

NOSFERATU

DREADNOUGHT

460 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NOSFERATU	14"	18"	8"	26	3+	20	1	S2	DREADNOUGHT, FULL CLOAK, LAUNCH, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM SUPER PHALANX	3+	8	2	F	SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
PLASMA FLOOD	3+	10	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	8	-

Infamous ships of the class: *Eden's Bane, Sable Fiend, Dread Warrior, Lord of the Damned, Scarlet Vision*

A Nosferatu on the scopes of anything besides another dreadnought presages one thing: death. These titanic monstrosities prowl the void with vicious impunity; one ship fleets which dwarf battleships.

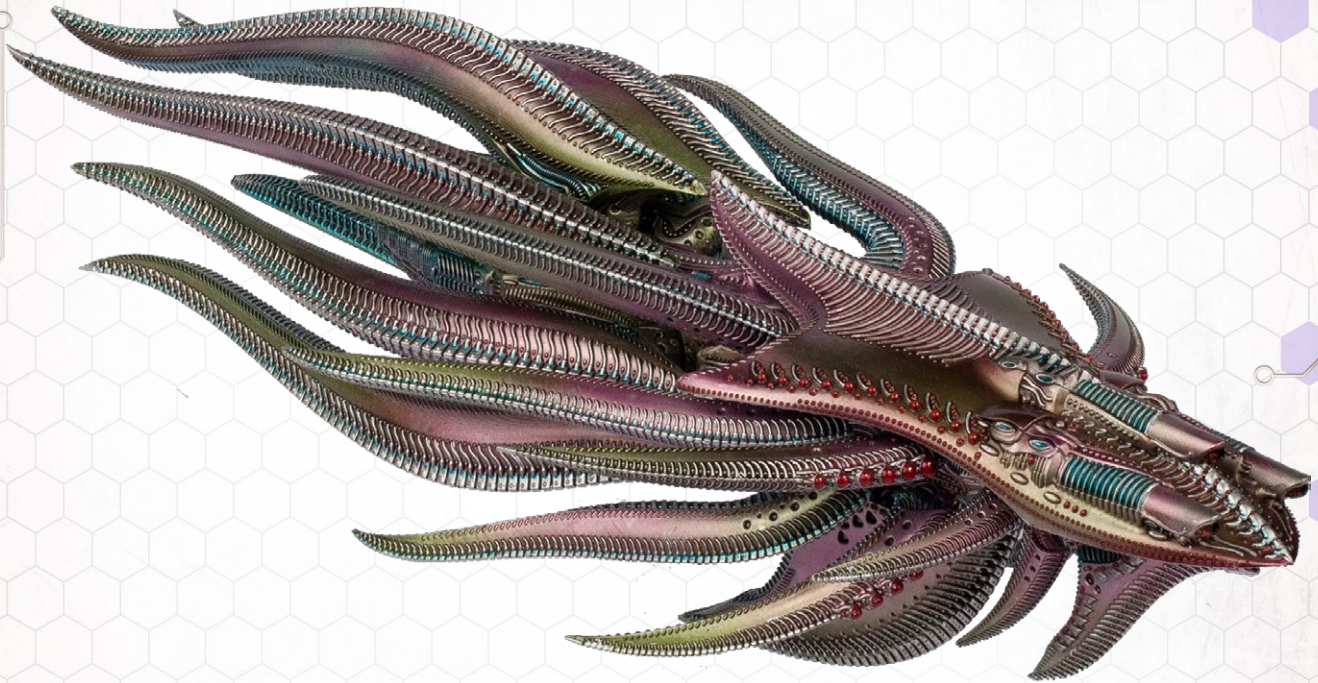
The Nosferatu packs vast banks of Oculus weapons - one of the most devastating close action armaments yet encountered - and a launch capacity to rival a Fleet Carrier. If all this wasn't terrifying enough, Scourge Dreadnoughts are stealth-capable; meaning that when an enemy can finally plot a firing solution, it's too late.

