEHEMOTH HORDE

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

Morale Value -: Demons do not check for morale.

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

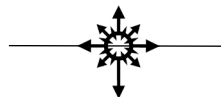
*They receive +1 to their reserve movement rolls.

Victory Points 5

Your opponent gains 3 VPs when this company is broken

DEMON SWARM HORDE

The Demon Swarm Horde consists of 3 Demon Swarm stands.



Point Value 150



DEMON SWARM HORDE

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

Morale Value -: Demons do not check for morale.

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

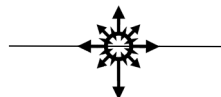
*Ignore cover saves in Close Combat.

Victory Points 2

Your opponent gains 1 VPs when this company is broken

LESSER DEMON HORDE

The Lesser Demon Horde consists of 5 Lesser Daemon stands.



Point Value 200



LESSER DEMON HORDE

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

Morale Value -: Demons do not check for morale.

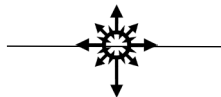
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lesser Demons	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

Victory Points 2

Your opponent gains 1 VPs when this company is broken

POSSESSED AUXILIARY HORDE

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



Point Value 350



POSSESSED AUXILIARY 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 7+: Possessed Auxiliary have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

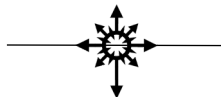
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Auxiliary	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Victory Points 4

Your opponent gains 2 VPs when this company is broken

POSSESSED LEGIONNAIRES HORDE

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



Point Value 250



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+: Possessed Legionnaires have a Morale value of 5+ and must roll 7 or more on a D10 to pass their Morale check.

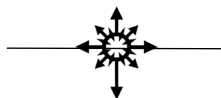
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Legionary	10	4+	2/-1	Bolters	25	2	0	[FR]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

SHRIKES HORDE

The Shrikes Horde consists of 3 Shrikes stands.



Point Value 150



SHRIKES HORDE

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

Morale Value -: Demons do not check for morale.

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

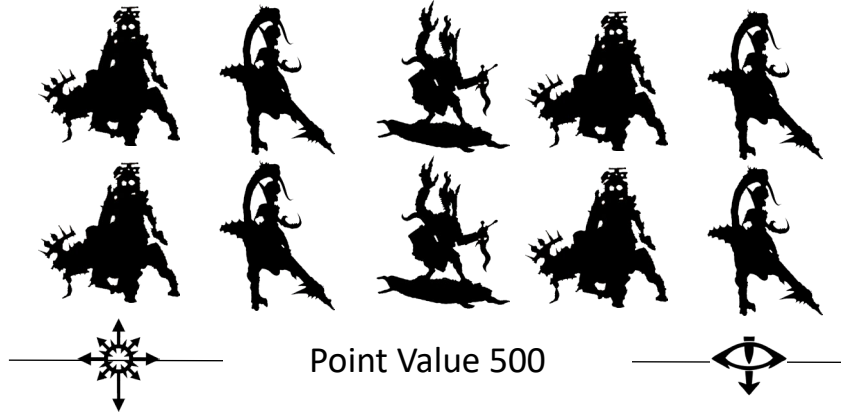
Victory Points 2

Your opponent gains 1 VPs when this company is broken

GRAND SUPPORT CARDS

CAVALRY DEMON GRAND HORDE

The Cavalry Demon Grand Horde consists of 10 Demon Cavalry stands.



CAVALRY DEMON GRAND HORDE

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Demons do not check for morale.

