SCOURGE STARTER ARMY FASTPLAY SHEET

M&F

DROPZONE

HQ BATTLEGROUP

5	4

NAME	MOVE	MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL	ı
DESPOT	6"	Α	15	2	WALKER	\prec	ı



POINTS 55

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN PLASMA HOSE	6"	F	6"	6"	5	4+	4	Focus-3
TWIN PLASMA HOSE	6"	F	6"	6"	5	4+	4	Focus-3
RAZOR CLAWS	-	F	2"	2"	1	2+	10	- >- >-

A

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.

ARMOUR BATTLEGROUP X2

PLASMA CANNON

\Box	7 /
12	70
	1

NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
HUNTER	9"	A, E+2	13	1	SKIMMER	<u> </u>

R(F)

12"





DEVASTATOR-2 (SCENERY,

INFANTRY)

SQUAD SIZE POINTS

	3)	



NAME	Move	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
REAPER	9"	A, E+2	13	1	SKIMMER	

F/S/R



SQUAD SIZE

POINTS 129

\rightarrow \rightarrow \rightarrow \rightarrow	M&F	ARC	R(F)	R(C)	SHOTS	Acc		SPECIAL
ARC CASTER	-	F/S/R	9"	9"	2	2+	8	AA-2

12"

2+

1 1



FRONTLINE BATTLEGROUP X2



4	WARRIORS	2"		7	5	INFANTRY 3+	- A_/-
	NAME	MOVE	MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL



1

SQUAD SIZE POINTS

3 66

	M&F	ARC	R(F)	R(C)	SHOTS	Acc	E	SPECIAL
PLASMA RIFLES	$\langle \cdot \rangle$	F/S/R	12"	12"	5	3+	3	Focus-3, Reduced-1
PLASMA PISTOLS	-	F/S/R	CÓ	CO	5		3	REDUCED-1

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NAME	Move	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
INVADER	6"	A, E+2	13	2	SKIMMER	$\langle - \rangle - \langle - \rangle - \langle - \rangle$







15

POINTS

SPEED BOOST: IF THIS UNIT DOESN'T EMBARK OR DISEMBARK DURING ITS ACTIVATION, INCREASE ITS MV BY 3" UNTIL THE END OF THE ACTIVATION.



INTRUDER BETA	30"	Α	10	1	AIRCR	AFT	<u> </u>	
	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	12"	F	6"	6"	5	4+	4	Focus-3





NAME	MOVE	MEASURES	ARMOUR	POINTS	IYPE	SPECIAL	-
MARAUDER	24"	Α	10	3	AIRCRAFT		
	\rightarrow	\rightarrow	\rightarrow	100		\rightarrow	

COUNTER DAMAGE





POINTS 30



