
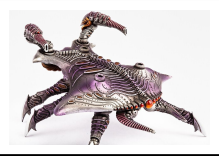




# All Scourge Units

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


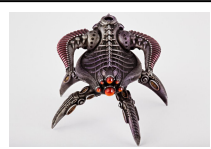
Command	Oppressor	150pts	 3						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
8"	A	15	8	Walker	Large				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Electroweb Caster		4"	F	9"	9"	1	2	12	Tech Killer
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Carbine (Focused)		4"	F/S	18"	18"	1	2	11	Alt-1, Devastator-2 (Scenery), Strafe-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Carbine (Spread)		4"	F/S	9"	9"	2	2	11	Alt-1, Strafe-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Razor Claws		-	F	3"	3"	2	2	10	Melee
Melee: This weapon can target any unit which has any part of it's miniature within range and can be used in Base to Base contact.									

Command	Desolator	140pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
12"	A	11	7	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Ion Storm (Wide)		9"	F/S/R	12"	12"	0	3	11	Alt-1, Ion
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Ion Storm (Focused)		9"	F/S/R	9"	9"	3	2	11	Alt-1, Destroyer 5+, Flame
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+.									

Command	Overseer	190pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
12"	A	11	7	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Ion Cradle		9"	F/S/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 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

Standard	Hunter	35pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
9"	A, E+2	13	1	Skimmer					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Cannon		-	F/S/R	12"	12"	1	2	11	Devastator-2 (Scenery, Infantry)



Standard	Stalker	25pts	 1						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	A	15	1	Walker					



<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Electroweb Caster		4"	F	9"	9"	1	2	12	Tech Killer



<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Razor Claws		-	F	2"	2"	1	3	10	Melee

Melee: This weapon can target any unit which has any part of it’s miniature within range and can be used in Base to Base contact.



## Troops


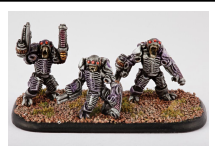
Troops	Warriors	25pts	 1						
MV	CM	A	D	TYPE	SPECIAL				
2"	-	7	5	Infantry 3+					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Rifles		-	F/S/R	12"	12"	5	3	3	Focus-3, Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Pistols		-	F/S/R	CQ	CQ	5	0	3	Reduced-1

Troops	Aged Ones	35pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
2"	-	7	5	Infantry 2+	Bloodthirsty				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Rifles		-	F/S/R	12"	12"	5	3	3	Focus-3, Reduced-1
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Ravaging Attacks		-	F/S/R	CQ	CQ	10	0	3	Reduced-1


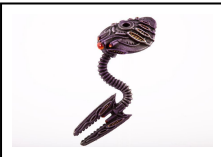
Troops	Razorworms	25pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	-	8	3	Infantry 2+	Dodge 5+, Bloodthirsty				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Teeth & Claws		3"	F/S/R	CQ	CQ	3	0	7	Reduced-1
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.									



## Exotic

Exotic	Eviscerators	50pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
2"	P4+	9	3	Infantry 2+	Bloodthirsty, Resilient, Rare				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Glaives (Quick)		-	F/S/R	CQ	CQ	18	0	4	Alt-1, Reduced-6
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Glaives (Heavy)		-	F/S/R	CQ	CQ	3	0	8	Alt-1, Reduced-1
Tough: Re-roll successful Collateral Damage hits against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.									

Exotic	Destroyers	50pts	 1							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>					
2"	P4+	9	3	Infantry 2+	Resilient					
<b>Name</b>		<b>M&amp;F</b>		<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Shard Cannon		-		F/S/R	36"	12"	6	3	5	Alt-1, Reduced-2
<b>Name</b>		<b>M&amp;F</b>		<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Charger		-		F/S/R	6"	6"	3	3	10	Alt-1, L-1, Reduced-1
<b>Name</b>		<b>M&amp;F</b>		<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Shard Assault Cannon		-		F/S/R	CQ	CQ	9	0	4	Reduced-3
Tough: Re-roll successful Collateral Damage hits against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.										

