








Untitled Army**Scourge****2422pts : 500pts****Last Updated: Tue Sep 29 2020 23:03:44 GMT-0500 (Central Daylight Time)****Command -- 535pts**




<div> </div>		1 X Oppressor				150pts		 3	
		Move 8"	Counter Measures A	Armour 15	Damage Points 8	Type Walker	Special Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer	
Plasma Carbine (Focussed)	4"	F/S	18"	18"	1	2+	11	Alt-1,Devastator-2 (Scenery),Strafe-2	
Plasma Carbine (Spread)	4"	F/S	9"	9"	2	2+	11	Alt-1,Strafe-2	
Razor Claws	-	F	1"	1"	2	2+	10		

 		1 X Desolator				140pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		12"	A	11	7	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Ion Storm (Wide)	9"	F/S/R	12"	12"	*	3+	11	Alt-1,Ion	
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+.									

 	1 X Overseer					190pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	12"	A	11	7	Aircraft				




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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.




 		1 X Despot				55pts		 4
		Move 6"	Counter Measures A	Armour 15	Damage Points 2	Type Walker	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Razor Claws	-	F	1"	1"	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.								

Selected Transports and Auxiliary Squads

Troops -- 120pts




 		2 X Warriors				50pts		 1
		Move 2"	Counter Measures -	Armour 7	Damage Points 5	Type Infantry 3+	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Rifles	-	F/S/R	12"	12"	5	3+	3	Focus-3,RW-1
Plasma Pistols	-	F/S/R	CQ	CQ	5	-	3	RW-1

 	2 X Aged Ones				50pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	5	Infantry 3+	Bloodthirsty		
Plasma Rifles	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	12"	12"	5	3+	3	Focus-3,RW-1
Raveng Attacks	-	F/S/R	CQ	CQ	10	0	3	RW-2

 	1 X Razorworms				20pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	CQ	CQ	3	-	7	RW-1
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.								

Selected Transports and Auxiliary Squads





Exotic -- 240pts

 		1 X Screamer			40pts		 1	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		6"	E+2	9	4	Infantry 2+		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Huge Claws	-	F/S	1"	1"	2	2+	11	
Hunting Scream	-	F/S/R	CQ	CQ	1	-	-	




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

When this unit enters a Garrison or starts its Activation in a Garrison it causes D3 Collateral Damage Tokens to that Garrison.

Hunting Scream: When this weapon is used. The Target Squad must make a Fortitude Test for every Damage Point it has remaining, every failed test causes 1 Damage. No Saves of any kind are allowed against this weapon.

 		2 X Eviscerators			100pts		 1	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		2"	P4+	9	3	Infantry 2+	Bloodthirsty, Resilient, Rare	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Glaives (Heavy)	-	F/S/R	CQ	CQ	3	-	8	Alt-1, RW-1
Glaives (Quick)	-	F/S/R	CQ	CQ	18	-	3	Alt-1, RW-6




Tough: Re-roll successful Collateral Damage rolls against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.




 		2 X Destroyers				100pts		 1
		Move 2"	Counter Measures P4+	Armour 9	Damage Points 3	Type Infantry 2+	Special Resilient	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Shard Cannon	-	F/S/R	36"	12"	6	3+	5	Alt-1,RW-2
Plasma Charger	-	F/S/R	6"	6"	3	3+	10	Alt-1,L-1,RW-1
Shard Assault Cannon	-	F/S/R	CQ	CQ	9	-	4	RW-3
Tough: Re-roll successful Collateral Damage rolls against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.								

Selected Transports and Auxiliary Squads






Standard -- 180pts



 		3 X Hunter				105pts		 2
		Move 9"	Counter Measures A, E+2	Armour 13	Damage Points 1	Type Skimmer	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Cannon	-	F/S/R	12"	12"	1	2+	11	Devastator-2 (Scenery, Infantry)




 	3 X Stalker				75pts		 1	
	Move 6"	Counter Measures A	Armour 15	Damage Points 1	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer
Razor Claws	-	F	1"	1"	1	3+	10	



Selected Transports and Auxiliary Squads

Heavy -- 260pts

 	2 X Slayer				130pts		 3	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A, E+2	13	3	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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.								



 		2 X Embarked Razorworms				0 pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	3"	F/S/R	CQ	CQ	3	-	7	RW-1	
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.									

<div></div> <div></div>		2 X Tormentor				130pts		<div>3</div>	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		6"	A, E+2	13	3	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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 Slayers count as a single squad.									




 		2 X Embarked Razorworms				0 pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	3"	F/S/R	CQ	CQ	3	-	7	RW-1	
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.									

