

Daemons of the Ruinstorm

VERSION 1.0

FOREWORD

The Daemons of the Ruinstorm Army List represents the barely understood or categorised hordes of Warp entities which spilled into realspace during the Horus Heresy. This Army List is intended to be flexible, allowing players to represent forces from the major powers of the Warp, as well as from lesser powers, providing exciting opportunities for storytelling and narrative. Because of the nature of this Army List, we recommend these rules be used for casual battles, and if players wish to use them in a competitive environment or at an event that they discuss this with their opponent or seek permission from the event organiser.

CORE' AND 'EXPANDED' ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core units and Expanded units. All of the units in this PDF are 'Expanded' units. Many of these do not have official miniatures and instead offer the collector an opportunity to convert their own interpretations.

Both 'Core' and 'Expanded' types of unit may be freely used in any Horus Heresy battle, and this category does not affect their availability as part of an army or Detachment or the rules for their use during a battle.

As new units and models are released, their Army List Profiles will clearly state if those units are Core or Expanded units, and future publications may shift the category of a given unit, with any such changes clearly noted in the unit's Army List Profile.

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it could be. As such, we may take the opportunity to listen to player feedback and to update several rules accordingly. As they are updated, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta.

DESIGNER'S NOTE: ASSEMBLING A DAEMONS OF THE RUINSTORM ARMY

Given the mercurial nature of the Warp and the creatures that dwelled within it, no two Daemons armies look alike. While a range of models from the Citadel Miniatures and Forge World ranges offer a multitude of options for daemon models, you can also combine parts from any number of kits to create your own personalised force. The Ætheric Dominions allow further tailoring of your force. The sole caveat is to ensure that your opponent is informed before the battle as to what each model represents and any upgrades it might have, so both players are clear.

For example, if you are using Pink Horror of Tzeentch miniatures as a Lesser Ruinstorm Daemons unit with the immaterial projectiles upgrade, all Pink Horror of Tzeentch miniatures used in your army must represent Lesser Ruinstorm Daemons with that upgrade.

RUINSTORM DAEMON ARMY LIST

The following comprises a full listing of the daemon entities unleashed upon the galaxy during the Horus Heresy, a wide array of forms that manifested in innumerable ways. As the Horus Heresy ground on and the scale of bloodshed increased, incursion into realspace became more common and millions of these immaterial creatures would walk upon Terra during the war's final days. This list includes entries for a variety of units that represent the different archetypes of daemons most commonly seen during the Horus Heresy while allowing a great deal of customisation to make a unique daemon legion.

A Detachment selected from this army list will be of the Ruinstorm Daemon Faction. In addition, material found in further Horus Heresy volumes may add more units and characters to the forces presented in this book, and in each instance it will be clearly indicated as to which Army List and Faction such additional units or characters are attached.

In order to make full use of this Army List and the various Wargear and special rules it incorporates, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, and one of either *Warhammer: The Horus Heresy – Liber Hereticus*, *Warhammer: The Horus Heresy – Liber Astartes* or *Warhammer: The Horus Heresy – Liber Imperium* is required.

THE RUINSTORM DAEMON LIST AND THE ALLIES IN THE AGE OF DARKNESS TABLE

An army that includes a Primary Detachment drawn from the Ruinstorm Daemons Army List cannot include any Optional Detachments except for Lords of War Detachments drawn from the Ruinstorm Daemons Army List. An army that includes a Primary Detachment that does not use the Ruinstorm Daemons Army List cannot include an optional Detachment (including Allied or Lords of War Detachments) drawn from the Ruinstorm Daemons Army List.

Note: Ruinstorm Daemons can still be included in a Primary Detachment drawn from another Army List through the use of certain units or special rules, such as the Legion Esoterist.

GARGANTUAN UNIT SUB-TYPE

Some creatures are so vast that most other combatants are beneath their notice. Shrugging off even the most determined fire, these behemoths stride the battlefield, crushing lesser troops beneath them and casting aside armoured vehicles with a sweep of their mighty limbs. Such warriors often serve as the focal point of an assault, charging into the heart of the enemy force, driving their quailing foe before them.

The following rules apply to all models with the Gargantuan Unit Sub-type:

- Models with the Gargantuan Unit Sub-type are not affected by special rules that negatively modify their Characteristics (other than Wounds). Note that this does not affect modifiers to Strength and Toughness conferred by the Daemon Unit Type.
- Models with the Gargantuan Unit Sub-type count as ten models for the purposes of determining if the model is outnumbered by another unit.
- Models with the Gargantuan Unit Sub-type may only make Reactions triggered by models with the Armiger, Dreadnought, Primarch, Mechanised or Vehicle Unit Type, or any model with a Wounds Characteristic of 8 or more.
- Successful Wounds scored by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type may attack with all weapons it has in each Shooting Attack it makes including as part of a Reaction.
- No model that does not have the Gargantuan Unit Sub-type may join a unit that includes a model with the Gargantuan Unit Sub-type, and no model with the Gargantuan Unit Sub-type may join a unit that does not have the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot be Wounded or affected by any Attack with the Psychic Focus special rule. Weapons with the Force special rule that are used to make Attacks against a model with the Gargantuan Unit Sub-type are not affected and are resolved normally.

THE ÆTHERIC DOMINION (X) SPECIAL RULE

Though mortal man might see the forces of the Warp as a unified host of monsters, this was far from the truth. Within the depths of the Warp there stirred a number of powers, each with its own agenda and desires, and each with its own hosts.

An Ætheric Dominion represents one of the innumerable hosts of daemonkind, each of which is sworn to a greater entity that resides within the Warp. Those encompassed by the same dominion share similar features and behaviours, embodying a primordial force or idea given physical form. Most will share identifying features that link them with the inscrutable patron they serve, providing the smallest sense of unity across a daemonic host.

