All Scourge Units

Please be aware that Dropzone Commander unit stats are a living document so this is subject to change usually every 6 months. A post will be made on the Community site: https://community.ttcombat.com when changes are made.

Command Units

Command Oppressor	150pts	3						
MV CM A D	ТҮРЕ	SPECIAL						
8" A 15 8	Walker	Large	-					
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Electroweb Caster	4"	F	9"	9"	1	2	12	Tech Killer
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Carbine (Focused)	4"	F/S	18"	18"	2	2	11	Alt-1, Devastator-2 (Scenery), Strafe-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Carbine (Spread)	4"	F/S	9"	9"	4	2	11	Alt-1, Strafe-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Razor Claws	-	F	CQ	CQ	2	0	10	

Command	Desolate	or	140pts							
MV CN	1 A	D	ТҮР	E SPECIAL	4					
12" A	11	7	Aircra	aft						
Na	me		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Ion Storm (Wide)		9"	F/S/R	12"	12"	0	3	11	Alt-1, Ion
Na	me		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Ion Storm (Focused)			9"	F/S/R	9"	9"	3	2	11	Alt-1, Destroyer 5+, Flame
Ion: This we	on: This weapon attacks every non-Aircraft unit within range (friendly and enemy). Each unit gets attacked by									

Ion: This weapon attacks every non-Aircraft unit within range (friendly and enemy). Each unit gets attacked by the weapon profile once, but Destructible Scenery pieces instead get attacked D6 times. Units over 6" away are only hit on a 6+.

Comm	nand C	Oversee	er 1	190pts							
MV	СМ	Α	D	TYP	PE SPE	CIAL					
12"	А	11	7	Aircr	aft						
	Nam	e		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Ion Cr	adle			9"	F/S/R	R 9"	9"	2	3	6	AA-2, Strafe-3
Ion Cradle: Any friendly units with Scourge weapons containing the word "Plasma" in their name within 9" of this unit at the start of their activation can choose to either gain +6" to their R(F) and R(C) values, OR double											

this unit at the start of their activation can choose to either gain +6" to their R(F) and R(C) values, OR double their Shots, suffer -1 from their Energy and lose the Devastator special rule (if they have it) until the end of the round. Weapons with a range of CQ and Fast Aircraft are not affected. A unit may only be affected by an Ion Cradle once at a time.

Standard

	35pts 52 A D TY	PE SPEC	IAL						
9" A, E+2	13 1 Skin	nmer							
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Spe	ecial
Plasma Cannon	-	F/S/R	12"	12"	1	2	11		-2 (Scenery, ntry)
Standard Stalker	25pts 🔀1	A CONTRACTOR							
MV CM A	D TYPE	SPECIAL							
6" A 15	1 Walker								
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Electroweb Caster	4"	F	9"	9"	1	2	12	Tech KIller	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Razor Claws	-	F	CQ	CQ	1	0	10		

Troops

Troops	Warr	iors	25pt	s †† 1	<u>kists</u>						
MV	СМ	A	D	TY	PE SPECI	AL					
2"	-	7	5	Infant	ry 3+						
	Name	9		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma	Rifles			-	F/S/R	12"	12"	5	3	3	Focus-3, Reduced-1
	Name	9		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma	Pistols			-		CQ	CQ	5	0	3	Reduced-1

Troops	Troops Aged Ones 35pts 1											
MV	СМ	A	D	TY	YPE	SPEC	IAL					
2"	-	7	5	Infar	try 2-	+ Bloodtl	nirsty	_				
	Name)		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma	Rifles			-		F/S/R	12"	12"	5	3	3	Focus-3, Reduced-1
	NameM&FARCRfRcShotsAccEnergy									Special		
Ravening AttacksCQCQ1003Reduced-1												
Troops	Razo	rworn	ns	25pts	††† 2	alt						
MV	СМ	A	D	TY	YPE	5	SPEC.	IAL				
3" - 8 3 Infantry 2+ Dodge 5+, Bloodthirsty												
NameM&FARCRfRcShotsAccEnergySpecial									Special			
Teeth &	c Claws	5		3"		F/S/R	CQ	CQ	3	0	7	Reduced-1
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.												

