

# ENGINES OF RUIN ARMY LIST

Engine of Ruin armies have a strategy rating of 2. All formations have an initiative of 2+

## RUINED HOUSEHOLDS

| FORMATION            | UNITS   | EXTRAS<br><i>(Upgrades may be taken once, Max 3 total)</i>   | COST       |
|----------------------|---|--|------------|
| Infernal Household   | Three Infernal Knight Despoilers                    | Add up to two Despoilers for +100p each<br>Add one Chaos Scion Lord character for +25p<br>Add two War Dogs for +75p<br>Add one Infernal Warlord character for +50p<br><i>(Max 1 Infernal Warlord per Army)</i>   | 325 points |
| Iconoclast Household | Three Iconoclast Knight Despoilers<br>Daemonic Pact | Add up to two Despoilers for +100p each<br>Add one Chaos Scion Lord character for +25p<br>Add one Icon Bearer character for +25p<br>Add two War Dogs for +75p<br>Add one Iconoclast Warlord character for +50p<br><i>(Max 1 Iconoclast Warlord per Army)</i> | 325 points |

## ACASTUS

*(Up to one Acastus for every Warlord)*

| FORMATION | UNITS               | EXTRAS <i>(May be taken once)</i> | COST       |
|-----------|---------------------|-----------------------------------|------------|
| Acastus   | One Triator Acastus | Add two War Dogs +75p             | 325 points |

## KNIGHT SUPPORT

*(Up to one Knight support for every Ruined Household, Up to one Rampagers for every Warlord)*

| FORMATION                        | UNITS                  | EXTRAS<br><i>(Upgrades may be taken once, Max 3 total)</i>   | COST       |
|----------------------------------|------------------------|--|------------|
| Desecrators                      | Two Knight Desecrators | Add one Knight Desecrator for +100p<br>Or<br>Add two Knight Desecrator for +175p<br>Add two Defilers +125p<br>Add two War Dogs +75p<br>Add two Fiends +75p | 250 points |
| Rampagers                        | Two Knight Rampagers   | Add one Rampager +125p   | 250 points |
| <i>(Max 1 for every Warlord)</i> |                        |  |            |
| Tyrants                          | One Knight Tyrant      | Add One Knight Tyrant +175p<br>Add two War Dogs +75p<br>Add two Defilers +125p   | 250 points |
| Dogs of War                      | Four War Dogs          | Add two War Dogs +75p  | 225points  |

### ***Knight Shield***

You may make an unmodified saving throw on a 4+ when hit. If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a macro-weapon, lance or titan killer.

None of these benefits apply to units in a crossfire or to hits from supporting fire

### **SPECIAL RULES**

#### ***Hatred***

*The Hatred Special Rule Applies to all Ruined Household, Knight Support and Dreadblades formations.*

Formations with Hatred receive an additional 10cm speed when carrying out and engage action. Broken formations with Hatred receive +1 to the Rally test when enemies are within 30cm

### ***Warlord***

Once per turn you may re-roll a failed action test if it was an assault or a double move with -1 to the roll.

*Note: Only ONE Re-roll per turn is allowed, regardless of the number of Warlords in play*

## FOLLOWERS AND MERCENARIES

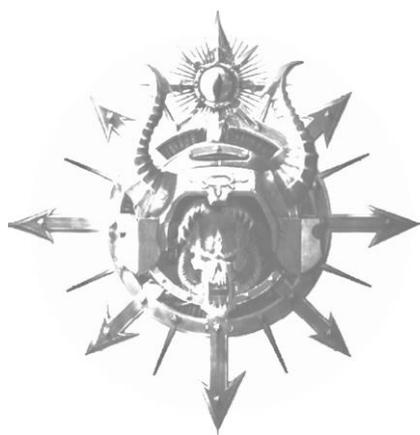
*(Up to one for every Ruined Household)*

| FORMATION            | UNITS  | EXTRAS<br><i>(Upgrades may be taken once, Max 3 total)</i>  | COST       |
|----------------------|--|---|------------|
| Dreadblades          | Two Dreadblade<br>Daemoniac Pact                                 | Add two War Dogs +75p   | 275 points |
| Defilers             | Four Defilers  | Add Two Defilers +125p  | 275 points |
| Fiends               | Four Forge Fiends or Mauler Fiends<br>in any combination         | Add two Fiends +75p   | 225 points |
| Traitor Guard        | 8 Traitor Guardsmen<br>1 Icon Bearer character<br>Daemoniac Pact | Add 4 Land Transports +50p<br>Add 2 Demolishers +125p<br>or<br>Add 3 Demolishers +175p<br>Add one Chaos Champion +25p | 150 points |
| Traitor Rough Riders | Six Rough Riders<br>Daemoniac Pact                               | Add one Aspirant of Chaos +25p<br>Add one Champion of Chaos +25p<br>Add two Fiends +75p                               | 175 points |