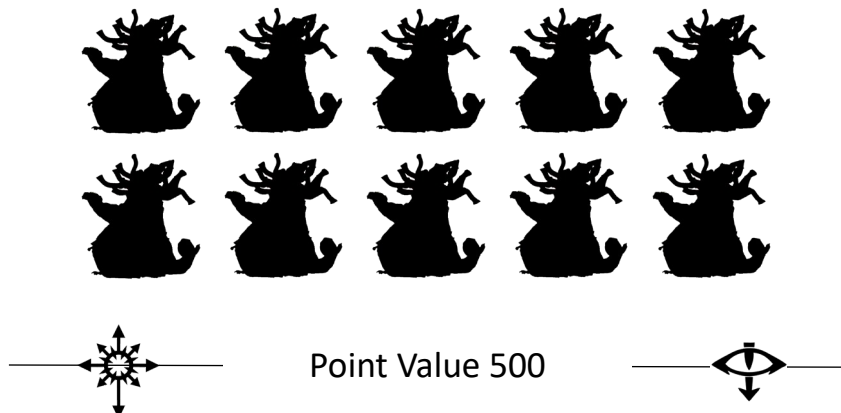
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cavalry	30	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE]

Victory Points 5

Your opponent gains 3 VPs when this company is broken

DEMON BEASTS GRAND HORDE

The Demon Beasts Grand Horde consists of 10 Demon Beasts stands.



DEMON BEASTS GRAND HORDE

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Demons do not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Daemon Beasts	15	5[7]+	3/-3	CC Weapons	-	-	-	[FR], [DE], Special*

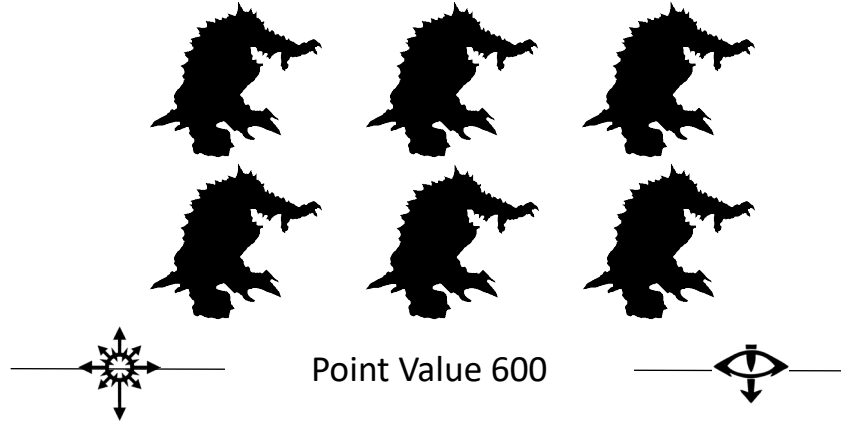
*They receive +1 to their reserve movement rolls.

Victory Points 5

Your opponent gains 3 VPs when this company is broken

GREATER DEMON BEASTS GRAND HORDE

The Greater Demon Beasts Grand Horde consists of 6 Greater Demon Beasts stands.



Point Value 600

GREATER DEMON BEASTS GRAND HORDE

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

Morale Value -: Demons do not check for morale.

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

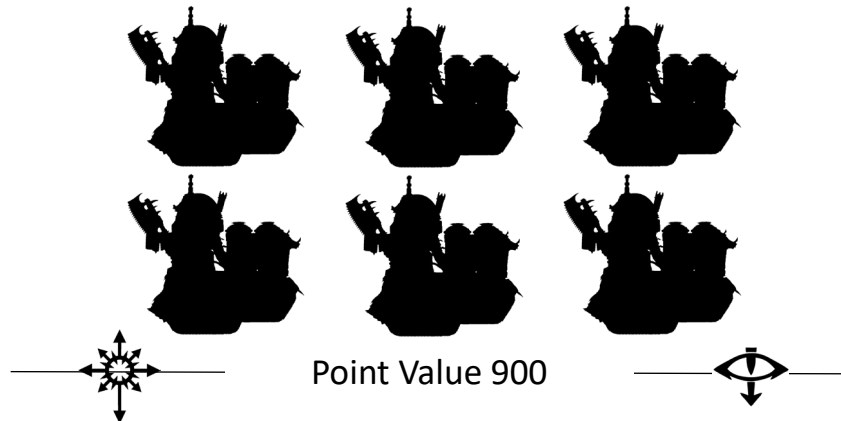
*They receive +1 to their reserve movement rolls.

Victory Points 6

Your opponent gains 3 VPs when this company is broken

DEMON BEHEMOTH GRAND HORDE

The Demon Behemoth Grand Horde consists of 6 Demon Behemoths stands.



