# **Untitled Army**

Scourge

2422pts: 500pts

Last Updated: Tue Sep 29 2020 23:03:44 GMT-0500 (Central Daylight Time)

# Command -- 535pts

	4		1 X Oppresso	or		150	)pts	<b>U</b>	3	
		Move	Counter Measure	Armo	ur	Damage	e Points		Туре	Special
		8"	A	15		8	3	V	Valker	Large
	M&F	Arc	R(F)	R(C)	S	hots	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	

					·			•			
	5		1 X Desolate	or			140	)pts			
				Counter Measures Armour		ır	<b>Damage Points</b>			Туре	Special
(7)		12"	A		11			7	I	Aircraft	
	M&F	Arc	R(F)	1	R(C)	S	Shots	Acc	c	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

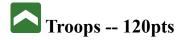
Ion: This weapon attacks every non-Aircraft unit within range (friendly and enemy). Each unit gets attacked by the weapon profile once, but Destructible Scenery pieces instead get attacked D6 times. Units over 6" away are only hit on a 6+.

5	7			1 X Over	seer		190	pts		
			Move	Cour Meas		Armour	Damage	Points	Type	Special
***			12"	A		11	7		Aircraft	
	M&F	Arc	R(F)	R(C)	Shots	Acc	$\mathbb{E}$	Sp	oecial	
Ion Cradle 9	"	F/S/R	9"	9"	2	3+	6	AA-2,Str	afe-3	

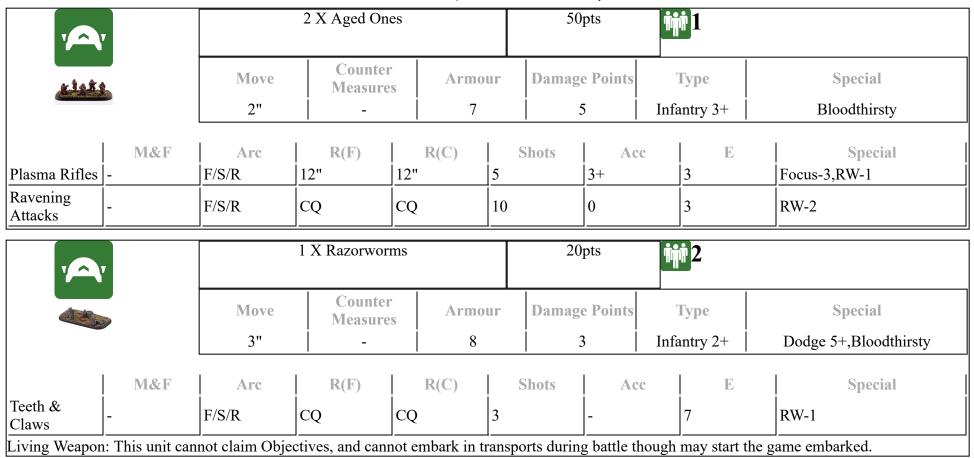
Ion Cradle: Any friendly units with Scourge weapons containing the word "Plasma" in their name within 9" of this unit at the start of their activation may reroll failed damage rolls. Weapons with a range of CQ and Fast Aircraft are not affected. A unit may only be affected by an Ion Cradle once at a time.

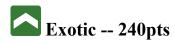
<b>**</b>			1 X Despot		55	opts	<b>4</b>	
no are		Move	Counter Measure	Armo	ur Damag	ge Points	Туре	Special
V		6"	A	15		2	Walker	
	M&F	Arc	R(F)	R(C)	Shots	Acc	$\mathbb{E}$	Special
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Razor Claws	-	F	1"	1"	2	2+	10	

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.



'A'			2 X Warrior	S		50	)pts		
eleks.		Move	Counter Measure	Arn	nour	Damag	e Points	Type	Special
		2"	-	ĺ	7	:	5	Infantry 3+	
	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





			1 X Screame	er	4	0pts	<b>1</b>	
	'n	Move	Counter Measure	Armon	r Damas	ge Points	Туре	Special
1 %		6"	E+2	9		4	Infantry 2+	
	M&F	Arc	R(F)	R(C)	Shots	Acc	c 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 Collatoral 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 Eviscerato	ors	100	Opts		
		Move	Counter Measures	Armour	Dama Poin	_	Туре	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 Collatoral Damage rolls against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.