## TRAITOR NAVY & CHAOS TITANS

*(Up to one third of the total points may be spent on Traitor Navy and Chaos Titans )*

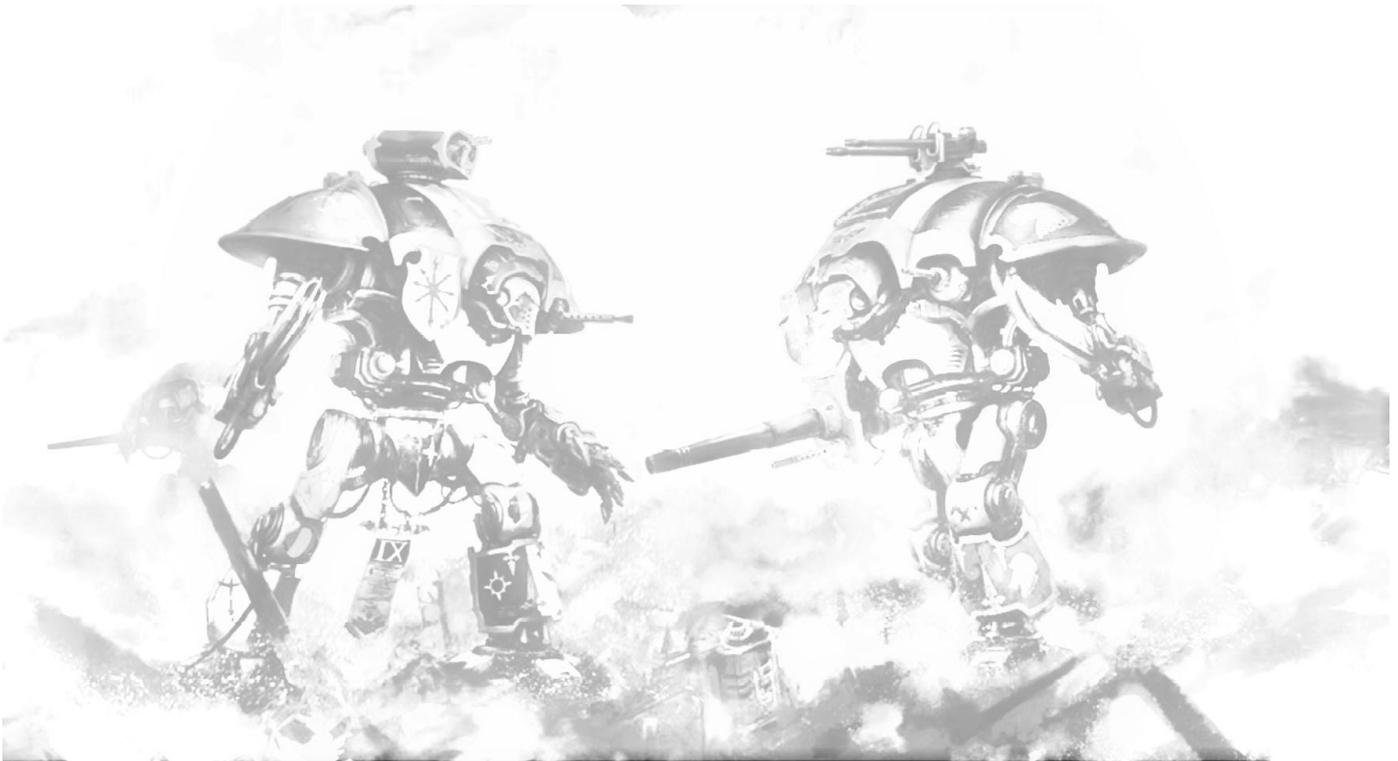
| FORMATION            | UNITS                | EXTRAS | COST       |
|----------------------|----------------------|--------|------------|
| Thunderbolt Squadron | Two Thunderbolts     | None   | 150 points |
| Maraudere Squadron   | Two Marauder Bombers | None   | 250 points |
| Ravager              | One Ravager Titan    | None   | 650 points |
| Banelord             | One Banelord titan   | None   | 850 points |