Any unit with the Ætheric Dominion (X) special rule will have a number of additional special rules and abilities specific to their Ætheric Dominion. A unit which includes models with this special rule may only have one variation of the Ætheric Dominion special rule, e.g., Ætheric Dominion (Encroaching Ruin), and no model with this special rule may join a unit which includes any models with a different variation of the Ætheric Dominion (X) special rule. A unit which includes models with this special rule without a specific Ætheric Dominion listed in brackets must select one Ætheric Dominion from the list that follows during the army selection process (before the start of a battle) for no additional cost and is thereafter treated as having that variation of this special rule.

All units within a Detachment must have the same Ætheric Dominion (X) special rule. A Lords of War choice taken from the Ruinstorm Daemon Army List may select any Ætheric Dominion (X) special rule, even if it is different from the one selected by the Primary Detachment.

ÆTHERIC DOMINION (ENCROACHING RUIN)

Chaos in its purest form is a terror that few can stand before and remain sane. It hungers only for destruction, that all things mortal meet their predestined end and crumble into dust to be forgotten. To this singular end it moves inexorably, driven by a nightmarish purpose which subsumes the petty divisions of daemonkind.

When a unit entirely composed of models with this special rule and the Daemon Unit Type fails a Morale check, it only suffers 1 automatic Wound with no Saves of any kind allowed instead of D3 Wounds as specified in the Daemon Unit Type. In addition, models with this special rule gain the Move Through Cover special rule.

ÆTHERIC DOMINION (HEEDLESS SLAUGHTER)

The dark fury of battle and the red joy of life's final end. For some among the hordes of the Warp, the only goal was to fight and to die – it mattered not where or why as long as blood flowed. Such vile entities would appear garbed in the trappings of conquerors and executioners, caring only for the tally of skulls and death they might reap from the mortal world, irrespective of such concerns as 'friend' or 'foe'.

A unit composed entirely of models with this special rule must declare a Charge if able when they begin the Assault phase within 8" of an enemy unit. If there is more than one eligible target, the controlling player chooses the target of any Charges made so long as that target is within 8". Note that this does not allow models with this special rule to Charge a different unit to one that they made a Shooting Attack against in the previous Shooting phase, even if they have made Shooting Attacks against a unit which is further than 8" away and there are eligible targets for a Charge within 8".

Additionally, a unit entirely composed of models with this special rule adds +1 to the value of any Charge rolls, +1 to the score used to determine if they win a combat in the Assault phase (this modifier is cumulative with other modifiers to Combat Resolution) and adds +1 to the value of any rolls made to determine the result of a Sweeping Advance.

ÆTHERIC DOMINION (PUTRID CORRUPTION)

A slow corruption, rotting away body and soul, with no final release in death. Among the hosts of Chaos there were those who cared nothing for victory or defeat, only that suffering was spread to as many as possible. Such creatures were ushered forth into the material world in a miasma of disease and filth, content to spread their vile gifts to the world of mortals.

Models with this special rule gain the Heavy Unit Sub-type and may make a special Corrupted Resilience roll to avoid being Wounded (this is a Damage Mitigation roll which is made after unsaved Wounds are suffered). Corrupted Resilience rolls may not be taken against unsaved Wounds that have the Instant Death, Psychic Focus or Force special rule. To make a Corrupted Resilience roll, roll a D6 each time an unsaved Wound is suffered. On a result of 5+, the unsaved Wound is discounted – treat it as having been saved. On any other result the Wound is taken as normal.

ÆTHERIC DOMINION (RAPTUROUS SENSATION)

A maddening screech of sensation and wild impulses. For some among the numberless tide of Chaos the ends of violence truly mattered not, merely that they were there to take part and to experience its vicissitudes, inflicting overwhelming pain and gorging on mortals' fear. These daemonkind revelled in the sensory overload of war, bounding over shell-sundered battlefields to deliver blissful death as they exulted in each blinding flash and deafening blast.

On a turn in which they make a successful Charge, unless that Charge is Disordered, models with this special rule make their attacks in an assault at one Initiative step higher than normal – after any Initiative modifiers from other special rules have been taken into account.

Additionally, units entirely composed of models with this special rule must re-roll all failed Initiative tests to determine if they suffer the effects of the Blind special rule as well as all failed Leadership tests to determine if they suffer the effects of the Concussive (X) special rule.

ÆTHERIC DOMINION (FORMLESS DISTORTION)

Even as daemons manifest as obscene parodies of mortal forms, the true essence of Chaos is endlessly shifting and unknowable, twisting, changing and perverting everything it touches. Some daemons who crossed the veil into realspace embodied this ceaseless distortion to its fullest extent, shaping themselves into roiling agglomerations of immaterial flesh and bone, for whom death was simply one component of the eternal metamorphosis they would inflict upon the material world.

When selecting a combat at the beginning of the Fight sub-phase, roll a D3 for each unit entirely composed of models with this special rule that is locked in combat. All close combat attacks made by models in the combat with this special rule gain additional special rules corresponding to the D3 roll until the end of that combat:

D3 RESULT

- 1 **Coruscating Ectoplasma:** Concussive (1), Lance
- 2 **Lashing Pseudopods:** Reach (1)
- 3 **Vorpal Talons:** Shred, Sunder

ÆTHERIC DOMINION (INFERNAL TEMPEST)

Some hosts of daemonkind brought forth a maelstrom of raw warpstuff with them, manifesting the energy of the Immaterium as sheer elemental power. Around these entities roiled tempests of prismatic balefire, the air riven with crackling arcs of unreal lightning as the earth twisted into fragments of shimmering crystal. To these daemons there was no higher purpose than the promulgation of that power and of its profligate use on the battlefields of the mortal realm.