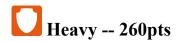
					•		,		
			2 X Destroye	ers		100	Opts		
700	TAR		Counter Measure		Armour	Damage Point		Туре	Special
		2"	P4+	j	9		3	Infantry 2+	Resilient
	M&F	Arc	R(F)	R(C	C)	Shots	Acc	e E	Special
Shard Cannon -		F/S/R	36"	12"	6		3+	5	Alt-1,RW-2
Plasma Charger		F/S/R	6"	6"	3		3+	10	Alt-1,L-1,RW-1
Shard Assault Cannon		F/S/R	CQ	CQ	9		_	4	RW-3

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



	No.		3 X Hunter			105	5pts	<b>a</b> 2	
	h.	Move	Counter Measure	Armo	ur	Damag	e Points	Туре	Special
		9"	A, E+2	13			1	Skimmer	
	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)

3/2			3 X Stalker		75	pts			
A		Move	Counter Measures	Armon	ır Damag	e Points	Туре	Special	
	<b>'</b>	6"	A	15		1	Walker		
	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		



745	7		2 X Slayer		1	30pts	<b>==</b> 3	
		Move	Counter Measure	Armon	Dama	age Points	Type	Special
		6"	A, E+2	13	İ	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.

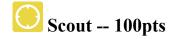
·A	v	2 X	Embarked Raz	orworms		0	pts		
		Move	Counte Measure	Δr	mour	Damag	e Points	Туре	Special
		3"	-	j	8		3	Infantry 2+	Dodge 5+,Bloodthirsty
	M&F	Arc	R(F)	R(C)		Shots	Acc	E	Special
Teeth & Claws	3"	F/S/R	CQ	CQ	3		-	7	RW-1

Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.

74	727		2 X Tormento	or		130pts	<b>=</b> 3	
		Move	Counter Measure	Armo	ur Dam	age Points	Туре	Special
		6"	A, E+2	13	<u> </u>	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.

<b>1</b>	V	2 X	Embarked Raze	orworms	0	pts				
		Move Counter Measures		Armour	Damag	ge Points	Туре	Special		
		3"	<u> </u>	8	<u> </u>	3	Infantry 2+	Dodge 5+,Bloodthirsty		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special		
Teeth & Claws	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.										

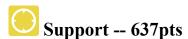


			4 X Minde	er		32pts			
\$			Counte Measur	Armo	ur Dama	age Points	Type	Special	
		4"	j A	8	<u> </u>	1	Aircraft-S	Rapid Insertion 0"	
	M&F	Arc	R(F)	R(C)	Shots	Acc	$\mathbf{E}$	Special	
	-	F/S/R	6"	6"	1	2+	6	AA-2	
Micro Arc Caster Micro Arc Cas	-	F/S/R	6"		1				

10	7		4 X Monitor	r		32pts	<b>1</b>	
		Move	Counter Measure	Armo	ur ]	Damage Points	Туре	Special
		4"	A	8	Ì	1	Aircraft-S	Rapid Insertion 0"
	M&F	Arc	R(F)	R(C)	Sh	nots Ac	c 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

TO STATE OF THE PARTY OF THE PA	(0)		4 X Prowl	er			36pts			1		
		Move		Counter Measures		ır	<b>Damage Points</b>			Туре		Special
. 1		6"	A		10		1		7	Walker		
	M&F	Arc	R(F)		R(C)	S	hots	Ac	c	E	1	Special
Plasma Proboscis (Inject)	-	F	1"	1"		1		3		11		
Plasma Proboscis (Spew)	-	F	6"	6"		3		4+		4		



