

SAMUS, DAEMON PRINCE OF THE RUINSTORM

375 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Samus	9	5	7	7	6	9	5	10	-

Unit Composition

- 1 (Unique)

Unit Type

- Monstrous Creature (Character)

Wargear

- Slaughtering blade

Special Rules

- Daemon of Khorne*
- Deep Strike
- Fearless
- Fleet
- Hatred (Infantry)
- It Will Not Die
- Born of Murder
- Whispers of Madness
- Adamantium Will

*See Codex: Chaos Daemons

LORD OF THE RUINSTORM

If Samus is selected in an army which uses *Codex: Chaos Daemons* as its Primary Detachment in Age of Darkness games, Samus may be counted as a HQ choice rather than as a Lords of War choice. If this is the case, then Samus must be the army's Warlord and has the following Warlord trait rather than rolling to determine a trait.

Daemon Prince of the Ruinstorm

The power of the growing Ruinstorm is such that the boundaries between corporeal reality and the domains of the Warp are frail indeed, and at this hour of the Horus Heresy, as billions are slaughtered across countless worlds, the power of the Daemon waxes strong.

- All units in the same detachment as the Warlord with the Daemonic Instability special rule may re-roll a single D6 when taking their Daemonic Instability tests.
- While the Warlord is on the battlefield, on any roll of a 'double' on the Warp Storm table for their army, the Warlord's owning player may substitute the Warp Surge result for the result rolled if they wish.

Slaughtering Blade

Weapon	Range	Str	AP	Type
Slaughtering blade	-	User	2	Melee, Armourbane, Murderous Strike

Murderous Strike: Attacks with this special rule cause Instant Death on a To Wound roll of a 6. Roll any viable saves against these Instant Death-causing wounds separately to any other wounds the attack causes.

Born of Murder

Samus must begin play in Reserve and must enter play via Deep Strike. If any model with the Character type is killed on any turn before Samus is deployed, place a counter or other marker within 3" of the spot where they died. When arriving via Deep Strike, if Samus' player elects to do so, any of these points may be chosen as the target for his Deep Strike arrival, in which case he is placed without the need to roll for mishap or scatter. Note that there must still be space for Samus' model to be placed and it cannot be placed within 1" of enemy models.

Whispers of Madness

- If Samus is part of your army, all opposition Reserve rolls are made at -1, regardless of whether or not Samus is in play. In addition, enemy models placed in Ongoing Reserve will fail to appear on any particular turn on a D6 roll of 1.
- If Samus is part of your army, the Warp Charge cost of any Blessing type psychic power used during the game (by either side) is increased by +1.
- Models in combat with Samus, as well as those taking Fear tests in order to charge him, have their Leadership value halved unless Stubborn or Fearless.

Samus, Daemon Prince of the Ruinstorm, may be chosen as a Lords of War choice for the following armies in Age of Darkness games: Word Bearers Legion, Astartes and Codex: Chaos Daemons (see also the Lord of the Ruinstorm special rule).

Samus may also be used in standard games of Warhammer 40,000 as part of either a Codex: Chaos Daemons or Khorne Daemonkin army as a Lords of War choice, but in this later incarnation does not have access to the Lord of the Ruinstorm special rule.

