

# SCOURGES WITH HEAVY WEAPONS

110 PTS

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 14" | 3 | 4+ | 1 | 7+ | 1  |

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                                                            | RANGE | A  | BS  | S  | AP | D    |
|-------------------------------------------------------------------|-------|----|-----|----|----|------|
| Blast Pistol<br>PISTOL                                            | 6"    | 1  | 3+  | 8  | -3 | D3   |
| Blaster<br>ASSAULT                                                | 18"   | 1  | 3+  | 8  | -4 | D6+1 |
| Dark Lance<br>HEAVY                                               | 36"   | 1  | 4+  | 12 | -3 | D6+2 |
| Haywire Blaster<br>ANTI-VEHICLE 4+<br>DEVASTATING WOUNDS<br>HEAVY | 24"   | 2  | 4+  | 3  | -1 | 3    |
| Heat Lance<br>ASSAULT<br>HEAVY<br>MELTA 3                         | 18"   | 1  | 4+  | 14 | -4 | D6   |
| Shardcarbine<br>ANTI-INFANTRY 3+<br>ASSAULT                       | 18"   | 3  | 3+  | 2  | 0  | 1    |
| Shredder<br>ASSAULT<br>TORRENT                                    | 18"   | D6 | N/A | 6  | 0  | 1    |
| Splinter Cannon<br>ANTI-INFANTRY 3+<br>HEAVY<br>SUSTAINED HITS 1  | 36"   | 3  | 4+  | 3  | -1 | 2    |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL          | 12"   | 1  | 3+  | 2  | 0  | 1    |

## MELEE WEAPONS

| WEAPON                           | RANGE | A | WS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Close combat weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close combat weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Power Weapon<br>ANTI-INFANTRY 3+ | Melee | 3 | 3+ | 3 | -2 | 1 |
| Power Weapon<br>ANTI-INFANTRY 3+ | Melee | 3 | 3+ | 3 | -2 | 1 |

## ABILITIES

### Airborne Evasion

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

### Winged Strike (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes a range attack, you can re-roll the Hit roll.

## WEAPON ABILITIES



### AUFSTELLUNG

4x Scourge with Heavy Weapon  
1x Solarite

**Equipped with:** Blast Pistol, Blaster, Dark Lance, Haywire Blaster, Heat Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Close combat weapon, Power Weapon

#### Wargear Options:

- Each Scourge with Heavy Weapon can replace its Splinter Cannon with Blaster, Heat Lance, Shredder, Dark Lance or Haywire Blaster.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.



**KEYWORDS:** Scourges, Aeldari, Fly, Grenades, Infantry, Jump Pack, Blades for Hire, Scourges with Heavy Weapons  
**FACTION KEYWORDS:** Drukhari

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**Anti**

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

**Assault**

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

**Devastating Wounds**

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Heavy**

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

**Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

**Pistol**

**[PISTOL]** and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

**Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

**Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

## CORE RULES

**Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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