## DAEMON POOL

*(You may add one Lesser Daemon to the Daemon pool for free for every Daemonic Pact in the Army)*

| UNIT               | COST      |
|--------------------|-----------|
| Two Lesser Daemon  | 25 points |
| One Greater Daemon | 50 points |



## Characters & Infantry

| Name               | Type | Speed | Save | CC  | FF  | Weapons                     | Range        | Firepower                            | Notes  |
|--------------------|------|-------|------|-----|-----|-----------------------------|--------------|--------------------------------------|--|
| Aspirant of Chaos  | CH   | n/a   | n/a  | n/a | n/a | Mutations                   | (bc)         | (aw), EA+1                           | Daemonic Focus, Leader, Augmented Summoning(1D3)                                   |
| Chaos Champion     | CH   | n/a   | n/a  | n/a | n/a |                             |              |                                      | Inspiring, Augmented summoning (2D3)   |
| Chaos Scion Lord   | CH   | n/a   | n/a  | n/a |     | Icarus Autocannon           | 45cm         | AP5+/AT6+/AA5+                       | Inspiring, Augmented summoning (1D3)   |
| Icon Bearer        | CH   | n/a   | n/a  | n/a | n/a | n/a                         | n/a          | n/a                                  | Demonic focus, Leader  |
| Infernal Warlord   | CH   | n/a   | n/a  | n/a | n/a | Icarus Autocannon           | 45cm         | AP5+/AT6+/AA5+                       | Warlord, Commander, Leader<br>(Replaces a Infernal Despoiler)                      |
| Iconoclast Warlord | CH   | n/a   | n/a  | n/a | n/a | Icarus Autocannon           | 45cm         | AP5+/AT6+/AA5+                       | Warlord, Commander, Augmented summoning (2D3)<br>(Replaces a iconoclast Despoiler) |
| Traitor Guard      | Inf  | 15cm  |      | 5+  | 6+  | Heavy Weapons               | 30cm         | AP6+/AT6+                            |  |
| Rough Rider        | Inf  | 20cm  | 6+   | 4+  | 6+  | Las Pistols<br>Power Lances | (15)<br>(bc) | Small Arms<br>(aw)EA+1, First Strike | Infiltrator, Mounted, Scout  |

## Armoured Vehicles

| Name                | Type | Speed | Save | CC | FF | Weapons                                 | Range        | Firepower                | Notes   |
|---------------------|------|-------|------|----|----|---|--------------|--------------------------|---|
| Defiler             | AV   | 20cm  | 4+   | 4+ | 3+ | Battle Cannon                           | 75cm         | AP4+/AT4+                | Fearless, invulnerable save, Walker, Infiltrator            |
|                     |      |       |      |    |    | Reaper Autocannon                       | 30cm         | AP4+/AT6+                |   |
|                     |      |       |      |    |    | Twin Heavy Flamer                       | 15cm         | AP3+, IC                 |   |
|                     |      |       |      |    |    | Battle Claws                            | (bc)         | (aw) MW, EA+1            |   |
| Forgefiend          | AV   | 20cm  | 5+   | 6+ | 4+ | Twin Ectoplasma Cannon                  | 30cm         | MW4+ and (small arms MW) | Fearless, invulnerable save, Walker, Infiltrator            |
| Maulerfiend         | AV   | 20cm  | 5+   | 4+ | 5+ | Magma Cutters                           | (bc)<br>15cm | MW<br>And Small Arms MW  | Fearless, invulnerable save, Walker, Infiltrator            |
|                     |      |       |      |    |    | Maulerfiend Fists                       | (bc)         | (aw) EA+1                |   |
| War Dog             | AV   | 30cm  | 6+   | 5+ | 5+ | [2 x War Dog Autocannon]                | 45cm         | AP5+/AT5+/AA6+ FwA       | Reinforced Armour, Knight Shield, Walker, Scout             |
|                     |      |       |      |    |    |   |              | OR                       |   |
|                     |      |       |      |    |    | [Thermal Spear<br>Reaper chain cleaver] | 30cm<br>(bc) | MW5+, FwA<br>EA+1        |   |
| Land Transporter    | AV   | 30cm  | 5+   | 6+ | 6+ | Heavy Weapons                           | 30cm         | AP6+/AT6+                | Transport. May transport two infantry units without mounted |
| Renegade Demolisher | AV   | 20cm  | 4+   | 6+ | 3+ | Demolisher                              | 30cm         | AP3+/AT4+ IC             | Reinforced Armour   |
|                     |      |       |      |    |    | 2 x Plasma Cannon                       | 30cm         | AP5+/AT5+                |   |