Models with this special rule gain the Hammer of Wrath (1) special rule or, if they already have a version of the Hammer of Wrath (X) special rule, they increase the value in brackets by +1. All wounds inflicted by any variant of the Hammer of Wrath (X) special rule they possess also gain the Deflagrate special rule.

Additionally, models with this special rule gain a Shooting Attack with the following profile:

Weapon	Range	Str	AP	Type
Elemental Eruption	8"	User	5	Assault 2, Deflagrate, Retaliation

Retaliation: Attacks may only be made using weapons with this special rule as part of a Reaction and automatically hit the target unit without needing to roll To Hit.

ÆTHERIC DOMINION (RAVENOUS DISSOLUTION)

Such is the hatred that swirls within the Warp that it encompasses all things, and like the dragon of eternity that feasts upon its own tail, this hatred extends even to itself. To expect rational and sane logic from creatures such as these would be foolish, for Chaos was both its name and nature. Yet, in its self-destructive hatred there was no ally to be found, only a new and more unpredictable foe.

Any model with this special rule adds +1 to all To Hit rolls during the first round of any close combat where they are locked in combat with a unit containing at least one enemy model with either the Daemon Unit Type, Corrupted or Psyker Unit Sub-type, or the Independent Character special rule. If an enemy unit Charges this unit when it is already locked in combat then that does count as a new 'first' round of combat for the effects of this special rule.

ÆTHERIC DOMINION (MALEVOLENT ARTIFICE)

Just as Chaos reflects back a twisted mockery of humanity's every facet, so too is the very drive to create perverted into a malevolent and destructive force within the Immaterium. Conjured forth into realspace, such daemonkind harnessed the works of mortals as a vector for their own annihilation, their monstrous machine-entity forms at once a mimicry of flesh and artifice, every action made to demonstrate their supremacy over both mortal beings and everything they deigned to create.

Models with this special rule may re-roll all failed Armour Saves taken against any Wounds resolved at a Strength value lower than their unmodified Toughness Characteristic. This special rule has no effect on Cover Saves or Invulnerable Saves.

DAEMONS OF THE RUINSTORM WARLORD TRAITS

When selecting a Warlord Trait for a Warlord from the Daemons of the Ruinstorm Army List, one from the following list may be selected:

Conqueror of Kings

Some monsters seek the heads of foes they deem worthy to decorate their fell lair, slaughtering nations so they might add their desired trophy to their hoard.

A Warlord with this Trait gains +1 Attacks when locked in combat with a model that has the Independent Character special rule or with any unit that such a model has joined. All models within a unit a Warlord with this Trait has joined, including the Warlord itself, gains +1 Strength when locked in combat with a model that has the Independent Character special rule or with any unit that such a model has joined. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.

Entropic Force

All things must end. All life must cease. As the clock ticks, order gives way to chaos. Some creatures of the Warp are the manifestation of such an idea, their very presence hastening the dissolution of everything around them, heralds for the endless nothing that must come.

Damage Mitigation rolls taken against Wounds inflicted by a Warlord with this Trait, and all models within a unit it has joined, can only succeed on a roll of a 6, regardless of the value of the roll. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.

Eternal Reveller

Joy. Anger. Excitement. Pain. Each is but one strand of the grand tapestry of life, weaving together to form a vast landscape of endless experience. There are those Warp creatures that seek to revel in every emotion the material world has to offer, dancing across the galaxy until finally they are flung back into their æthereal realm.

A Warlord with this Trait, and all models within a unit it has joined, may declare Charges during the Assault phase even if they have Run that turn. When Charging, a Warlord with this Trait, and all models within a unit it has joined, may choose to not roll for Charge Distance – instead, they count the Charge Distance as equal to the Initiative characteristic of the Warlord. If it does so, the Charge Distance cannot be increased in any way. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.

Walker of Paths

For most, time is linear, a path down which they walk but once. Some, however, can see potential futures; should they possess the skill to decipher such knowledge, the future is theirs to grasp.

An army whose Warlord has this Trait may, at the start of the battle once all players have deployed all of their units onto the battlefield (including Infiltrators and Scouts) and any rolls to Seize the Initiative have been made, select up to two units with the Daemon Unit Type that are under their control and deployed on the battlefield. The selected unit(s) may be removed from the battlefield and placed in Reserve. For each unit removed from the battlefield in this way, the controlling player must deploy a unit with the Daemon Unit Type from Reserve on the battlefield, following the constraints of the mission being played. The units chosen to be placed in Reserve may enter the battlefield as normal or via the Herald of Unreality special rule, if a model within the army has that special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

HQ

Ruinstorm daemons do not march to war bearing the heraldry of their lord or the symbols of their nation, for they are creatures of the Warp, beholden to little save their basest desires. Nevertheless, observation of their hordes suggests a measure of hierarchy amongst them, with lesser daemons bending to the authority of greater ones whose desires give fell purpose to the horde beyond mere destruction. In form, there is little to match one to another, save that all are towering in stature and terrifying of visage in their own fashion. Of all of the shifting mass of daemonkind, it is these creatures that are best known to the scholars of Mankind, for many fit the skein of ancient legend, terrors that stalked the nightmares of history. Some would acquire new titles and dark legends as they carved bloody paths across the stars, the horrors of their actions resonating across the Imperium for generations to come.

RUINSTORM DAEMON SOVEREIGN350 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sovereign	8	6	5	7	6	7	6	5	9	3+

Unit Composition

- 1 Sovereign

Wargear

- Sovereign armaments

Unit Type

- Daemon (Character, Monstrous)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- It Will Not Die (5+)
- Bulky (7)
- Traitor

Options

- The Sovereign may take up to three of the following options:
 - Ætheric conduit.....+30 points
 - Immaterial wings+30 points
 - Ætheric flight+15 points
 - Miasma of Rage +25 points
 - Dark flame.....+15 points
 - The Unmaking..... +15 points
 - Warp-forged flesh..... +25 points
- The Sovereign may exchange its sovereign armaments for a:
 - Sovereign greatblade..... +10 points

HQ

It is difficult to judge the working of the Ruinstorm hordes, yet amongst their vast throngs there stands evidence of champions who assert a measure of control over their lessers. Some are vast and terrifying creatures close in power to the greatest sovereigns, while others are almost indistinguishable from the greater horde. In battle, they serve as extensions of some higher will and a bane to those who stand against them.