SCOURGE NOSFERATU DREADNOUGHT
LENGTH: 2,027M
BEAM: 712M
HEIGHT: 646M
DISPLACEMENT: 75,933,000M ³

CTHULHU

DREADNOUGHT

470 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CTHULHU	14"	18"	8"	26	3+	20	1	S2	DREADNOUGHT, FULL CLOAK, LAUNCH, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE TRIAD	3+	3	3	F(N)	BURNTHROUGH (12), CORRUPTOR, FLASH
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	8	-

Infamous ships of the class: *Mort, Scythe of the Enemy, Admiral Kimiko's Doom, Voidflare, Scourge Incarnate*

The Cthulhu is a supreme predator of the void, featuring a colossal, triple furnace cannon array fully capable of bisecting a battlecruiser in a single, awe inspiring discharge. Being fixed into the hull, skill is necessary to attain an optimum firing position.

Few captains have survived to pass on their experience of encountering one, sapping the morale of all but the bravest sailors. Even in the bowels of the mightiest vessel, instant incineration is always possible.

SCOURGE CTHULHU DREADNOUGHT
LENGTH: 2,027M
BEAM: 712M
HEIGHT: 646M
DISPLACEMENT: 76,592,000M ³

DAEMON

BATTLESHIP

260 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
DAEMON	8"	10"	8"	20	3+	12	1	S	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE FANGS	3+	3	1	F(N)	BURNTHROUGH (6), CORRUPTOR, FLASH
OCULUS BEAM ARRAY	3+	3	2	F	LINKED-1, SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(L)	LINKED-1, SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(R)	LINKED-1, SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Ancient Abyss, Gorebringer, Last Sight of Gomorrah, Chasm of Hope*

The Daemon class battleship and its sister class the Dragon are undoubtedly the oldest designs of starship still in service with the Scourge navy, behind the rarely seen Super Dreadnoughts. Their segmented hulls and undulating forms are quite different from most modern Scourge ships and the extent of their pitting, battle scars and general aging have resulted in dating estimates of between 500 and 2000 years old for some examples. The disturbingly organic prow of the Daemon class is laced with oculus weapons and tipped with a pair of furnace cannons, making these veteran slaughterers among the most potent ships the hated aliens have to throw at mankind.

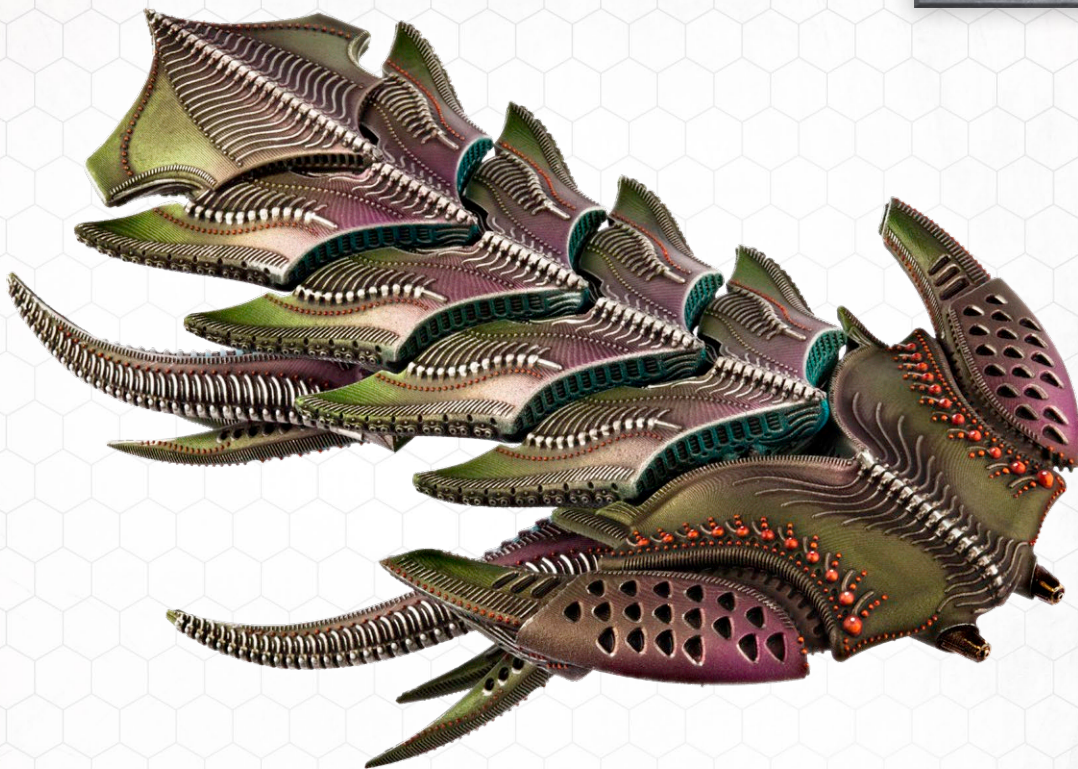
Interestingly, not a single newer example of either class has been sighted, leading naval planners to proclaim that the Scourge have lost the capability to build these leviathans of the void - wishful thinking perhaps. What does seem true is that destroyed examples are not replaced, indicating that these mighty vessels are a finite resource to the enemy, explaining why they are only unleashed in the most dire of circumstances when only their relentless firepower can shatter all opposition.

