

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 (Upgrades may be taken once, Max 3 total)	COST
Infernal Household	Three Infernal Knight Despoilers	Add up to two Despoilers for +100p each Add one Chaos Scion Lord character for +25p Add two War Dogs for +75p Add one Infernal Warlord character for +50p (Max 1 Infernal Warlord per Army)	325 points
Iconoclast Household	Three Iconoclast Knight Despoilers Daemoniac Pact	Add up to two Despoilers for +100p each Add one Chaos Scion Lord character for +25p Add two War Dogs for +75p Add one Iconoclast Warlord character for +50p (Max 1 Iconoclast Warlord per Army)	325 points

ACASTUS

(Up to one Acastus for every Warlord)

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

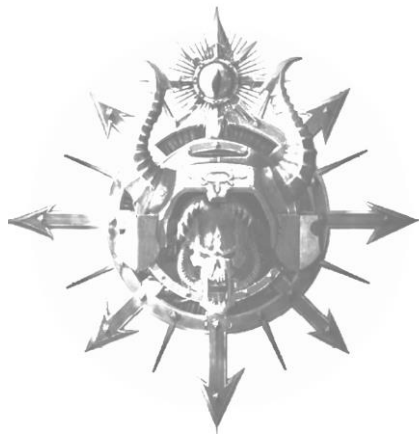
(Up to one for every Ruined Household)

FORMATION	UNITS	EXTRAS <i>(Upgrades may be taken once, Max 3 total)</i>	COST
Dreadblades	Two Dreadblades Daemonic Pact	Add two War Dogs +75p	275 points
Defilers	Four Defilers	Add Two Defilers +125p	275 points
Fiends	Four Forge Fiends or Mauler Fiends in any combination	Add two Fiends +75p	225 points
Traitor Guard	8 Traitor Guardsmen 1 Icon Bearer character Daemonic Pact	Add 4 Land Transports +50p Add 2 Demolishers +125p or Add 3 Demolishers +175p Add one Chaos Champion +25p	150 points
Traitor Rough Riders	Six Rough Riders Daemonic Pact	Add one Aspirant of Chaos +25p Add one Champion of Chaos +25p 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	Leader, Augmented Summoning(1D3)
Chaos Champion	CH	n/a	n/a	n/a	n/a				Inspiring, Augmented summoning (1D3)
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 (Replaces an Infernal Despoiler)
Iconoclast Warlord	CH	n/a	n/a	n/a	n/a	Icarus Autocannon	45cm	AP5+/AT6+/AA5+	Warlord, Commander, Augmented summoning (1D3) (Replaces a iconoclast Despoiler)
Traitor Guard	Inf	15cm		5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Rough Rider	Inf	20cm	6+	4+	6+	Las Pistols	(15)	Small Arms	Infiltrator, Mounted, Scout
						Power Lances	(bc)	(aw)EA+1, First Strike	

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

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 DC3 Crit: <i>Destroyed , all summoned units within 5cm are destroyed on 6+</i>
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption	15cm	BP1, IC <i>and small arms EA+1, IC</i>	DC4 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour, Walker Crit: <i>Destroyed , all summoned units within 5cm are destroyed on 6+</i>
						Nurgling Swarm	(bc)	(aw),EA+1	
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh	30cm	3xMW4+ <i>and small arms EA+1 MW, FS</i>	DC3 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour Crit: <i>Destroyed , all summoned units within 5cm are destroyed on 6+</i>
						Lash of Torment	(bc)	EA+1 MW, FS	
Lord of Change	WE	30cm	4+	3+	3+	Withering Gaze	45cm	2xMW3+ <i>and small arms EA+1 MW</i>	DC3 Daemonic Focus, Fearless, Expendable, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Jump Packs Crit: <i>Destroyed , all summoned units within 5cm are destroyed on 6+</i>
						Bedlam Staff	(bc)	EA+1 MW	

Chaos Traitor Navy Forces

Name	Type	Speed	Save	CC	FF	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+			Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter Bomber	6+			Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	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	
							75cm		
Raveger Titan	WE	20cm	4+	3+		Battlehead	(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