RUINSTORM DAEMON HIERARCH 250 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Hierarch	8	5	4	5	5	4	5	4	8	3+

Unit Composition

- 1 Hierarch

Wargear

- Infernal armaments

Unit Type

- Daemon (Character)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- It Will Not Die (6+)
- Bulky (5)
- Traitor

Options

- The Hierarch may take up to two of the following options:
 - Ætheric conduit..... +25 points
 - Immaterial wings +25 points
 - Ætheric flight +15 points
 - Miasma of Rage +25 points
 - Dark flame +15 points
 - The Unmaking..... +15 points
 - Warp-forged flesh..... +25 points

HQ

A large-scale incursion of Warp creatures requires a significant breach in the veil between reality and the Warp, yet the existence of the Ruinstorm allows handfuls of lesser daemons a grip on reality through the smallest of tears. Often, such warbands are led by a harbinger of the Ruinstorm, a daemon seemingly focused upon the weakening of the barrier between realms. These harbingers display a measure of discipline unseen by others of their kind, manipulating the weak-minded and targeting the undefended to ensure enough blood is spilt to beckon more daemons across the veil.

RUINSTORM DAEMON HARBINGER 135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Harbinger	8	5	3	4	5	3	5	3	8	4+
Daemon Attendant	8	5	3	5	5	3	5	3	7	4+

Unit Composition

- 1 Harbinger

Wargear

- Harbinger blade (Harbinger only)
- Infernal armaments (Daemon Attendants only)

Unit Type

- **Harbinger:** Daemon (Character)
- **Daemon Attendant:** Daemon

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Traitor
- Herald of Unreality (Harbinger Only)
- Hammer of Wrath (1) (Daemon Attendants only)
- Bulky (3) (Daemon Attendants only)
- Chosen Warriors (Daemon Attendants only)

Options

- The unit may take:
 - Up to 3 Daemon Attendants..... +45 points each
- The Harbinger may take one of the following options:
 - Ætheric conduit..... +25 points
 - Miasma of Rage +25 points
 - Warp-forged flesh..... +25 points

ELITES

The hulking creatures referred to as 'brutes' serve as the vanguard of Ruinstorm hordes, created to break the ranks of mortal armies and serve as a bulwark for the lesser daemons that follow in their wake. Though myriad in form, each one towers over even the enhanced warriors of the Legiones Astartes and is capable of shrugging aside the mass reactive projectiles of boltguns. Thundering forth from the depths of the Warp, a phalanx of such creatures will rampage across the battlefield, revelling in the carnage until they are finally cast back to the Immaterium.

RUINSTORM DAEMON BRUTES 135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Brute	8	5	3	5	5	3	5	3	7	4+

Unit Composition

- 3 Daemon Brutes

Wargear

- Infernal armaments

Options

- The unit may take:
 - Up to 6 additional Daemon Brutes +40 points each

Unit Type

- Daemon

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Hammer of Wrath (1)
- Bulky (3)
- Traitor

ELITES

Some daemons take forms that are twisted mockeries of the myriad predatory life scattered across the galaxy. Like hunting hounds, such creatures race ahead of the horde, seeking out prey wherever it might hide; when found, the beasts tear them apart with fang, claw and horn. Their howls draw in others, directing the daemonic horde to where the fighting is thickest.

RUINSTORM DAEMON BEASTS 110 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Beast	10	4	3	5	4	3	4	3	7	5+

Unit Composition

- 3 Daemon Beasts

Unit Type

- Daemon

Wargear

- Daemon armaments

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Bulky (3)
- Traitor

Options

- The unit may take:
 - Up to 6 additional Daemon Beasts+30 points each
- The entire unit may take:
 - Ætheric flight +5 points per model
- Any model in the unit may exchange its daemon armaments for one of the following:
 - Immaterial flame+5 point per model

TROOPS

Ruinstorm hordes are primarily made up of throngs of lesser daemons, each one a pale reflection of the patron which they served. On the battlefield they would gather in packs with others of their ilk, linked by minor identifying features such as red skin, sinuous appendages, pus-ridden maws or innumerable other horrifying visages that defied mortal logic. These packs rarely showed discipline and order, instead swarming over the enemy line in a loose mass. Most such daemons proved a match for Legionaries in strength and resilience, making them deadly foes that were difficult to eradicate once they had claimed a foothold upon a world.

RUINSTORM LESSER DAEMONS120 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Lesser Daemon	7	4	3	4	4	1	4	2	7	5+

Unit Composition

- 10 Lesser Daemons

Wargear

- Daemon armaments

Options

- The unit may take:
 - Up to 10 additional Lesser Daemons +10 points each
- The entire unit may exchange its daemon armaments for one of the following:
 - Immaterial projectiles +1 point per model

Unit Type

- Daemon (Line)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Traitor

TROOPS

It is common for larger daemons to be followed into battle by teeming swarms that feed upon the slain like carrion shoals. Individually, such creatures were rarely larger than a human torso and, individually, were rarely a threat to a trained warrior. Their true strength came in their numbers, moving across the battlefield as if a single entity, swarming over those who threatened them in a tide of fangs and claws, scraps of torn flesh and broken bones the only trace left of their victims.

RUINSTORM DAEMON SWARMS 80 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Swarm	8	3	3	3	3	4	3	2	6	6+

Unit Composition

- 5 Daemon Swarms

Wargear

- None

Options

- The unit may take:
 - Up to 5 additional Daemon Swarms +15 points each

Unit Type

- Daemon (Line, Skirmish)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (6+)
- Swarm
- Support Squad
- Traitor

FAST ATTACK

Some daemons take forms that appear a parody of the cavalry of ancient mortal armies or reminiscent of centaur myths. These often harry the flanks of the enemy, running down isolated foes while the bulk of the enemy force is preoccupied with the daemon horde. The cavalry of the daemon hosts is as varied as its foot soldiers, from lithe and swift coursers to vast plodding juggernauts, centaur-like creatures and lesser daemons riding armoured monstrosities. Regardless of appearance, they are swift and deadly, often emerging from the Warp and striking before their foe was ready.

RUINSTORM DAEMON CAVALRY 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Cavalry	12	4	3	4	4	2	4	2	6	4+

Unit Composition

- 5 Daemon Cavalry

Wargear

- Daemon armaments

Options

- The unit may take:
 - Up to 5 additional Daemon Cavalry +20 points each
- The entire unit may exchange its daemon armaments for:
 - Immaterial projectiles +2 points per model

Unit Type

- Daemon

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Traitor

FAST ATTACK

Some lesser daemons manifest with wings sprouting from their back, gifting them the power of flight across the battlefield. Such creatures lend a measure of air support to the Ruinstorm hosts, swooping down from above to snatch isolated warriors up into the air or overwhelm defensive positions with their superior numbers. Bat-like wings and avian pinions are the most common form such methods of flight take but others take the form of overgrown insects, or logic-defying creatures that glide through the air without visible means of propulsion.

RUINSTORM DAEMON HARRIERS 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Harriers	7	4	4	4	4	1	4	1	7	5+

Unit Composition

- 10 Daemon Harriers

Wargear

- Daemon armaments
- Immaterial wings

Options

- The entire unit may exchange its daemon armaments for:
 - Immaterial projectiles +1 points per model

Unit Type

- Daemon

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Traitor

HEAVY SUPPORT

Amongst the largest daemons to be seen amongst the Ruinstorm hosts, these great beasts often manifest as overgrown, mutated parodies of natural life, such as towering lizards or canid-like giants. Others defy all reason, taking the form of shuffling mounds of flesh and teeth, or a mass of sinuous limbs topped by eyes and maws. Regardless of form, such daemons prove deadly adversaries, able to withstand extensive damage as they bear down on enemy lines. When they reach the foe, they smash formations asunder, break open fortresses and trample infantry.

GREATER RUINSTORM DAEMON BEAST.....150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Greater Beast	8	4	3	5	5	5	3	4	6	4+

Unit Composition

- 1 Greater Beast

Wargear

- Infernal armaments

Options

- The unit may take:
 - Up to 2 additional Greater Beasts +125 points each

Unit Type

- Daemon (Monstrous)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (5+)
- Hammer of Wrath (3)
- Traitor

HEAVY SUPPORT

Vast beyond the comprehension of mortal warriors, the largest monstrosities of the daemon hordes are death incarnate. The least blow from their limbs can smash tanks and the tread of their feet crush infantry like ants. During battle, they are employed as animate war engines, set against the strongest defences to force a breach for the horde that follows at their heels, serving as a focus for the heavy guns of the mortal armies that stand against them. Only a concentrated barrage of heavy cannon can bring down such monstrosities, and even then the vile energy of the Warp steals any guarantee that death will be more than a temporary stall from their brutal wrath.

RUINSTORM DAEMON BEHEMOTH.....350 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ruinstorm Behemoth	8	4	4	7	6	7	3	5	7	3+

Unit Composition

- 1 Ruinstorm Behemoth

Wargear

- Infernal armaments

Unit Type

- Daemon (Monstrous)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- Hammer of Wrath (3)
- It Will Not Die (5+)
- Bulky (7)
- Traitor

Options

- The Ruinstorm Behemoth may take up to two of the following options:
 - Immaterial wings+25 points
 - Ætheric flight+15 points
 - Miasma of Rage+25 points
 - Warp-forged flesh.....+25 points
 - Dark flame+15 points
- The Ruinstorm Behemoth may exchange its infernal armaments for a:
 - Behemoth blade.....+30 points

LORDS of WAR

Rare is the storm that can wake such ancient and terrible incarnations of the Warp as these, for the arch-daemons of the Ruinstorm are the embodiment of destruction. Reflections of the most basic and fundamental currents of the strange ætheric dimension that spawns them, arch-daemons often appear to work towards a higher purpose, some unknown goal intended to serve something greater within the Warp. When they deign to walk upon the fields of battle, they leave little in their wake but death and destruction. Among the champions of Mankind there are few who can stand before such might and hope to survive, and it is a great fortune that such monsters appear only rarely in realspace.

RUINSTORM ARCH-DAEMON 500 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ruinstorm Arch-Daemon	8	7	5	8	8	8	6	6	9	3+

Unit Composition

- 1 Ruinstorm Arch-Daemon

Wargear

- Behemoth blade

Unit Type

- Daemon (Gargantuan)

Special Rules

- Ætheric Dominion (X)
- Æthereal Invulnerability (4+)
- Eternal Warrior
- Hammer of Wrath (D3)
- It Will Not Die (5+)
- Bulky (9)
- Traitor

Options

- The Ruinstorm Arch-Daemon may take up to three of the following options:
 - Ætheric conduit..... +40 points
 - Immaterial wings+30 points
 - Ætheric flight+15 points
 - Miasma of Rage +25 points
 - Dark flame+15 points
 - The Unmaking.....+15 points
 - Warp-forged flesh..... +25 points

LORDS of WAR

Of all the dark legends spawned by the nightmarish incursions that would hit the Imperium during the Age of Darkness, that of Ka'bandha would cast a vast shadow across history. This bat-winged terror, clad in impenetrable bronze plate and capable of cleaving a dozen men with each swing of its talons and hell-forged weapons, would bring about the end of dozens of worlds, scouring them clean with fire and with fury.

Of those worlds and armies it appeared before, none would survive as anything other than burnt-out ruins and blackened corpses or ritually stacked bones – none, except for the Blood Angels and their angel-winged sire. It would be Ka'bandha's battle against the IXth Legion that would define it and shake the very foundations of the Imperium, from the bloody plains of Signus Prime to the gates of the Imperial Palace on Terra. By its clawed hand would a Primarch be brought low and a Legion branded with a curse born of a daemon's hatred and their own hubris.

Whether conjured forth in a lesser form by a particularly ambitious summoner or torn free from the Warp of its own volition, time and again Ka'bandha loosed fury and hatred upon the Imperium, and though repulsed each time, the cost in lives and ruined worlds would never be cheap.

KA'BANDHA UNBOUND 575 POINTS

Daemon General of Signus

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ka'bandha	8	8	5	8	8	8	6	7	10	3+

Unit Composition

- 1 Ka'bandha

Wargear

- The Armaments of Ka'bandha
- Incarnadine wings

Unit Type

- Daemon (Character, Gargantuan, Unique)

Special Rules

- Ætheric Dominion (Heedless Slaughter)
- Æthereal Invulnerability (4+)
- Adamantium Will (3+)
- Eternal Warrior
- Eternal Rivalry
- Hammer of Wrath (D3)
- Hatred (Sanguinius)
- It Will Not Die (5+)
- Rampage (D3+1)
- Scythe of Hatred
- Unbound
- Traitor
- **Warlord:** Skull Keeper

Warlord: Skull Keeper

Ka'bandha Unbound may always be selected as an army's Warlord even if it is not part of the Primary Detachment or an HQ choice. If chosen as the army's Warlord, Ka'bandha Unbound automatically has Skull Keeper as its Warlord Trait and may not select any other.

Skull Keeper – All models with the Daemon Unit Type and the Ætheric Dominion (Heedless Slaughter) special rule within 12" of Ka'bandha Unbound gain the Rage (3) special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction in the Movement phase as long as Ka'bandha Unbound has not been removed as a casualty.

Incarnadine Wings

At the start of the controlling player's Movement phase, a model with Incarnadine Wings may set its Movement Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' this special rule). This allows a model with Incarnadine Wings to move up to 14", regardless of the Movement Characteristic shown on their profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, models with Incarnadine Wings that have been activated ignore terrain while Moving and Charging. A model with Incarnadine Wings that has been activated may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

A model with Incarnadine Wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with activated Incarnadine Wings, add the Initiative Characteristic of the model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with Incarnadine Wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

During a Reaction made in any Phase, a player may not choose to activate a model's Incarnadine Wings to gain any bonus to its Movement Characteristic.

Eternal Rivalry

If any enemy army includes Sanguinius, the following Secondary Objective comes into effect:

Eternal Rivalry: If Sanguinius is removed as a casualty while fighting in a Challenge against Ka'bandha Unbound, Ka'bandha Unbound's controlling player scores 2 Victory points – this is in addition to any points scored for Slay the Warlord. However, if Ka'bandha Unbound is removed as a casualty while it is fighting in a Challenge against Sanguinius, Ka'bandha Unbound's controlling player instead loses 1 Victory point at the end of the battle.

Scythe of Hatred

At the end of any Assault phase, after the results of any combats have been worked out and Sweeping Advances and Consolidations have been completed, Ka'bandha Unbound may make a special Scythe of Hatred attack. To resolve this attack, the controlling player places a Hellstorm template with the narrow end in contact with Ka'bandha Unbound's base. Any unit with models underneath the template suffers a number of automatic S6, AP- Hits equal to the number of unsaved Wounds caused by Melee Attacks made by Ka'bandha during the preceding Assault phase (this does not include any modifiers to the score used to determine who won a Combat).

The Armaments of Ka'bandha

This weapon has two profiles – the first is used only when locked in combat (counting as a single weapon) and the second is only used during Shooting Attacks. This is considered to be a 'Daemonic' weapon for those rules that affect such weapons:

Weapon	Range	Str	AP	Type
Armaments of Ka'bandha (Melee)	-	+4	2	Melee, Two-handed, Sunder, Immaterial Blades (AP1)
Armaments of Ka'bandha (Ranged)	6"	6	2	Assault 7

LORDS of WAR

First summoned forth during the Horus Heresy by the treacherous Word Bearers Legion, Cor'bax Utterblight was one of the most powerful daemons to appear within the hordes of the Ruinstorm. Few accounts exist regarding its vile actions but those that do speak of tidal waves of rot and decay that brought plague to all living things in their path. As with many of the ancient terrors of the Warp, the resurgence of power heralded by the Ruinstorm was to signal the return of Cor'bax many times over, often unbound by the limitations of ward or ban. Free to indulge its own cruel whims, the corpulent creature plunged many sectors into a renewed age of suffering and darkness, a new paeon of horror for the powers Cor'bax served.

COR'BAX UTTERBLIGHT UNBOUND..... 430 POINTS

Daemon Lord of the Ruinstorm, The Corruption of Hope, The Ever-hungry

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cor'bax Utterblight	7	7	5	7	8	9	5	5	10	4+

Unit Composition

- 1 Cor'bax Utterblight

Wargear

- Noxious maw

Unit Type

- Daemon (Character, Monstrous, Psyker, Unique)

Special Rules

- Ætheric Dominion (Putrid Corruption)
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- Adamantium Will (3+)
- Hammer of Wrath (D3+1)
- Herald of Pestilence
- Noisome Tide of Flesh
- It Will Not Die (4+)
- Unbound
- Traitor
- **Warlord:** Lord of Decay

Warlord: Lord of Decay

Cor'bax Utterblight Unbound may always be selected as an army's Warlord even if it is not part of the Primary Detachment or an HQ choice. If chosen as the army's Warlord, Cor'bax Utterblight Unbound automatically has Lord of Decay as its Warlord Trait and may not select any other.

