

SCOURGE UNITS

HARBINGER ASSAULT DROPSHIP

- EXPERIMENTAL RULES 1.0



The Harbinger is large dropship which features heavier armour than the more common Marauder type and is designed primarily for frontal assaults against hardened targets. It is generally employed in situations where nothing but a brutal charge across open ground will suffice and conventional Scourge forces would crumble to withering fire.

The Harbinger is equipped with plasma bombs - devastating freefall weapons which are unloaded from its tail proboscis. Although somewhat inaccurate, they can be used to devastating effect against both enemy armour and structures. The Harbinger can also be upgraded to carry a small arc caster, allowing it to

assist in the decimation of enemy fliers around the Dropzone. The Harbinger is commonly employed to deploy Stalker and Ravager walkers, although it has been seen delivering other horrors direct to the thickest of the fighting...

HARBINGER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	18"	A	4	55	AIRCRAFT	TRANSPORT	T, WIDE	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA BOMBS	11	1	5+	3"	3"	9"	R	DEMOLISHER 2
MINI ARC CASTER*	7	1	2+/6+**	6"	6"	9"	F	AA

* **Special rule - Mini Arc Caster:** A Harbinger may be upgraded with a Mini Arc Caster for +15pts.

** **Special rule - Arc Caster:** This weapon uses a 2+ Ac rating when firing at Aircraft in the air, and a 6+ Ac rating when firing at all other targets.