

SCOURGE UNITS

OPPRESSOR

- EXPERIMENTAL RULES 1.0



As the UCM pushes deeper into Scourge controlled territory they are encountering new and even more menacing enemy constructs, most recently the horrifying Oppressor.

Clearly a command unit of some kind, the Oppressor is a far more resilient, albeit ground-based alternative to the dreaded Desolator. It features an awesome array of weapons which are at their most potent up-close, where aggressive Scourge commanders can build a vanguard force around this formidable monstrosity. It has also been seen operating from the rear of Scourge lines, using its survivability and overcharge fire ability to extend range and keep high

value commanders alive through protracted engagements.

Oppressors are most often seen with large numbers of Prowlers, Stalkers and Ravagers, but unlike many command units are frequently on the sharp edge of any attack where they can do the most damage. Leading with two Plasma Carbines and an Electroweb caster, it carves a gory path through the enemy, scuttling over all obstructions to rip any survivors apart with apparent glee.

Transport: 1 x Harbinger Assault Dropship

OPPRESSOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	8"	A	5	145	VEHICLE	COMMAND	1	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ELECTROWEB CASTER	12	1	2+	9"	9"	4"	F	TECH KILLER
PLASMA CARBINE (LEFT)	11	1	2+	18"	18"	4"	F/S	ALT-1, DEMOLISHER-2
PLASMA CARBINE (LEFT)	11	2	2+	9"	9"	4"	F/S	ALT-1
PLASMA CARBINE (RIGHT)	11	1	2+	18"	18"	4"	F/S	ALT-2, DEMOLISHER-2
PLASMA CARBINE (RIGHT)	11	2	2+	9"	9"	4"	F/S	ALT-2
RAZOR CLAWS	10	2	3+	CC	CC	8"	F	N/A