Exotic

Exotic	Evisc	erator	s :	50pts	İİİİ							
MV CM A D TYPE SPECIAL												
2" P4+ 9 3 Infantry 2+ Bloodthirsty, Resilient, Rare												
	Name	e		M&F	יז	ARC	Rf	Rc	Shots	Acc	Energy	Special
Glaives	(Quicl	k)		-		F/S/R	CQ	CQ	18	0	4	Alt-1, Reduced-6
Name M&F ARC Rf Rc Shots Acc Energy Special												
Glaives (Heavy) - F/S/R CQ CQ 3 0 8 Alt-1, Reduced-1												
Tau ala D	Da rall	SULCCA	oofu	1 Collar	toral I	Jamage hits	again	et this	unit In	addit	ion this u	nit may enter a Gar

Exotic	Destro	oyers	50j	pts 📫	1							
MV	СМ	Α	D	TY	PE	SPEC	IAL					
2"	P4+	9	3	Infant	ry 2+	Resilie	ent					
	Name	!		M&F	A	RC	Rf	Rc	Shots	Acc	Energy	Special
Shard C	Cannon			-	F/	S/R	36"	12"	6	3	5	Alt-1, Reduced-2
	Name	!		M&F	A	RC	Rf	Rc	Shots	Acc	Energy	Special
Plasma	Charge	er		-	F/	S/R	6"	6"	3	3	10	Alt-1, L-1, Reduced-1
	Name	!		M&F	A	RC	Rf	Rc	Shots	Acc	Energy	Special
Shard A	ssault	Canno	on	-	F/	S/R	CQ	CQ	9	0	4	Reduced-3
-	Fough: Re-roll successful Collatoral Damage hits against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.											

Scout

Scout	Minder	· 8]	pts		2								
MV	СМ	A	D	TYI	PE	SPECIA	AL						
4"	A	8	1	Aircra	aft-S								
	Name			M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special	
Micro Arc Caster - F/S/R 6" 6" 1 2 6 AA-2													
Micro Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+													

Scout Monitor 8	pts 🔀 1							
MV CM A	D TY	PE SPECIA	AL					
4" A 8	1 Aircra	aft-S						
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Shard Cannon	s -	F/S/R	36"	12"	4	2	5	Alt-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Self Destruct	4"	F/S/R	0"	0"	1	0	10	Alt-1, Area

Self-Destruct: Only 1 unit in a squad may use this weapon each activation. Place the blast marker over the firing unit, and then follow the normal rules for Area weapons. Remove the firing unit after resolving shooting. This cannot be done on the turn it disembarks from a transport

Scout	Prowler	9pts		À								
MV	CM A	A D	ТҮР	E SPECIAL								
6"	A 1	0 1	Walk	er								
	Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special		
Plasma (Inject)	a Proboscis)	S	-	F	CQ	CQ	1	0	11			
	Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special		
Plasma (Spew)	a Proboscis)	S	-	F	6"	6"	3	4	4			
	The Plama Proboscis needs time to warm up to inject into tanks, therefore the inject profile cannot be used on he turn this unit disembarks											

Heavy

Heavy	Slayer	65pts	= 3		GALE					
MV	СМ	Α	D	ТҮРЕ	SPECIAI	.				
6"	A, E+2	13	3 S	kimmer						
	Name		M&F	AR	C Rf	Rc	Shots	Acc	Energy	Special
Twin P	lasma Ca	nnon	_	F/S	/R 12'	' 12"	2	2	11	Devastator-2 (Scenery, Infantry)
									•	ted as if this were a as a single squad.
Heavy	Tormen	tor 65	pts 🗖	3	CITESTIC S					
MV	СМ	Α	D	ТҮРЕ	SPECIAI	_				
6"	A, E+2	13	3 S	kimmer						
	Name		M&F	AR	C Rf	Rc	Shots 2	Acc]	Energy	Special

Hive: This unit comes with a free unit of Razorworms that are automatically embarked as if this were a Transport. Any units of Razorworms embarked in the same squad of Tormentors count as a single squad.