## Engines of Ruin

| Name                        | Type | Speed  | Save | CC | FF | Weapons                              | Range        | Firepower                                     | Notes  |
|-----------------------------|------|--|------|----|----|--------------------------------------|--------------|---|--|
| Infernal Despoiler          | WE   | 20cm   | 4+   | 5+ | 4+ | Thunder Gauntlet                     | (bc)         | (aw), MW, EA+1, TK(1)                         | DC2, Reinforced Armour,<br>Thick rear armour,<br>Knight Shield<br>Walker, Fearless<br><br><i>CritEffect: Destroyed</i>         |
|                             |      |  |      |    |    | Twin Heavy Stubber                   | 30cm         | AP5+  |  |
|                             |      |  |      |    |    | Rapid Fire Battle cannon             | 75cm         | 2 x AP4+/AT4+, FwA                            |  |
| Iconoclad Despoiler         | WE   | 25cm   | 5+   | 4+ | 5+ | Thunder Gauntlet                     | (bc)         | MW,EA+1, TK(1)                                | DC2, Reinforced Armour,<br>Thick rear armour,<br>Knight Shield<br>Walker, Fearless<br><br><i>CritEffect: Destroyed</i>         |
|                             |      |  |      |    |    | Melta Gun                            | 15cm<br>(15) | MW5+ <i>and</i><br><i>small arms EA+1, MW</i> |  |
|                             |      |  |      |    |    | Thermal Cannon                       | 30cm         | MW4+ <i>and</i><br><i>small arms MW</i>       |  |
| Knight Desecrator           | WE   | 25cm   | 5+   | 4+ | 5+ | Reaper Chainsword                    | (bc)         | EA+2  | DC2, Reinforced Armour,<br>Thick rear armour,<br>Knight Shield<br>Walker, Fearless<br><br><i>CritEffect: Destroyed</i>         |
|                             |      |  |      |    |    | Heavy Stub                           | 30cm         | AP6+  |  |
|                             |      |  |      |    |    | Possessed Laser Destructor           | 60cm         | MW3+ FwA,                                     |  |
| Dreadblade                  | WE   | 20cm   | 4+   | 4+ | 5+ | Thunder Gauntlet                     | (bc)         | MW, EA+1, TK(1)                               | DC2, Reinforced Armour,<br>Thick rear armour, Knight<br>Shield<br>Walker, Fearless<br><br><i>CritEffect: Destroyed</i>         |
|                             |      |  |      |    |    | Hyperios missile launcher            | 30cm         | AP4+/AT6+/AA4+                                |  |
|                             |      |  |      |    |    | 0-1 Reaper Chainsword                | (bc)         | (aw)EA+2                                      |  |
|                             |      |  |      |    |    | 0-1 Twin Rapid fire<br>Battle Cannon | 60cm         | 2 x AP3+/AT3+, FwA                            |  |
|                             |      |  |      |    |    | 0-1 Twin Warp Laser<br>Destructor    | 60cm         | MW3+ TK (1), FwA                              |  |
| 0-1 Medusa Siege Cannon     | 45cm | 2 BP, Disrupt, IC, FwA                               |      |    |    |                                      |              |   |  |
| Knight Rampager             | WE   | 25cm   | 5+   | 4+ | 6+ | Thunder Gauntlet                     | (bc)         | MW, EA+1, TK(1)                               | DC2, Reinforced Armour,<br>Thick rear armour, Knight<br>Shield<br>Walker, Fearless<br><br><i>CritEffect: Destroyed</i>         |
|                             |      |  |      |    |    | Heavy Stubber                        | 30cm         | AP6+  |  |
|                             |      |  |      |    |    | Reaper Chainsword                    | (bc)         | (aw)EA+2                                      |  |
| Knight Tyrant               | WE   | 15cm   | 4+   | 6+ | 5+ | 2 x Twin Heavy Stubber               | 30cm         | AP5+  | DC3, Reinforced Armour,<br>Thick rear armour, Knight<br>Shield<br>Walker, Fearless<br><br>Crit; Takes one additional<br>Damage |
|                             |      |  |      |    |    | Shield Breaker Missiles              | 120cm        | 2 x AT2+, Singel Shot, FxF                    |  |
|                             |      |  |      |    |    | 2xSiege Breaker Cannon               | 45cm         | AP3+/AT3+, FwA                                |  |
|                             |      |  |      |    |    | Thundercoil Harpoon                  | (15cm)       | (small arms) EA+1, Lance                      |  |
|                             |      |  |      |    |    | 0-1 Tyrant Volcano Lance             | 90cm         | MW3+, TK (D2) , FxF                           |  |
| 0-1Tyrant Plasma Destructor | 45cm | 2xMW3+, FwA<br><u>OR</u><br>4xMW3+, Slow Firing, FwA |      |    |    |                                      |              |   |  |
| Acastus Traitoris           | WE   | 15cm   | 4+   | 5+ | 4+ | 2 x Volkite Culverins                | 45cm         | AP3+/AT6+, Disrupt, FwA                       | DC4, Reinforced Armour,<br>Thick rear armour, Knight<br>Shield, Walker, Fearless<br><br>Crit; Takes one additional<br>Damage   |
|                             |      |  |      |    |    | Karacnos Mortar Battery              | 45cm         | 3BP, IC, Disrupt, Ind                         |  |
|                             |      |  |      |    |    | 2xTriator C-Beam Cannon              | 90cm         | MW3+, TK(1) FxF                               |  |