	2		1 X Annihilato	or	1.	20pts		
		Move	Counter Measures	Armon	r Dama	ge Points	Type	Special
A 8 9		2"	A	12	j	6	Walker	Large
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma	! 	Aic	i i		SHULS	Acc	IL.	Area, Devastator-2 (Vehicle,
Bombard	0"	F	24"	24"	<u> </u>	4+	12	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 gaines Aerial Advantage

	2	1 X	Reaver Heavy	Guns	ship		55pts		
		Move	Counte Measur		Armour	Dama	age Points	Туре	Special
/	/ /				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	

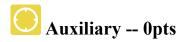
			3 X Ravage	r			120	Opts		1		
		Move	Counter Measures		Armour		<b>Damage Points</b>		-	Гуре	Special	
		4"	A		15			1	V	Valker	Infiltrate 8"	
	M&F	Arc	R(F)		R(C)		Shots	Acc		E	Special	
Shard Flak Cannon	-	F/S (Right)	48"	18"		2		3+		6	AA-2	
Shard Flak Cannon	-	F/S (Left)	48"	18"		2		3+		6	AA-2	
Razor Claws	-	F	1"	1"		1		3+		10		

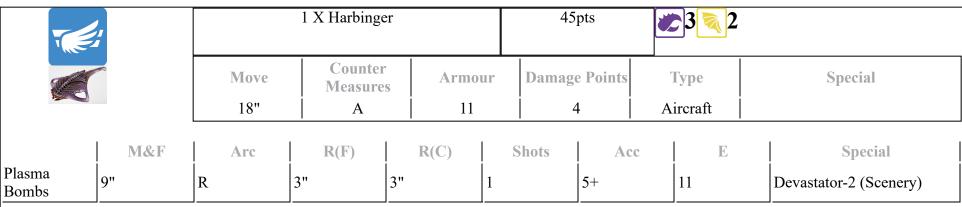
	2		1 X Corrupto	or			80	pts			
		Move	Counter Measure		Armou	r	Damage	e Points		Туре	Special
300 44		24"	A		10		2	2	A	Aircraft	
								•			,
	M&F	Arc	R(F)		R(C)	S	hots	Aco		$\mathbf{E}$	Special
Plasma Hose	12"	F	6"	6"		5		3+		4	Focus-3
Razorworm Pod	12"	F/S/R	6"	6"		1		3		-	Spawn,L-3

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

7	Z			3 X Reap	per		117	pts	2	
			Move	Coun Measu		Armour	Damage	Points	Туре	Special
			9"	A, E	+2	13	1	j	Skimmer	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E		Special	
Arc Caster -		F/S/R	9"	9"	2	2+	8	AA-2		
rc Caster: I	f targeting	a unit tha	t isn't an Air	craft this we	eapon hits	on a 6+				•

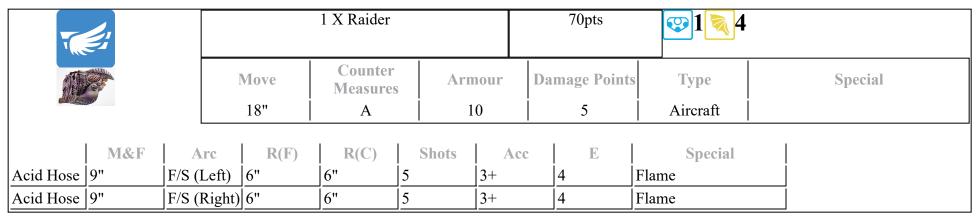
	4		1 X Eradicate	or		14.	5pts	<b>2</b> 3		
		Move Counter Measures 8" A F+2		Arn	nour	<b>Damage Points</b>		Туре	Special	
		8"	A, E+2	1	5		8	Walker	Rare,Large	
	M&F	Arc	R(F)	R(C)		Shots	Acc	E	E Special	
Electroweb Caster	4"	F	9"	9"	1		2+	12	Tech Killer	
Plasma Fusilade	4"	F/S (Left)	18"	18"	3		3+	7	AA-2	
Plasma Fusilade	4"	F/S (Right)	18"	18"	3		3+	7	AA-2	
Razor Claws	_	F	1"	1"	2		-	10		

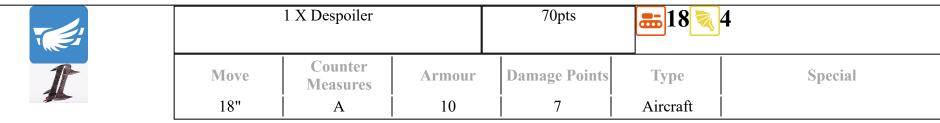




May take Mini Arc Caster for +15 pts.