Point Value 900

DEMON BEHEMOTH GRAND HORDE

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

Morale Value -: Demons do not check for morale.

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

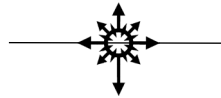
*They receive +1 to their reserve movement rolls.

Victory Points 9

Your opponent gains 5 VPs when this company is broken

DEMON SWARM GRAND HORDE

The Demon Swarm Grand Horde consists of 6 Demon Swarm stands.



Point Value 500



DEMON SWARM GRAND HORDE

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

Morale Value -: Demons do not check for morale.

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

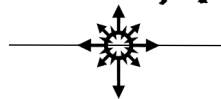
*Ignore cover saves in Close Combat.

Victory Points 5

Your opponent gains 3 VPs when this company is broken

LESSER DEMON GRAND HORDE

The Lesser Demon Grand Horde consists of 10 Lesser Daemon stands.



Point Value 400



LESSER DEMON GRAND HORDE

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Demons do not check for morale.

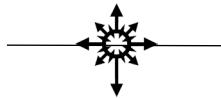
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lesser Demons	10	5[7]+	2/-2	CC Weapons	-	-	-	[FR], [DE]

Victory Points 4

Your opponent gains 2 VPs when this company is broken

POSSESSED AUXILIARY GRAND HORDE

The Possessed Auxiliary Grand Horde consists of 1 Chosen and 20 Possessed Auxiliary stands.



Point Value 650



POSSESSED AUXILIARY GRAND HORDE

Break Point 9: The Detachment is broken if it has lost 9 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 7+: Possessed Auxiliary have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

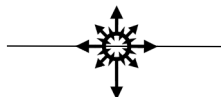
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Auxiliary	10	7+	1/-1	Lasrifle	35	1	0	[FR]

Victory Points 7

Your opponent gains 4 VPs when this company is broken

POSSESSED LEGIONNAIRES GRAND HORDE

The Possessed Legionnaire Grand Horde consists of 1 Chosen and 10 Possessed Legionnaire stands.



Point Value 450



POSSESSED LEGIONNAIRES GRAND 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 5+: Possessed Legionnaires have a Morale value of 5+ and must roll 7 or more on a D10 to pass their Morale check.

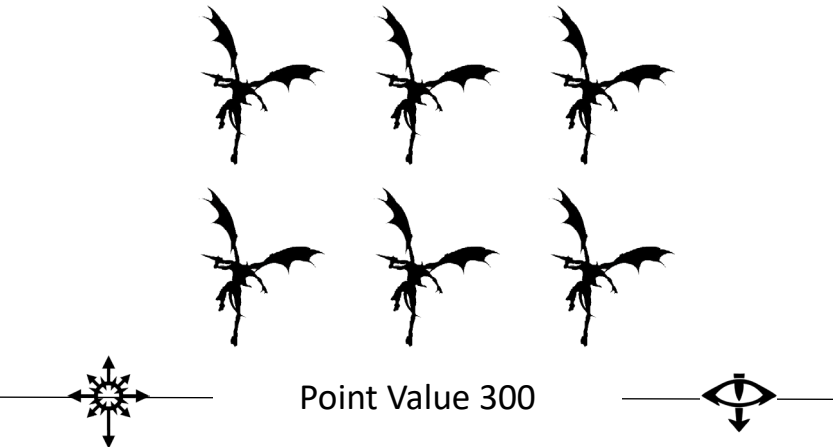
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chosen	10	5[7]+	3/-3	CC Weapons	-	-	-	[HQ1], [FR], [DE]
Possessed Legionary	10	4+	2/-1	Bolters	25	2	0	[FR]

Victory Points 5

Your opponent gains 3 VPs when this company is broken

SHRIKES GRAND HORDE

The Shrikes Grand Horde consists of 6 Shrikes stands.



SHRIKES GRAND HORDE

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

Morale Value -: Demons do not check for morale.

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

Victory Points 3
Your opponent gains 2 VPs when this company is broken