## Daemons of Chaos

| Name              | Type | Speed | Save | CC | FF | Weapons                                | Range        | Firepower   | Notes   |
|-------------------|------|-------|------|----|----|--|--------------|---|---|
| Demonic Beast     | Inf  | 20cm  | 4+   | 3+ |    | Daemon claws                           | (bc)         | (aw)  | Expendable ,Invulnerable save, Infiltration   |
| Bloodletters      | Inf  | 15cm  | 4+   | 4+ |    | Axe of Khorne                          | (bc)         |   | Expendable , Invulnerable save  |
| Daemonettes       | Inf  | 20cm  | 4+   | 3+ |    | Daemon claws                           | (bc)         | (aw)  | Expendable , Invulnerable save, First Strike  |
| Flamers           | Inf  | 15cm  | 5+   | 5+ | 3+ | Flames of Tzeentch                     | (15cm)       | Small Arms  | Expendable , Invulnerable save  |
| Plaguebearers     | Inf  | 15cm  | 3+   | 4+ | 6+ | Plague flies                           | (15cm)       | Small Arms  | Expendable , Invulnerable save  |
| Bloodthirster     | WE   | 30cm  | 4+   | 3+ |    | Axe of Khorne                          | (bc)         | (aw)EA+3, TK  | DC3 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Jump Packs<br>DC3 Crit: <i>Destroyed</i> , all summoned units within 5cm are destroyed on 6+ |
| Great Unclean One | WE   | 15cm  | 4+   | 4+ | 4+ | Stream of Corruption<br>Nurgling Swarm | 15cm<br>(bc) | BP1, IC and small arms<br>EA+1, IC<br>(aw),EA+1     | DC4 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour, Walker<br>Crit: <i>Destroyed</i> , all summoned units within 5cm are destroyed on 6+                 |
| Keeper of Secrets | WE   | 20cm  | 4+   | 3+ | 4+ | Gaze of Slaanesh<br>Lash of Torment    | 30cm<br>(bc) | 3xMW4+ and small arms<br>EA+1 MW, FS<br>EA+1 MW, FS | DC3 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour<br>Crit: <i>Destroyed</i> , all summoned units within 5cm are destroyed on 6+                         |
| Lord of Change    | WE   | 30cm  | 4+   | 3+ | 3+ | Withering Gaze<br>Bedlam Staff         | 45cm<br>(bc) | 2xMW3+ and small arms<br>EA+1 MW<br>EA+1 MW         | DC3 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Jump Packs<br>Crit: <i>Destroyed</i> , all summoned units within 5cm are destroyed on 6+     |