Selected Transports and Auxiliary Squads

**Scout -- 100pts**




<div></div>		4 X Minder				32pts		 1	
		Move 4"	Counter Measures A	Armour 8	Damage Points 1	Type Aircraft-S	Special Rapid Insertion 0"		
Micro Arc Caster	M&F -	Arc F/S/R	R(F) 6"	R(C) 6"	Shots 1	Acc 2+	E 6	Special AA-2	

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

 	4 X Monitor				32pts		 1	
	Move 4"	Counter Measures A	Armour 8	Damage Points 1	Type Aircraft-S	Special Rapid Insertion 0"		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Shard Cannons	-	F/S/R	36"	12"	4	2+	5	Alt-1
Self Destruct	4"	F/S/R	0"	0"	1	-	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

<div></div> <div></div>		4 X Prowler				36pts		 1	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		6"	A	10	1	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Plasma Proboscis (Inject)	-	F	1"	1"	1	3	11		
Plasma Proboscis (Spew)	-	F	6"	6"	3	4+	4		

Selected Transports and Auxiliary Squads





Support -- 637pts




 	1 X Annihilator				120pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	A	12	6	Walker	Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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

 	1 X Reaver Heavy Gunship				55pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24"	-	10	2	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	12"	F	6"	6"	5	4+	4	Focus-3
Plasma Lance	12"	F/S (Left)	12"	12"	1	3+	10	
Plasma Lance	12"	F/S (Right)	12"	12"	1	3+	10	




 	3 X Ravager				120pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	15	1	Walker	Infiltrate 8"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Shard Flak Cannon	-	F/S (Right)	48"	18"	2	3+	6	AA-2
Shard Flak Cannon	-	F/S (Left)	48"	18"	2	3+	6	AA-2
Razor Claws	-	F	1"	1"	1	3+	10	

 	1 X Corruptor				80pts			
	Move 24"	Counter Measures A	Armour 10	Damage Points 2	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	12"	F	6"	6"	5	3+	4	Focus-3
Razorworm Pod	12"	F/S/R	6"	6"	1	3	-	Spawn,L-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								

 	3 X Reaper				117pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	A, E+2	13	1	Skimmer			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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+





 		1 X Eradicator			145pts		 3	
		Move 8"	Counter Measures A, E+2	Armour 15	Damage Points 8	Type Walker	Special Rare, Large	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer
Plasma Fusilade	4"	F/S (Left)	18"	18"	3	3+	7	AA-2
Plasma Fusilade	4"	F/S (Right)	18"	18"	3	3+	7	AA-2
Razor Claws	-	F	1"	1"	2	-	10	





Selected Transports and Auxiliary Squads







Auxiliary -- 0pts

Selected Transports and Auxiliary Squads

 	1 X Harbinger				45pts		 3  2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18"	A	11	4	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Bombs	9"	R	3"	3"	1	5+	11	Devastator-2 (Scenery)
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+								

 	1 X Raider				70pts		 1  4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18"	A	10	5	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Acid Hose	9"	F/S (Left)	6"	6"	5	3+	4	Flame
Acid Hose	9"	F/S (Right)	6"	6"	5	3+	4	Flame

 	1 X Despoiler			70pts		 18  4	
	Move	Counter Measures	Armour	Damage Points	Type	Special	
	18"	A	10	7	Aircraft		

M&F

Arc

R(F)

R(C)





Shots




Acc




E





Special

May take Twin Plasma Cannons for +30pts.



 	1 X Marauder					40pts		 6  2
	Move 24"	Counter Measures A	Armour 10	Damage Points 3	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3




 	1 X Intruder Alpha					36pts		 2
	Move 30"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3

 	1 X Intruder Beta					24pts		 4
	Move 30"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3

 	1 X Invader			15pts		 3  3	
	Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 2	Type Skimmer	Special	

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

 	1 X Corsair				40pts			
	Move 24" - 36"	Counter Measures A, E+5	Armour 10	Damage Points 1	Type Aircraft	Special Fast,Rare		
Plasma Cannon	M&F -	Arc F	R(F) 18"	R(C) 18"	Shots 1	Acc 4+	E 11	Special AA-2,Devastator-2 (Scenery, Infantry)

 	1 X Vampires				10pts		 1	
	Move 12"	Counter Measures E+3	Armour 7	Damage Points 1	Type Aircraft-S	Special Rare,Rapid Insertion 0"		
Cuttng Harness	M&F 9"	Arc F	R(F) 2"	R(C) 2"	Shots 1	Acc 2+	E 6	Special 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 Group

1 x Harbinger
1 x Raider
1 x Despoiler
1 x Marauder
1 x Intruder Alpha
1 x Intruder Beta
1 x Invader
1 x Corsair
1 x Vampires