## Scout

Scout	Minder	8pts	 1		
MV	CM	A	D	TYPE	SPECIAL
4"	A	8	1	Aircraft-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	8pts	 1	
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**MV CM A D TYPE SPECIAL**

4" A 8 1 Aircraft-S

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Shard Cannons	-	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	 1	
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**MV CM A D TYPE SPECIAL**

6" A 10 1 Walker


Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Proboscis (Inject)	-	F	2"	2"	1	3	11	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Proboscis (Spew)	-	F	6"	6"	3	4	4	

## Heavy

Heavy	Slayer	65pts	 3																				
MV	CM	A	D	TYPE	SPECIAL																		
6"	A, E+2	13	3	Skimmer																			
<table><tr><td>Name</td><td>M&amp;F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td>Twin Plasma Cannon</td><td>-</td><td>F/S/R</td><td>12"</td><td>12"</td><td>2</td><td>2</td><td>11</td><td>Devastator-2 (Scenery, Infantry)</td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Twin Plasma Cannon	-	F/S/R	12"	12"	2	2	11	Devastator-2 (Scenery, Infantry)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special															
Twin Plasma Cannon	-	F/S/R	12"	12"	2	2	11	Devastator-2 (Scenery, Infantry)															
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 Slayers count as a single squad.																							

Heavy	Tormentor	65pts	 3																				
MV	CM	A	D	TYPE	SPECIAL																		
6"	A, E+2	13	3	Skimmer																			
<table><tr><td>Name</td><td>M&amp;F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td>Acid Streamer</td><td>-</td><td>F/S/R</td><td>6"</td><td>6"</td><td>8</td><td>3</td><td>4</td><td>Flame</td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Acid Streamer	-	F/S/R	6"	6"	8	3	4	Flame
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special															
Acid Streamer	-	F/S/R	6"	6"	8	3	4	Flame															
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.																							

## Support

Support	Annihilator	140pts									
MV	CM	A	D	TYPE	SPECIAL						
2"	A	12	6	Walker	Large						
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Bombard				0"	F	24"	24"	1	4	12	Area, Devastator-2 (Vehicle, Scenery), Indirect
Flight Mode: When making a Moving action this unit may move 18", ignoring scenery pieces up to 8" high. Enemy AA weapons may choose to Reaction Fire against an Annihilator when it does this, counting it as an Aircraft with Armour 10.											
This unit can add a Command Centre for 10pts.											

Support	Reaver Heavy Gunship	55pts	
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**MV CM A D TYPE SPECIAL**

24" A 10 2 Aircraft

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Hose	12"	F	6"	6"	5	4	4	Focus-3
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Lance	12"	F/S (Left)	12"	12"	1	3	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Lance	12"	F/S (Right)	12"	12"	1	3	10	

Support	Ravager	40pts	 1	
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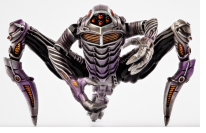
**MV CM A D TYPE SPECIAL**

4" A 15 1 Walker Infiltrate 8"

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Shard Flak Cannon	-	F/S (Right)	48"	18"	2	3	6	AA-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Shard Flak Cannon	-	F/S (Left)	48"	18"	2	3	6	AA-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Razor Claws	-	F	2"	2"	1	3	10	Melee

This weapon can target any unit which has any part of it's miniature within range and can be used in Base to Base contact.



Support	Screamer	40pts	 1	
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

**MV CM A D TYPE SPECIAL**

6" E+2 12 4 Walker

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Huge Claws	-	F/S	3"	3"	2	2	11	Melee
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Hunting Scream	-	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.

Melee: This weapon can target any unit which has any part of it's miniature within range and can be used in Base to Base contact.