Lord of Decay – All units with the Daemon Unit Type and the Ætheric Dominion (Putrid Corruption) special rule within 3" of Cor'bax Utterblight Unbound can re-roll failed Damage Mitigation rolls provided to them by the Ætheric Dominion (Putrid Corruption) and Feel No Pain (X) special rules. In addition, an army whose Warlord has this Trait may make an additional Reaction in the Movement phase as long as Cor'bax Utterblight Unbound has not been removed as a casualty.

Noisome Tide of Flesh

Cor'bax Utterblight Unbound suffers no penalty for moving or Charging through Difficult Terrain. In addition, when Cor'bax Utterblight Unbound is destroyed, nearby units suffer a Strength 6, AP- Hit for each model within 5" that does not have the Daemon Unit Type. Any unit that suffers one or more Hits from this effect must take an immediate Pinning test. Once all Hits and Pinning tests are resolved, Cor'bax Utterblight Unbound is then removed from the battlefield.

Noxious Maw

This is considered to be a 'Daemonic' weapon for those rules that affect such weapons:

Weapon	Range	Str	AP	Type
Noxious maw	-	+1	2	Melee, Murderous Strike (4+)

Herald of Pestilence

Cor'bax Utterblight Unbound is a Psyker and gains the Biomancy Disciplines from the Core Psychic Discipline (see the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, page 325) at no additional points cost and may not select any other Psychic Disciplines.

LORDS of WAR

A constant presence in the legends and history of Sixty-Three Nineteen, the malignant whispers of Samus were said to have driven entire civilisations insane with paranoia and fear. Capable of possessing any but the most warded of souls, the Daemon Prince took great pleasure in turning its host upon their companions, slaughtering those who moments before had been comrades-in-arms, friends or even family.

A blight on those loyal to the Emperor during the Horus Heresy, little is recorded regarding the Imperium's first encounter with Samus as a bound servant of one of many enemies vanquished during the Great Crusade. Throughout the Age of Darkness, Samus would wreak a trail of devastation across the wounded Imperium, encountered in a form bound to the will of the Traitor hosts as well as manifested fully of its own volition, the advent of the Ruinstorm letting it plague the worlds of Mankind once again.

SAMUS UNBOUND 380 POINTS

The End and the Death, Daemon Prince of the Primordial Annihilator

	M	WS	BS	S	T	W	I	A	Ld	Sv
Samus	8	6	5	8	7	7	7	4	10	3+

Unit Composition

- 1 Samus

Wargear

- Blades of Samus

Unit Type

- Daemon (Character, Monstrous, Unique)

Special Rules

- Ætheric Dominion (Encroaching Ruin)
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- Whispers of Madness
- Fleet (2)
- It Will Not Die (5+)
- Rage (3)
- Bulky (7)
- Move Through Cover*
- Unbound
- Traitor

- **Warlord:** The End and the Death

*This is included as part of the Ætheric Dominion (Encroaching Ruin) special rule.

Warlord: The End and the Death

Samus Unbound may always be selected as an army's Warlord even if it is not part of the Primary Detachment or a HQ choice. If chosen as the army's Warlord, Samus Unbound replaces the Empyrean Avatar special rule with the Eternal Warrior special rule and automatically has The End and the Death as its Warlord Trait and may not select any other.

The End and the Death – When fighting in a Challenge, successful Invulnerable Saves taken against Samus Unbound's attacks must be re-rolled. In addition, an army with Samus Unbound as its Warlord may make an additional Reaction during the opposing player's Movement phase as long as Samus Unbound has not been removed as a casualty.

Whispers of Madness

The Whispers of Madness special rule grants the following benefits:

- If Samus Unbound has been placed in Reserves and has not yet arrived on the battlefield, Reserves rolls made by an opposing player to bring units into play from Reserve are modified by -1. This modifier does not stack with any other negative modifiers to Reserves rolls – use the highest single modifier instead.
- Any model without the Daemon Unit Type within 18" of Samus Unbound must reduce its Leadership by -2 when making Psychic checks. This modifier is cumulative with other effects that reduce Leadership for the purposes of making Psychic checks.
- While locked in combat, Samus Unbound increases the value of its Fear (1) special rule to Fear (2).

Blades of Samus

In combat, this is counted as a single weapon and is considered to be a 'Daemonic' weapon for those rules that affect such weapons:

Weapon	Range	Str	AP	Type
Blades of Samus	-	User	2	Melee, Armourbane (Melee), Murderous Strike (5+), Immaterial Blades (AP1)

SPECIAL RULES

ÆTHEREAL INVULNERABILITY (X)

As creations of coalesced warp-stuff, the manifested forms of daemonic entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

EMPYREAN AVATAR

The manifested forms of the most powerful daemons were all but impervious to mortal weaponry, absorbing their destructive energies or regenerating grievous wounds within moments.

When a model with this special rule suffers an unsaved Wound with the Instant Death special rule, it is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

HERALD OF UNREALITY

While all daemons represented the instability of the veil between realms, there were instances of some further weakening the barrier holding back the Warp. Their very presence would twist the world around them, providing a bridge into reality over which more daemons could cross.

An army that includes a model with this rule may select up to two units from the same Detachment that have the Daemon Unit Type to be deployed in Reserve at the beginning of the battle. If an army includes more than one model with this rule, they may select one additional unit that has the Daemon Unit Type to place in Reserve for each model in the army with this rule beyond the first. The chosen units may only enter play by means of a Warp Rift – no Reserves rolls are made for these units.

For example, an army with three models with the Herald of Unreality special rule would be able to select up to four non-Lords of War choices with the Daemon Unit Type to be deployed in Reserve.