## Chaos Traitor Navy Forces

| Name                | Type | Speed             | Save | CC | FF | Weapons  | Range                | Firepower  | Notes |
|---------------------|------|-------------------|------|----|----|--|----------------------|--|-------|
| Marauder Bomber     | AC   | Bomber            | 4+   |    |    | Twin Lascannon<br>Bomb Racks<br>2× Twin Heavy Bolter | 45cm<br>15cm<br>15cm | AT4+/AA4+, FxF<br>3BP, FxF<br>AA5+                 |       |
| Thunderbolt Fighter | AC   | Fighter<br>Bomber | 6+   |    |    | Multilaser<br>Underwing Rockets<br>Storm Bolters     | 30cm<br>30cm<br>15cm | AP5+/AT6+/AA5+, FxF<br>AT4+, FxF<br>AP4+/AA5+, FxF |       |

## Traitor Titan Legions

| Name           | Type | Speed     | Save | CC          | FF | Weapons           | Range | Firepower                 | Notes |
|----------------|------|-----------|------|-------------|----|-------------------|-------|---------------------------|-------|
| Banelord Titan | WE   | 15cm      | 4+   | 2+          | 4+ | Hellstrike Cannon | 60cm  | 3BP, FxF, IC, MW          |       |
|                |      |           |      |             |    | Doomfist          | 30cm  | 4xAP4+/AT4+,FwA           |       |
|                |      |           |      |             |    | and               |       | (aw), EA(+2), TK(D3)      |       |
|                |      |           |      |             |    |                   | 60cm  |                           |       |
|                |      |           |      |             |    | 6 x Havoc Missile | 15cm  | 2BP,FwA,Ind,SS            |       |
|                |      |           |      |             |    | Battlehead        | 75cm  | (bc) (small arms), EA(+2) |       |
| Tail           |      | AP4+/AT4+ |      |             |    |                   |       |                           |       |
|                |      | and       |      | (aw),EA(+1) |    |                   |       |                           |       |
| Raveger Titan  | WE   | 20cm      | 4+   | 3+          |    | Doomburner        | 45cm  | MW2+,FxF,IC,TK(D3)        |       |
|                |      |           |      |             |    |                   | 45cm  |                           |       |
|                |      |           |      |             |    | 2 x Death Storm   | 15cm  | 4 x AP4+/AT4+, FwA        |       |
|                |      |           |      |             |    | Battlehead        | 75cm  | (bc) (small arms),EA(+2)  |       |
|                |      |           |      |             |    | Tail              |       | AP4+/AT4+                 |       |
|                |      | and       |      | (aw),EA(+1) |    |                   |       |                           |       |



## SPECIAL RULE

### *Summoned Units*

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list.

Formations that have the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction.

*Each Daemonic Pact included in an Engines of Ruin Army grants one lesser daemon to the daemon pool in addition to any purchased units.*

The summoning formation's faction dictates what types of daemons may be summoned (see below).

Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool.

The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board. At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool.

Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit).

Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately.

If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns.

You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn.

Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool.

Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time.

For example, if you already have a summoned Bloodthirster on the board

you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play.

Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units).

They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction Daemons Khorne Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1)

Nurgle Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1)

Slaanesh Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1)

Tzeentch Lord of Change (8), Flamers (1), Daemonic Beasts (1)

Chaos Undivided Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8),

Bloodletters (2), Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1)

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield.

Summoned units are Expendable, but they are otherwise counted as normal units,

and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc.

Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution.

If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and

all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned.

In the end of the rally phase, after formations have attempted to rally,

all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus).

Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield.

They do not heal back to full DC, so when summoned again they will have that same DC.

Summoned units that are destroyed are not put back into the Daemon Pool.

Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

**SPECIAL RULE**  
*Augmented Summoning*

Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see Summoned Units). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3

**SPECIAL RULE**  
*Daemonic focus*

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken

