

SCOURGES WITH SHARDCARBINES

75 PTS



M14"34+17+1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol (PISTOL)	6"	1	3+	8	-3	D3
Blaster (ASSAULT)	18"	1	3+	8	-4	D6+1
Shardcarbine (ANTI-INFANTRY 3+ (ASSAULT)	18"	3	3+	2	0	1
Shardcarbine (ANTI-INFANTRY 3+ (ASSAULT)	18"	3	3+	2	0	1
Shardcarbine (ANTI-INFANTRY 3+ (ASSAULT)	18"	3	3+	2	0	1
Shredder (ASSAULT (TORRENT)	18"	D6	N/A	6	0	1
Splinter Pistol (ANTI-INFANTRY 3+ (ASSAULT) (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
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon (ANTI-INFANTRY 3+)	Melee	3	3+	3	-2	1
Power Weapon (ANTI-INFANTRY 3+)	Melee	3	3+	3	-2	1

AUFSTELLUNG

4x Scourge with Special Weapon oder Scourge
1x Solarite

Equipped with: Blast Pistol, Blaster, Shardcarbine, Shredder, Splinter Pistol,
Close combat weapon, Power Weapon

Wargear Options:

- Each Scourge with Special Weapon can replace its Shardcarbine with Blaster or Shredder.
- Each Solarite can replace its Shardcarbine with 1 Blast pistol and 1 Power weapon or 1 Splinter pistol and 1 Power weapon.

ABILITIES

Murderous Crossfire

After this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Drukhari unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

Swooping Descent (Pain)

In your Movement phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if this unit is set up within 8" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.



WEAPON RULES

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).

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.

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.

