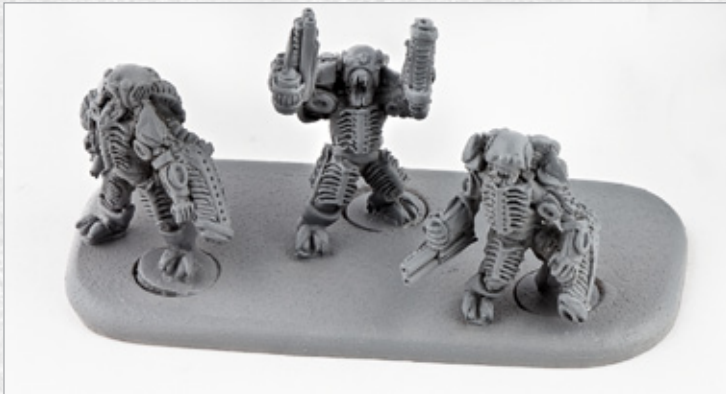


SCOURGE UNITS

DESTROYER PACK

- EXPERIMENTAL RULES 1.0



Destroyers are the only remnants of a brutal and savage alien race, long since conquered by the Scourge. In much the same manner as the Razorworms, they are now bred specifically as hosts due to their prodigious power and intimidating stature. In battle, they use this strength to lug a pair of heavy weapons and to batter unfortunate enemies to a pulp! Destroyers serve the dual role of mixed fire support and room clearance, where they can clear and hold buildings with immovable and bestial force.

Each destroyer carries a Shard Cannon, a fearsome anti-infantry weapon equivalent to a UCM heavy machinegun. Due to its heavy calibre and sheer weight of fire, the Shard Cannon can even be effective against light vehicles. As a broadly conventional firearm, the Shard Cannon is able to mow down enemy troops at a far greater range than standard issue plasma rifles. Destroyers are also armed with a miniaturised version of the Plasma Cannon, the Plasma Charger. While it is only charged for a single shot, the effect of a volley from these weapons is often devastating!

Destroyers have been known to literally blast their way through solid walls with brute force akin to a wrecking ball. They are usually unfazed by enemy opposition and can be expected to enter a building with guns blazing, seconds before crashing through the wall!

DESTROYERS	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	2"	P4+*	3*	45	INFANTRY	EXOTIC	3	2+	2 B2B	TOUGH*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SHARD CANNON	5	6	3+	36"	12"	2"	F/S/R	RW-2, ALT-1, **
PLASMA CHARGER	10	3	3+	6"	6"	2"	F/S/R	RW-1, L-1, ALT-1, **

Transport: 1x Intruder-a Light Dropship (2 units only) or 1x Invader APC (2 units only). In addition, may share 1x Marauder Medium Dropship with another Destroyer Pack, providing they are both mounted in Bear APC's.

*** Special rule - Tough:** Destroyers are extremely resilient, large targets. Destroyers cannot ever sustain more than 1Dp per hit. Hits from Falling Masonry always damage Destroyers on a 5+. Destroyers have a Passive Countermeasures save of 4+ to represent their ability to shrug off apparently mortal injuries with disdain!

**** Special rule - Blast their way in!:** Destroyers may enter a building through any wall, whether it has an entrance or not and may enter even if enemy troops are manning the wall. They may also fire weapons when entering, either at troops on the wall of the building they are entering or against the structure itself. They may do so if not normally allowed to and even when disembarking directly into the structure from a transport (measure line of sight from the transport when doing so - not that that's likely to be a problem!). If the building is destroyed in the process, then the Destroyers are all killed instantly.

Background FAQ: True-scale and Destroyers: Destroyers are so large that they require specially modified transports with expanding cargo holds. However, the normal miniatures can be used to represent these variants in their un-expanded forms.