6" 6"

8

3

4

Flame

F/S/R

Support

Acid Streamer

Suppo	rt Anni	ihilato	r 1	40pts	M						
MV	СМ	A	D	ТҮР	E SPECIAL						
2"	А	12	6	Walk	er Large						
	Name			M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma	Name a Bomba			M&F 0"	ARC F			Shots 1		00	Special Area, Devastator-2 (Vehicle, Scenery), Indirect

Support	Reaver He	eavy	Gunship	55pts	×,						
MV C	M A	D	TYPI	E SPECIAI	4						
24" A	. 10	2	Aircra	ft							
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Plasma Ho	ose		12"	F	6"	6"	5	4	4	Focus-3	
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Plasma La	ance		12"	F/S (Left)	12"	12"	1	3	10		
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Plasma La	ance		12"	F/S (Right)	12"	12"	1	3	10		
Support	Ravager	40pt	s 🔁 1								
MV C	M A	D	TYPE	E SPECIAL							
4" A	. 15	1	Walke	r Infiltrate 8'							
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Shard Fla	k Cannon		-	F/S (Right)	48"	18"	2	3	6	AA-2	
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Shard Fla	k Cannon		-	F/S (Left)	48"	18"	2	3	6	AA-2	
N	lame		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Razor Cla	WS		-	F	CQ	CQ	1	0	10		

Support	apport Screamer 40pts					N.						
MV	СМ	A	D	ТҮР	E SPECIAL	1						
6"	E+2	12	4	Walk	er							
	Name	2		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Huge Cl	aws			-	F/S	CQ	CQ	2	0	11		
	Name	<u>!</u>		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Hunting	Screa	m		-	F/S/R	6"	6"	2	3	4	Flame	

Abhorrent: Any enemy Infantry within 6" suffer a -1 penalty when searching for objectives, and a +1 penalty to their Fortitude.

Support Corruptor 80pts											
MV CM A D TYPE SPECIAL											
24" A 9	2 Ai	rcraft									
Name	M&	F ARC	Rf Rc	Shots	Acc	Energy	Special				
Plasma Hose	12	" F	6" 6"	5	3	4	Focus-3				
Name	M&	F ARC	Rf Rc	Shots	Acc	Energy	Special				
Razorworm Pod	12	" F/S/R	6" 6"	1	3	0	Spawn, Limited-3				

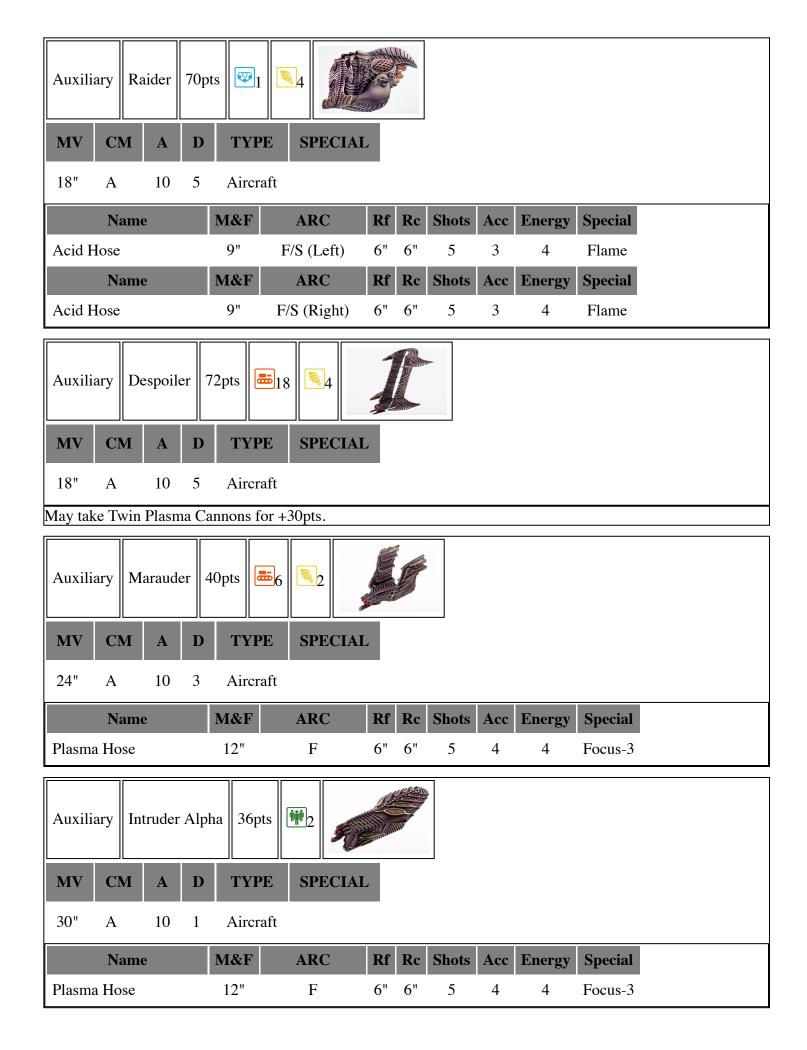
Spawn: If this weapon hits a Garrison it counts as Energy 10. After resolving damage, place a single Razorworm unit in the Garrison (not on an edge). These new Unit is part of the same Battlegroup as the Corruptor and may activate and move same turn they are spawned

