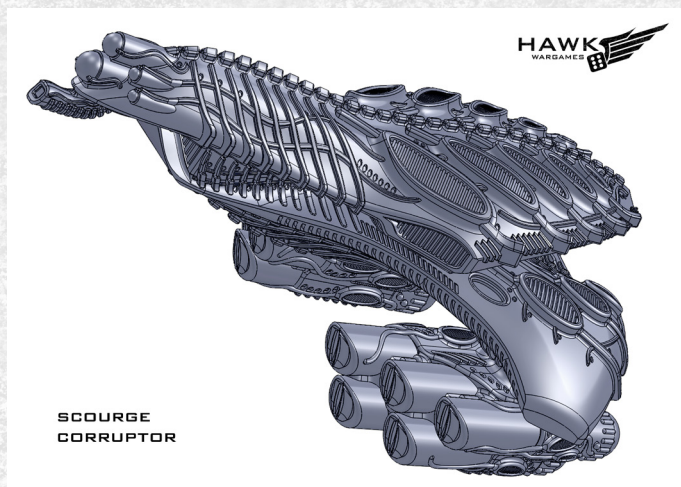


SCOURGE UNITS

CORRUPTOR

- EXPERIMENTAL RULES 1.0



Corruptors are first on the target list for any UCM Infantry force commander, and with good reason. While not specifically deadly themselves, they carry a violent cargo that spells certain destruction to any garrisoned units; Razor Worm Pods.

Equipped with several underslung launch tubes, the Corruptor will approach an occupied structure before firing a breaching torpedo directly at the walls. These are essentially hard-tipped cones with a small plasma charge at the top, containing at least three razor worms inside suspended in viscous liquid. On impact with the walls the charge will trigger, blasting a hole in the building and spraying the fluid into the interior along with the razor worms.

The shock and awe that this tactic creates is compounded by the deadly worms themselves, who quickly set about devouring the dazed and hapless defenders in short order.

CORRUPTOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S + C	LZ	SPECIAL
	5	24"	A	2	80	AIRCRAFT	SUPPORT	1-2 STANDARD	S	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA HOSE (SPREAD PATTERN)	4	3	3+	6"	6"	12"	F	ALT-1
PLASMA HOSE (CONCENTRATED PATTERN)	9	1	3+	6"	6"	12"	F	ALT-1
RAZORWORM POD*	*	1	2+	6"	6"	12"	F/S/R	L-3

***Special Rule - Razorworm Pod:** If this weapon hits a structure, the structure suffers 1 DP (if it is able to take damage), resolve falling masonry and then place a base of razor worms in the building, these razor worms are worth 25pts for the purposes of scenario scoring and kill points. If there are multiple razor worm bases in a building then they form a single Squad and therefore make a single roll for objectives. This weapon is able to target a structure that contains friendly models.