
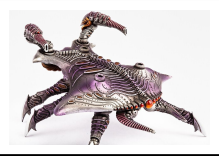




All Scourge Units



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	TYPE	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"	1	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"	2	2	11	Alt-1, Strafe-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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							
MV	CM	A	D	TYPE	SPECIAL				
12"	A	11	7	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Ion Storm (Wide)		9"	F/S/R	12"	12"	0	3	11	Alt-1, Ion
Name		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 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							
MV	CM	A	D	TYPE	SPECIAL				
12"	A	11	7	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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 may reroll failed damage rolls. 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.									



Command	Despot	55pts	 4						
MV	CM	A	D	TYPE	SPECIAL				
6"	A	15	2	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Plasma Hose		-	F	6"	6"	5	4	4	Focus-3
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Plasma Hose		-	F	6"	6"	5	4	4	Focus-3
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Razor Claws		-	F	2"	2"	2	2	10	
Micro Subjugation Field: Enemy units that activate within 3" of this unit reduce the amount of actions they may perform by 1 to a minimum of 1. Additionally, enemy infantry inside a garrison may not benefit from Scan Tokens while within 3" of this unit.									



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						
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	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.									


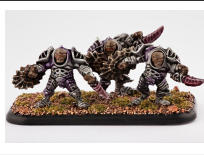
Troops


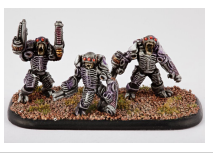
Troops	Warriors	25pts	 1						
MV	CM	A	D	TYPE	SPECIAL				
2"	-	7	5	Infantry 3+					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Rifles		-	F/S/R	12"	12"	5	3	3	Focus-3, Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Pistols		-	F/S/R	CQ	CQ	5	0	3	Reduced-1

Troops	Aged Ones	35pts	 1						
MV	CM	A	D	TYPE	SPECIAL				
2"	-	7	5	Infantry 2+	Bloodthirsty				
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
Ravens Attacks		-	F/S/R	CQ	CQ	10	0	3	Reduced-1


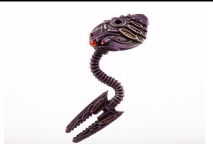
Troops	Razorworms	25pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
3"	-	8	3	Infantry 2+	Dodge 5+, Bloodthirsty				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Teeth & Claws		3"	F/S/R	CQ	CQ	3	0	7	Reduced-1
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though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



Exotic



Exotic	Eviscerators	50pts	 1						
MV	CM	A	D	TYPE	SPECIAL				
2"	P4+	9	3	Infantry 2+	Bloodthirsty, Resilient, Rare				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Glaives (Quick)		-	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
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						
MV	CM	A	D	TYPE	SPECIAL				
2"	P4+	9	3	Infantry 2+	Resilient				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Shard Cannon		-	F/S/R	36"	12"	6	3	5	Alt-1, Reduced-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Charger		-	F/S/R	6"	6"	3	3	10	Alt-1, L-1, Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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								
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											

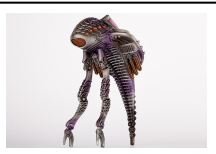
Scout	Prowler	9pts	 1							
MV	CM	A	D	TYPE	SPECIAL					
6"	A	10	1	Walker						
Name		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Proboscis (Inject)		-		F	2"	2"	1	3	11	
Name		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Proboscis (Spew)		-		F	6"	6"	3	4	4	

Heavy

Heavy	Slayer	65pts	 3												
MV	CM	A	D	TYPE	SPECIAL										
6"	A, E+2	13	3	Skimmer											
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											
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	120pts	
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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.



Flying Deployment: This unit counts as an aircraft for deployment therefore it gains Aerial Advantage

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. This effect stacks with other scanning affecting abilities and rules

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	 2	
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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							
MV	CM	A	D	TYPE	SPECIAL				
8"	A,E+2	15	8	Walker	Rare, 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 Fusillade		4"	F/S (Left)	18"	18"	3	3	7	AA-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Fusillade		4"	F/S (Right)	18"	18"	3	3	7	AA-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Razor Claws		-	F	3"	3"	2	0	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.									



Auxiliary



Auxiliary	Harbinger	45pts							
MV	CM	A	D	TYPE	SPECIAL				
18"	A	11	4	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Plasma Bombs		9"	R	3"	3"	1	5	11	Devastator-2 (Scenery)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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	
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																					
MV	CM	A	D	TYPE	SPECIAL																				
18"	A	10	7	Aircraft																					
<table><tr><td colspan="2">Name</td><td>M&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 colspan="2">Twin Plasma Cannons</td><td>9"</td><td>F/S</td><td>12"</td><td>12"</td><td>2</td><td>4</td><td>11</td><td>Devastator-2 (Scenery, Infantry)</td></tr></table>						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)
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					
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																						
MV	CM	A	D	TYPE	SPECIAL																				
30"	A	10	1	Aircraft																					
<table><tr><td colspan="2">Name</td><td>M&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 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>						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 Hose		12"	F	6"	6"	5	4	4	Focus-3																

Auxiliary	Intruder Beta	24pts	 4						
MV	CM	A	D	TYPE	SPECIAL				
30"	A	10	1	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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	
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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

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.


Squad Focus: This units Focus ability can be used to combine shots from it's whole squad

Auxiliary	Mauler	23pts	
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MV CM A D TYPE SPECIAL

12" - 14 2 Walker Fauna

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Claws & Teeth	-	F/S/R	3"	3"	2	4	8	Focus-2, Melee
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Corosive Steam	-	F/s	6"	6"	1	5	10	

Auxiliary	Daggers	12pts	
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MV CM A D TYPE SPECIAL

3" - 8 3 Infantry Fauna, Dodge 4+


Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Barbed Apendages	-	F/S/R	CQ	CQ	3	0	5	Reduced-1

Lie In Wait: This Squad may enter play up to 6" away from the centre line and must be placed in a garrison if able. This unit may choose to not move during its activation

Each Activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe.

Whenever a Unit of Daggers suffers damage from a close quarters attack, roll that many d6. For each result of 3+ the attacking squad suffers a point of damage.

Daggers automatically pass all fortitude rolls.

Auxiliary	Apex	45pts									
MV	CM	A	D	TYPE	SPECIAL						
12"	E+1	12	4	Walker	Rare, Fauna						
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Killing Tools				-	F/S/R	3"	3"	4	2	9	Melee
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Acid Breath				-	F/S/R	6"	6"	3	3	5	Flame
Genetic Modification: The Apex is a highly adaptable creature and has a variety of biomorphs across a number of worlds. At the start of the game, roll 1d3 and apply the result.											
1: Ferrum Apex: Killing Tools gains Strafe-2 and increase Damage Points to 7.											
2: New Eden Apex: Increase Counter Measures to E-3 and at the start of the Apex's Activation it recovers 1 lost Damage Point.											
3: Magnum Apex: Increase Armour to 15 and increase Killing Tools Energy to 12.											
Intelligent: Apexes have more intelligence than other fauna and can be coerced or tricked into predictable actions. When it activates, it moves towards the closest enemy unit instead of the closest unit.											