Support	Reaper	39pts	s 👼2	23								
MV	СМ	A	D	FYPE	SPECI	AL						
9"	A, E+2	13	1 Sk	timmer								
	Name		M&F	AR	C 2	Rf	Rc	Shots	Acc	Energy	Special	
Arc Cas	ter		-	F/S/	/R	9"	9"	2	2	8	AA-2	
Arc Caste	er: If targe	ting a	unit that	isn't an A	Aircraft t	his v	weap	on hits	on a 6	+		

Support	Eradica	ator	145p	ts	23	-						
MV	СМ	A	D	TY	PE	SPECIA	AL					
8" 2	A,E+2	15	8	Wa	lker	Rare, La	rge					
]	Name		M	&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Electrow	eb Caste	er	4	-"		F	9"	9"	1	2	12	Tech Killer
]	Name		M	&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma F	Fusillade		4	-"	F/	S (Left)	18"	18"	3	3	7	AA-2
]	Name		M	&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma F	Fusillade		4	-"	F/S	G (Right)	18"	18"	3	3	7	AA-2
]	Name		M	&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Razor Cl	aws			-		F	CQ	CQ	2	0	10	

Auxiliary

Auxilia	AuxiliaryHarbinger $45pts$ \boxed{E}_3 \boxed{N}_2 MVCMADTYPESPECIAL												
MV	СМ	Α	D	TYP	E	SPEC	CIAL						
18"	А	11	4	Aircra	aft								
	Nam	e		M&F	A	ARC		Rf	Rc	Shots	Acc	Energy	Special
Plasma	a Bomb	S		9"		R		3"	3"	1	5	11	Devastator-2 (Scenery)
May tak Mini Ar					-	isn't a	ın Air	craf	t this	weapor	n hits o	on a 6+	



Auxiliary	Intruder	Beta	24pts	×4							
MV CI	M A	D	ТҮРЕ	SPECI	AL						
30" A	10	1 4	Aircraft								
N	ame	Μ	&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Plasma Ho	ose	1	2"	F	6"	6"	5	4	4	Focus-3	
Auxiliary	Invader	15pts	iii 3	₽ 3		5					
MV	CM A	D	TYP	E SP	ECIAL						
		3 2	Skimn								y 2" until the and

Speed Boost: If this unit doesn't embark or disembark during its activation, increase its MV by 3" until the end of the activation.

Auxiliary	Corsair	50pts									
MV	СМ	Α	D	TYPE	SPE	CIA	L				
24"-36"	A,E+5	10	1	Aircraft	Fast,	Rare	2				
N	ame	Μ	[& F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Plasma Ca	nnon		-	F		18"	18"	1	4	11	AA-2, Devastator-2 (Scenery, Infantry)

Auxiliary	Vampires	s 10pts							
MV CI	M A	D TYP	E SPECIA	AL					
12" E+	⊦3 7	1 Aircra	ft-S Rare						
N	ame	M&F	ARC	Rf	Rc Shots	Acc	Energy	Special	
Cutting Ha	arness	9"	F	2"	2" 1	2	6	Focus-2, AA-4	
transport otl	her than th	e slots assig		-				up any other space ls starting capacit	