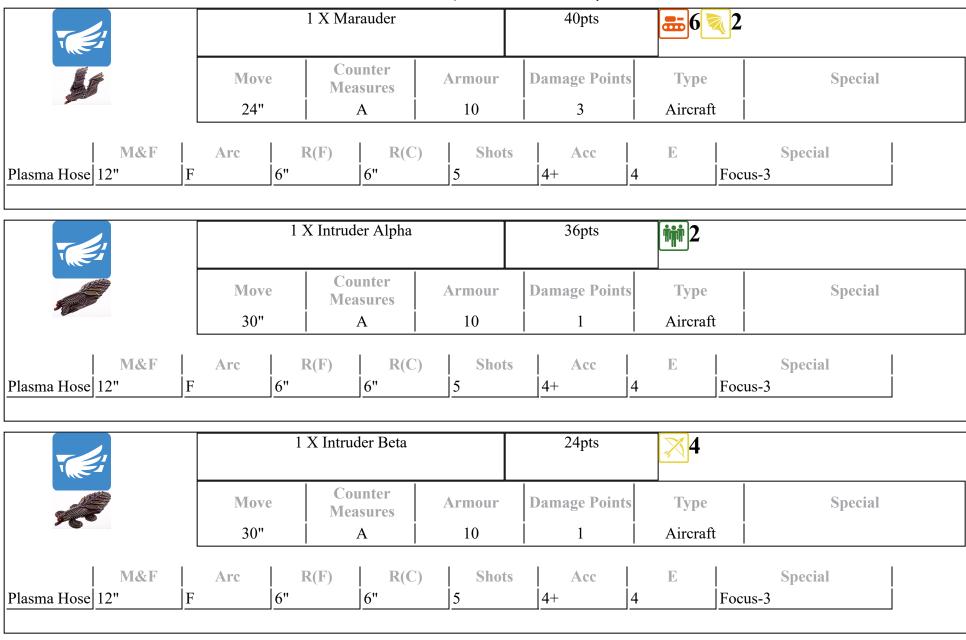
Mini Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+

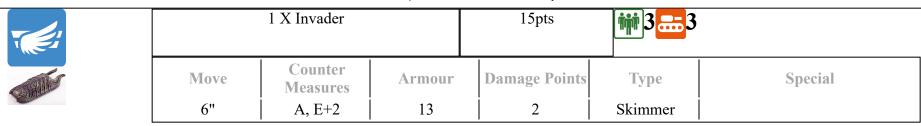




M&F Arc R(F) R(C) Shots Acc E Special

May take Twin Plasma Cannons for +30pts.





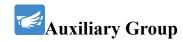
Speed Boost: If this unit doesn't embark or disembark during its activation, increase its MV by 3" until the end of the activation.

			1 X Corsair			40pts		
		Move	Counter Measure	Armon	ır I	Damage Points	Type	Special
AF M		24" - 36"	A, E+5	10		1	Aircraft	Fast,Rare
	M&F	Arc	R(F)	R(C)	Sh	ots Ac	c E	Special
Plasma Cannon	-	F	18"	18"	1	4+	11	AA-2,Devastator-2 (Scenery, Infantry)

		1 X Vampires				10pts		1	
		Move	Counter Measure	Armon	r D	Damage Points Type		ype	Special
7		12"	E+3	7		1	Airc	eraft-S	Rare,Rapid Insertion 0"
	M&F	Arc	R(F)	R(C)	Sho	ots A	cc	E	Special
Cuttng 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



- 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