SCOURGE DAEMON BATTLESHIP
LENGTH: 1,099M
BEAM: 716M
HEIGHT: 439M
DISPLACEMENT: 25,146,000M ³

DRAGON

BATTLESHIP

265 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
DRAGON	8"	10"	8"	20	3+	12	1	S	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE FANGS	3+	3	1	F(N)	BURNTHROUGH (6), CORRUPTOR, FLASH
OCULUS BEAM ARRAY	3+	3	2	F	SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	3	-
TORPEDO	1	CORRUPTOR, L2
TORPEDO	1	CORRUPTOR, L2

Infamous ships of the class: *Unending Malice, Grudgebearer, Despair Incarnate, Primordial*

Similar to its cousin the Daemon, the Dragon class battleship is a truly ancient behemoth that has weathered the centuries to visit devastation and misery on countless subjugated races. While the Daemon is equipped solely with conventional ship-to-ship weapons, the Dragon includes a pair of cavernous hangar bays, lairs for roosting fighters and bombers. It also carries a pair of enormous Scourge torpedoes - capital ship killing superweapons against which there is little defence save fleeing the Dragon's inexorable advance.

These factors make the Dragon one of the most unpredictable and dangerous threats in the Scourge navy, since it can visit death to the enemy through a variety of lethal means as well as granting protection to its allies. Dragons are typically deployed in the centre of the Scourge vanguard where they can exact terrible punishment on the enemy, as they have doubtless been doing for many centuries before mankind even reached for the cosmos. The mere fact of their continued existence is a testament to the resilience and potency of these most venerable void predators.

SCOURGE DRAGON BATTLESHIP
LENGTH: 1,099M
BEAM: 716M
HEIGHT: 439M
DISPLACEMENT: 26,045,000M ³

BEELEZEBUB

BATTLESHIP

245 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BEELZEBUB	8"	10"	8"	20	3+	12	1	S	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEGA PLASMA LANCE BATTERY	4+	6	2	F/S	CALIBRE (H&S)
FURNACE BATTERY	3+	3	1	F	BURNTHROUGH (8), CORRUPTOR, FLASH
OCULUS BEAM ARRAY	3+	3	2	F	SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	-

Infamous ships of the class: *Kang's Demise, Europa's Shadow, Cyllene Nemesis*

As-yet unrecorded classes of Scourge battleship have recently been sighted near the Solar System and above contested Cradle Worlds. Like other Scourge battleships, their hulls are pockmarked and scarred, suggesting these number among the enemy's oldest ships. Why they are only now appearing concerns the Office of Naval Intelligence, greatly.