Instead of making a Shooting Attack, the controlling player of a model with this special rule may place a Blast (3") Marker in base contact with that model and not over any other models to represent the Warp Rift.

The model's controlling player may then choose to move one of the Daemon units that were placed into Reserves using this special rule onto the battlefield. That unit moves onto the battlefield from any point along the edge of the Blast marker placed to represent the Warp Rift as if it was entering play from Reserves, treating the Warp Rift marker as though it was the controlling player's battlefield edge (note that it is not treated as the controlling player's battlefield edge for any other purposes).

Once all models in the selected units have moved onto the battlefield, the Warp Rift marker is removed from play. The Daemon unit brought into play by use of this power may act as normal in the Shooting phase in which it arrives and may declare a Charge in the Assault phase of the turn in which it enters play.

IMMATERIAL BLADES (X)

Manifested from pure ætheric energies, the weaponry exhibited by daemankind phase in and out of the material universe, at times bypassing even the thickest armoured plate.

When rolling To Wound for a model that has the Immaterial Blades (X) special rule, or is attacking with a weapon that has the Immaterial Blades (X) special rule, for each To Wound roll or Armour Penetration roll of 6 or higher, the controlling player resolves these Wounds or any Penetrating Hits at the AP value listed in brackets, instead of the weapon's normal AP value.

UNBOUND

Many entities appeared over the course of the Horus Heresy, both summoned to reality by ritual or untethered by mortal constraints.

Some Daemons, such as Ka'bandha or Samus, have multiple profiles, presenting the different manners in which they manifest. A model with this rule cannot be included in the same army as its Bound version – an army that includes Samus Unbound cannot also include Samus Bound.

DAEMONS OF THE RUINSTORM ARMOURY

ÆTHERIC CONDUIT

While all daemons were born from the Warp, some held greater control over it, able to pull additional power from the Immaterium and turn it upon their prey.

A model with this upgrade gains the Psyker Sub-type and may select a single Core Psychic Discipline from the following list: Biomancy, Diabolism, Pyromancy, Telepathy.

IMMATERIAL WINGS

Some daemons manifested with the power of flight, their forms showcasing wings of myriad forms to carry them through the air.

At the start of the controlling player's Movement phase, a model with immaterial wings may set its Move Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' the immaterial wings). This allows a model with immaterial wings to move up to 14", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, all models with immaterial wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain.

A model with activated immaterial wings treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit. A model with immaterial wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with activated immaterial wings, add the Initiative Characteristic of that model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with immaterial wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

Any model with immaterial wings also gains the Bulky (2) and Hammer of Wrath (1) – if it already has the Bulky (X) and/or Hammer of Wrath (X) special rule, it increases the value of X for the respective special rule by 1.

During a Reaction made in any Phase, a player may not choose to activate a model's immaterial wings to gain any bonus to its Movement Characteristic. Any models with immaterial wings that arrive from reserve are considered to have activated their immaterial wings the turn that they enter play.

ÆTHERIC FLIGHT

The daemon defied the laws of our reality, with some capable of gliding across the ground in a manner akin to anti-grav technology even when they lacked the visible means to do so.

A unit entirely with ætheric flight may choose to increase its Movement Characteristic by +3, move over friendly and enemy models or units, and ignore terrain while moving during the Movement phase. A unit that ends or begins its movement in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing ætheric flight and treats Difficult Terrain as Dangerous Terrain.

Any model with ætheric flight also gains the Bulky (2) special rule, or if it already has the Bulky (X) special rule, it increases the value of X by 1 instead.

MIASMA OF RAGE

Unceasing anger was a trait of many daemons that manifested during the Age of Darkness, creatures that sought only the press of battle and the spray of blood. So great was the anger of some daemons that it fed those around them, spurring them on to greater heights of wrath.

A unit that contains at least one model with this upgrade gains the Rage (2) special rule, unless a model would already have a higher value of Rage (X).

DARK FLAME

As if preying upon atavistic fears of eternal punishment amongst the flames, the hosts of the Ruinstorm would often wield warpfire, a cloying substance that would leap from person to person until all was consumed.

A model with this upgrade gains the following weapon:

	Range	Str	AP	Type
Dark flame	Template	5	5	Assault, Torrent (5"), Fleshbane

THE UNMAKING

The artifices of man were not immune to the effects of the Warp, with some daemons able to channel warpfire that could burn through the thickest armour, leaving nothing but a smouldering husk behind.

A model with this upgrade gains the following weapon:

	Range	Str	AP	Type
The Unmaking	12"	8	1	Assault 2, Armourbane (Ranged)

WARP-FORGED FLESH

While a daemon could be slain by the weapons of Mankind, there were some that proved nigh-unkillable, able to withstand the firepower of entire tank squadrons seemingly unscathed.

A model with this upgrade improves its Armour Save Characteristic by 1, to a maximum of 2+.

DAEMONS OF THE RUINSTORM WEAPONS LIST

All weapons listed here are counted as 'Daemonic' weapons for those rules that affect such weapons.

	Range	Str	AP	Type
Infernal armaments	-	User	3	Melee, Brutal (2), Immaterial Blades (AP2)
Sovereign armaments	-	User	2	Melee, Brutal (2), Murderous Strike (5+), Immaterial Blades (AP1)
Sovereign greatblade	-	+3	1	Melee, Brutal (3), Murderous Strike (5+), Unwieldy
Behemoth blade	-	User	2	Melee, Brutal (3), Sunder, Immaterial Blades (AP1)
Harbinger blade	-	User	3	Melee, Murderous Strike (6+), Immaterial Blades (AP2)
Daemon armaments	-	User	4	Melee, Immaterial Blades (AP3)
Immaterial projectiles	18"	User	4	Assault 2
Immaterial flame	Template	User	4	Assault 1