

# SCOURGE UNITS

## EVISCERATORS PACK

### - EXPERIMENTAL RULES 1.0



While 'ordinary' Scourge Destroyers are brutal and dreaded opponents in CQB, Eviscerators are truly terrifying. It is well known that Scourge parasites begin to lose their grip on their host when they reach old age, resulting in aspects of the insane remnants of the host's wracked psyche coming to the fore.

While in a human host this is dangerous enough, in a Destroyer it results in raging monsters, tormented juggernauts of muscle and sinew that desire nothing but to rend every other living thing around them to pieces.

EVISCERATORS	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
EVISCERATORS	4	2"	P4+*	3*	50	INFANTRY	EXOTIC	6	2+	2 B2B	DF, TOUGH*, RARE, BLOODTHIRSTY, **

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GLAIVES	8	3	3+	CC	CC	2	F/S/R	RW-1

*Transport: 1x Intruder-α Light Dropship (2 units only) or 1x Invader APC (2 units only). In addition, may share 1x Marauder Medium Dropship with another Destroyer or Eviscerator Pack, providing they are both mounted in Invader APCs.*

**\* Special rule - Tough:** *Eviscerators are extremely resilient, large targets. Eviscerators cannot ever sustain more than 1Dp per hit. Hits from Falling Masonry always damage Eviscerators on a 5+. Eviscerators have a Passive Countermeasures save of 4+ to represent their ability to shrug off apparently mortal injuries with disdain!*

**\*\*Special rule - Reckless Abandon:** *Eviscerators add +1 when rolling to search for objectives, and add -1 when searching for Intel.*

**Background FAQ:** *True-scale and Eviscerators: Eviscerators are so large that they require specially modified transports with expanding cargo holds. However, the normal miniatures can be used to represent these variants in their un-expanded forms.*