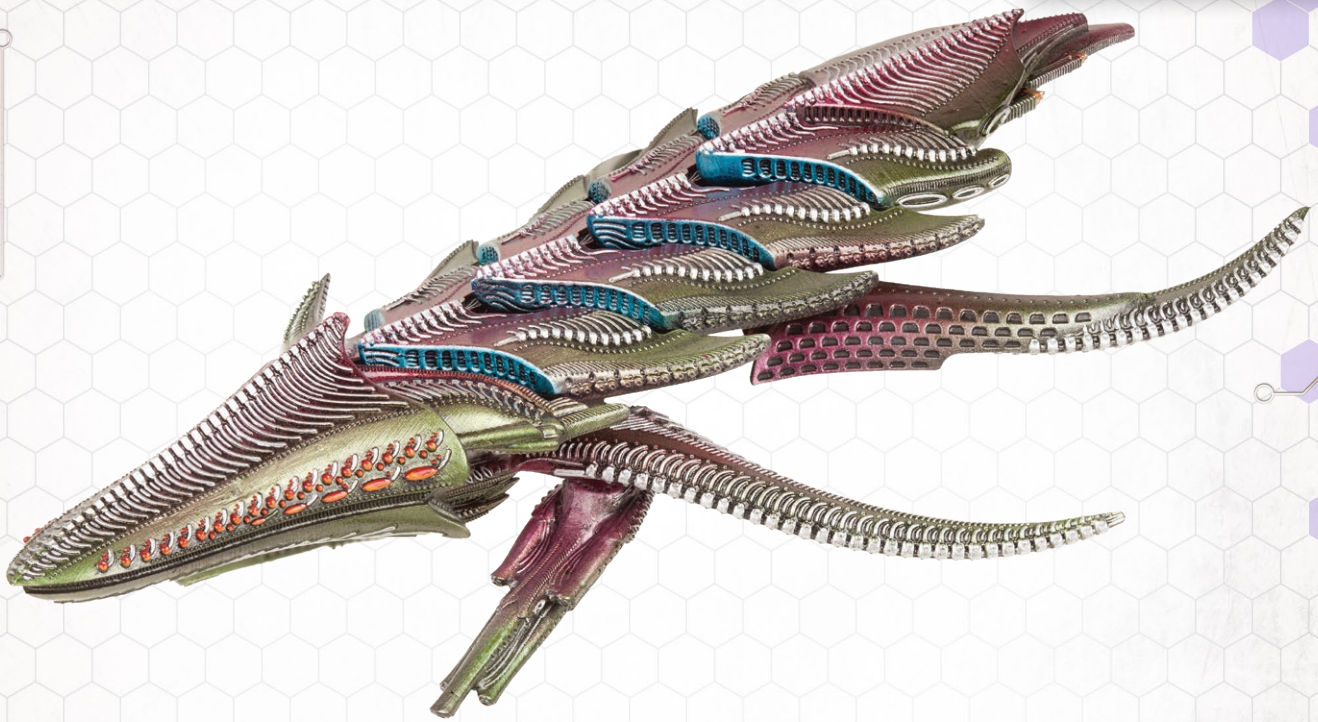
The first two classes, designated Devil and Beelzebub, pack twin batteries of Mega Plasma Lances, traversable weapons designed to slay the largest foes. The Devil adds to this killing power with considerable launch capability, while the Beelzebub forgoes some of this in favour of Furnace Cannons. The Lucifer keeps this full launch capacity while exchanging weapon's payload for speed, making this one of the fastest battleships in known space. All three of these new terrors also present potent oculus and close-action firepower.

SCOURGE BEELEZEBUB BATTLESHIP
LENGTH: 1,466M
BEAM: 716M
HEIGHT: 263M
DISPLACEMENT: 30,242,000M ³

DEVIL

BATTLESHIP

255 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
DEVIL	8"	10"	8"	20	3+	12	1	S	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEGA PLASMA LANCE BATTERY	4+	6	2	F/S	CALIBRE (H&S)
OCULUS BEAM ARRAY	3+	3	2	F	SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Infamous ships of the class: *Nightlayer, Havelock's Devil, Queen of Hades*