Support	Corruptor	80pts		
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**MV CM A D TYPE SPECIAL**

24" A 9 2 Aircraft

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		
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**MV CM A D TYPE SPECIAL**




9" A, E+2 13 1 Skimmer




Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Arc Caster	-	F/S/R	9"	9"	2	2	8	AA-2

Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+

Support	Eradicator	145pts	 3						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
8"	A,E+2	15	8	Walker	Rare, Large				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Electroweb Caster		4"	F	9"	9"	1	2	12	Tech Killer
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Fusillade		4"	F/S (Left)	18"	18"	3	3	7	AA-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Fusillade		4"	F/S (Right)	18"	18"	3	3	7	AA-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Razor Claws		-	F	CQ	CQ	2	0	10	

## Auxiliary




Auxiliary	Harbinger	45pts	 3	 2					
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
18"	A	11	4	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Plasma Bombs		9"	R	3"	3"	1	5	11	Devastator-2 (Scenery)
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Mini Arc Caster		9"	F	6"	6"	1	2	7	AA
May take Mini Arc Caster for +15 pts.									
Mini Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+									

Auxiliary	Raider	70pts	 1	 4	
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**MV CM A D TYPE SPECIAL**

18" A 10 5 Aircraft

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Acid Hose	9"	F/S (Left)	6"	6"	5	3	4	Flame
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Acid Hose	9"	F/S (Right)	6"	6"	5	3	4	Flame




Auxiliary	Despoiler	70pts	 18	 4	
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**MV CM A D TYPE SPECIAL**

18" A 10 7 Aircraft

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Plasma Cannons	9"	F/S	12"	12"	2	4	11	Devastator-2 (Scenery, Infantry)



May take Twin Plasma Cannons for +30pts.



Auxiliary	Marauder	40pts	 6	 2	
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**MV CM A D TYPE SPECIAL**

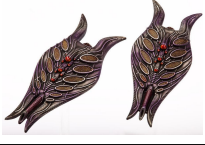
24" A 10 3 Aircraft



Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Hose	12"	F	6"	6"	5	4	4	Focus-3

Auxiliary	Intruder Alpha	36pts	 2																						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>																				
30"	A	10	1	Aircraft																					
<table><tr><td colspan="2"><b>Name</b></td><td><b>M&amp;F</b></td><td><b>ARC</b></td><td><b>Rf</b></td><td><b>Rc</b></td><td><b>Shots</b></td><td><b>Acc</b></td><td><b>Energy</b></td><td><b>Special</b></td></tr><tr><td colspan="2">Plasma Hose</td><td>12"</td><td>F</td><td>6"</td><td>6"</td><td>5</td><td>4</td><td>4</td><td>Focus-3</td></tr></table>						<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>	Plasma Hose		12"	F	6"	6"	5	4	4	Focus-3
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>																
Plasma Hose		12"	F	6"	6"	5	4	4	Focus-3																

Auxiliary	Intruder Beta	24pts	 4																						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>																				
30"	A	10	1	Aircraft																					
<table><tr><td colspan="2"><b>Name</b></td><td><b>M&amp;F</b></td><td><b>ARC</b></td><td><b>Rf</b></td><td><b>Rc</b></td><td><b>Shots</b></td><td><b>Acc</b></td><td><b>Energy</b></td><td><b>Special</b></td></tr><tr><td colspan="2">Plasma Hose</td><td>12"</td><td>F</td><td>6"</td><td>6"</td><td>5</td><td>4</td><td>4</td><td>Focus-3</td></tr></table>						<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>	Plasma Hose		12"	F	6"	6"	5	4	4	Focus-3
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>																
Plasma Hose		12"	F	6"	6"	5	4	4	Focus-3																

Auxiliary	Invader	15pts	 3	 3	
MV	CM	A	D	TYPE	SPECIAL
6"	A, E+2	13	2	Skimmer	
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	40pts								
MV	CM	A	D	TYPE	SPECIAL					
24"-36"	A,E+5	10	1	Aircraft	Fast, Rare					
Name		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Plasma Cannon		-	F		18"	18"	1	4	11	AA-2, Devastator-2 (Scenery, Infantry)

Auxiliary	Vampires	10pts	 1								
MV	CM	A	D	TYPE	SPECIAL						
12"	E+3	7	1	Aircraft-S	Rare						
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Cutting Harness				9"	F	2"	2"	1	2	6	Focus-2, AA-4
<p>Grasping: This unit must be deployed in a single Transport, this unit does not take up any other space on the transport other than the slots assigned for Vampires, this unit does not count towards starting capacity for the transport. Additionally it may not Reaction Fire.</p> <p>Squad Focus: This units Focus ability can be used to combine shots from it’s whole squad</p>											