

Scourges

Unit	M	WS	BS	S	T	W	A	Ld	Save
Scourge	14"	3+	3+	3	3	1	1	7	4+
Solarite	14"	3+	3+	3	3	1	2	8	4+
Weapon	Range	Type	S	AP	D	Abilities			
Plasma Grenade	6"	Grenade D6	4	-1	1	-			
Shardcarbine	18"	Assault 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.			

Abilities:

Ghostplate Armour: Models in this unit have a 6+ invulnerable save.

Winged Strike: During Deployment, you can set up a Scourge unit flying high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases the Scourge unit can use a winged strike to arrive - set them up anywhere on the battlefield that is more than 9" away from enemy models.

Kabal of the Black Heart: Units with this obsession that have the Power from Pain ability treat the current battle round as being 1 higher than it actually is when determining what bonuses they gain. Units with this obsession that do not have the Power From Pain ability instead gain the Inured to Suffering bonus

Power from Pain: Battle Round 1 - Inured to Suffering: Roll a D6 each time a model with this ability loses a wound. On a 6 the model does not lose that wound. Battle Round 2 - Eager to Flay: You can re-roll the dice when determining how far a unit with this ability moves when it Advances or charges. Battle Round 3 - Flensing Fury: You can add 1 to hit rolls made for a unit with this ability in the Fight phase. Battle round 4 - Emboldened by Bloodshed: Units with this ability automatically pass Morale tests (do not roll the dice). Battle Round 5+ - Mantle of Agony: Subtract 1 from the Leadership of enemy units that are within 6" of any units with this ability in the Morale phase.