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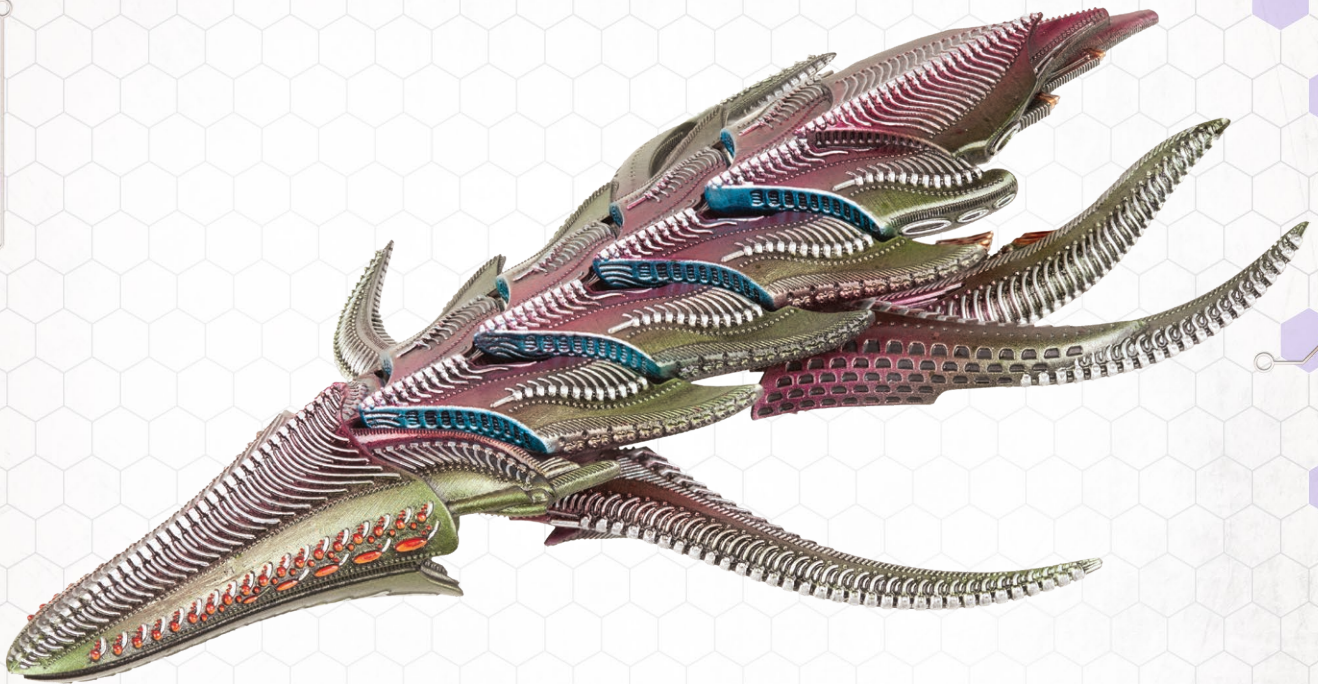
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SCOURGE DEVIL BATTLESHIP
LENGTH: 1,466M
BEAM: 716M
HEIGHT: 263M
DISPLACEMENT: 29,759,000M ³

LUCIFER

BATTLESHIP

230 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
LUCIFER	8"	10"	12"	20	3+	12	1	S	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	3	2	F	SCALD
PLASMA CYCLONE	2+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Infamous ships of the class: *Holst's Greyhound, Eden Predator, Stygian Blade*

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SCOURGE LUCIFER BATTLESHIP
LENGTH: 1,466M
BEAM: 716M
HEIGHT: 263M
DISPLACEMENT: 30,020,000M ³

AKUMA

BATTLECRUISER

215 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
AKUMA	6"	8"	10"	14	4+	8	1	H	FULL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(L)	SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(R)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Earthbane, Karin's Demise (Basilisk class), Maleficent, Blackheart, Beckoning Void (Akuma class)*

The Basilisk is likely one of the oldest types of Scourge cruiser-based ships in service with the enemy. During the original Scourge invasion, they were feared above all other threats due to their combination of speed, heavy firepower and ability to mask their own energy spikes. The last attribute is the most crucial, enabled by its massive cloaking crest - the most effective of its kind in the Scourge navy. These qualities made the class the preeminent cause of civilian shipping loss, mostly unfortunate souls fleeing the carnage or poorly defended supply vessels, annihilated far too quickly for any response. This mission profile was highly effective and possibly an inspiration for the UCMF's battlecruiser program.

Recently, examples of the Basilisk are increasingly rare, replaced by a new and equally deadly type known as the Akuma. This class has been recently favoured by Scourge shipwrights over the older design. Most likely, it is simply more efficient to produce and operate, incorporating advancements the aliens have made in recent centuries.

