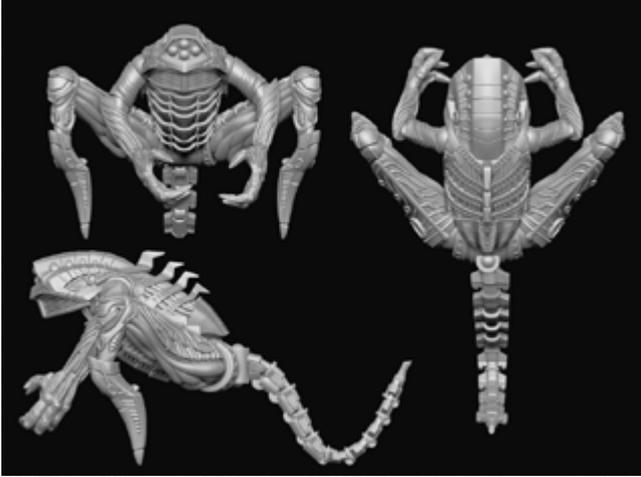


SCOURGE UNITS

SCREAMER

- EXPERIMENTAL RULES 1.0



The Screamer is a chillingly familiar unit to Resistance fighters, but is only now being encountered by UCM troops. Unlike many enemy units, it is rare that the Screamer is visually identified.

The Screamer is a consummate terror weapon, part of a second wave of any Scourge invasion to root out pockets of resistance and demoralise any survivors, breeding a miasmic sense of despair as it scuttles with chilling speed towards its prey. In addition to its already potent mental weapons, the Screamer is armed with sets of powerful, metal sheathed claws which in conjunction with its massive size and augmented musculature make it more than capable of ripping a heavy battle tank to shreds.

SCREAMER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6	E+1	4	40	WALKER	SUPPORT	1-2, WIDE	RARE, ABHORRENT

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HUGE CLAWS	11	2	2+	CC	CC	6	F/S	N/A

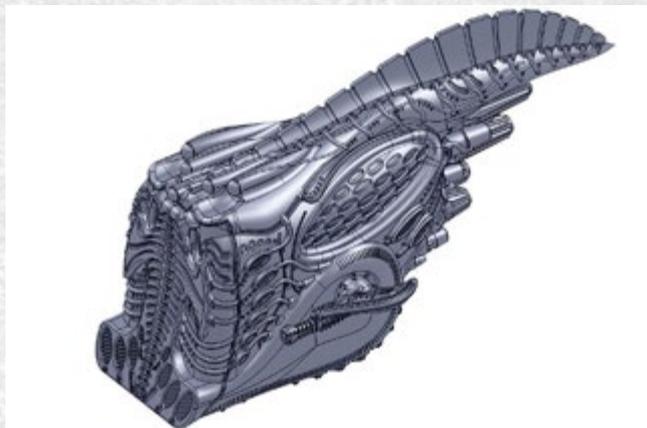
Transport: 1 x Raider Heavy Dropship (1 unit each)

***Special Rule - Abhorrent:** If the Screamer is within 6" of enemy infantry (or within 6" of a building containing enemy infantry): they suffer a +1 modifier when searching for objectives (to a maximum of 6+), they suffer a +1AC to all their weapons, they reduce their CQB value by half rounded up to the nearest 0.5, and they halve any points they would contribute to focal points or ground control (rounded up). This rule only applies if the Screamer is not embarked in a transport.

SCOURGE UNITS

RAIDER

- EXPERIMENTAL RULES 1.0



The Raider is a dedicated insertion platform for esoteric and specialist Scourge units. It is designed to fully envelope bulky units that have highly specific mission parameters, often as outliers to the main Scourge force. Horrific weapon systems complete the package, supporting the elite troops it disgorges with lethal anti-personnel acid hoses comparable to those on a Tormentor heavy battle tank.

RAIDER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	18	A	5	70	AIRCRAFT	TRANSPORT	T, WIDE	M	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ACID HOSE	4	5	3+	6	6	9	F/S (LEFT)	FLAME
ACID HOSE	4	5	3+	6	6	9	F/S (RIGHT)	FLAME