BASILISK

BATTLECRUISER

215 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BASILISK	6"	8"	10"	14	4+	8	1	H	FULL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(L)	SCALD
OCULUS BEAM PHALANX	3+	3	2	F/S(R)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

COUNTS AS

This ship counts as an Akuma Battlecruiser.

Infamous ships of the class: *Earthbane, Karin's Demise (Basilisk class), Maleficent, Blackheart, Beckoning Void (Akuma class)*

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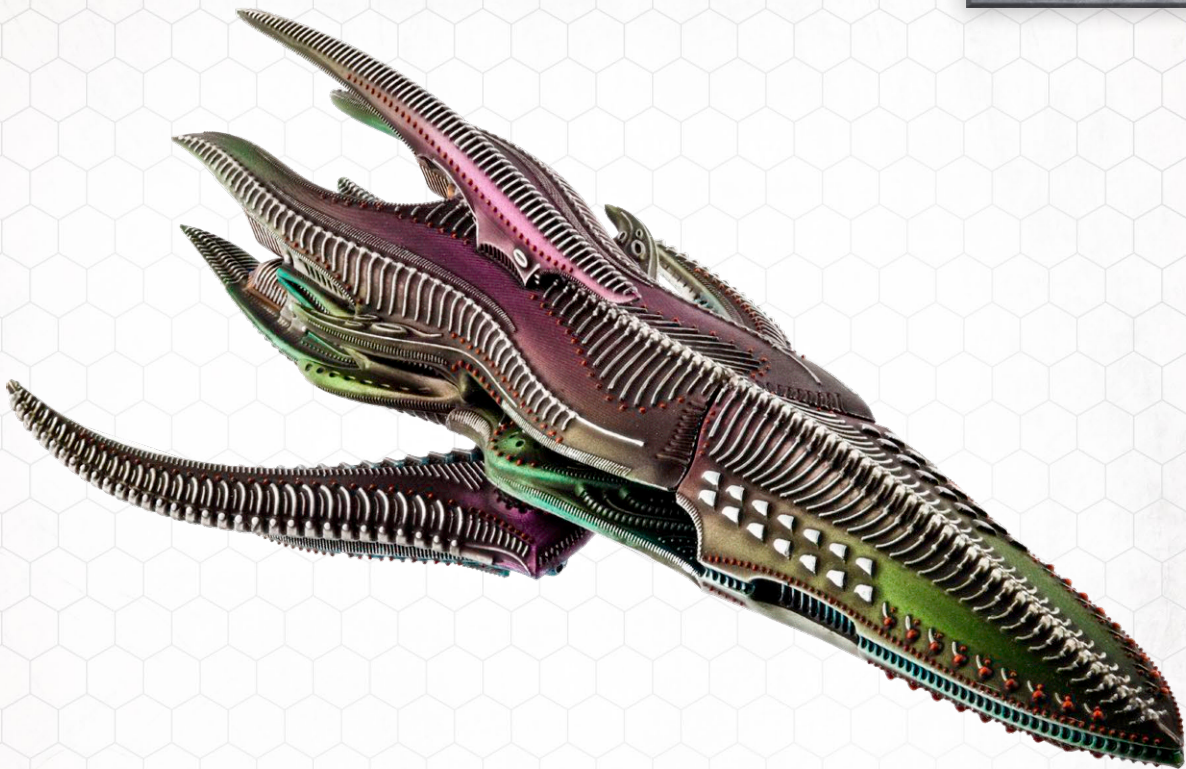
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SCOURGE BASILISK BATTLECRUISER
LENGTH: 1,086M
BEAM: 401M
HEIGHT: 370M
DISPLACEMENT: 10,042,000M ³

BANSHEE

BATTLECRUISER

180 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BANSHEE	6"	8"	10"	14	4+	8	1	H	FULL CLOAK, LAUNCH, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
TORPEDO	1	CORRUPTOR, L2

Infamous ships of the class: *Shadow of Mercury, Flowing Oil (Manticore class), Wrathchild, Dark Scion, Nosferatu (Banshee class)*

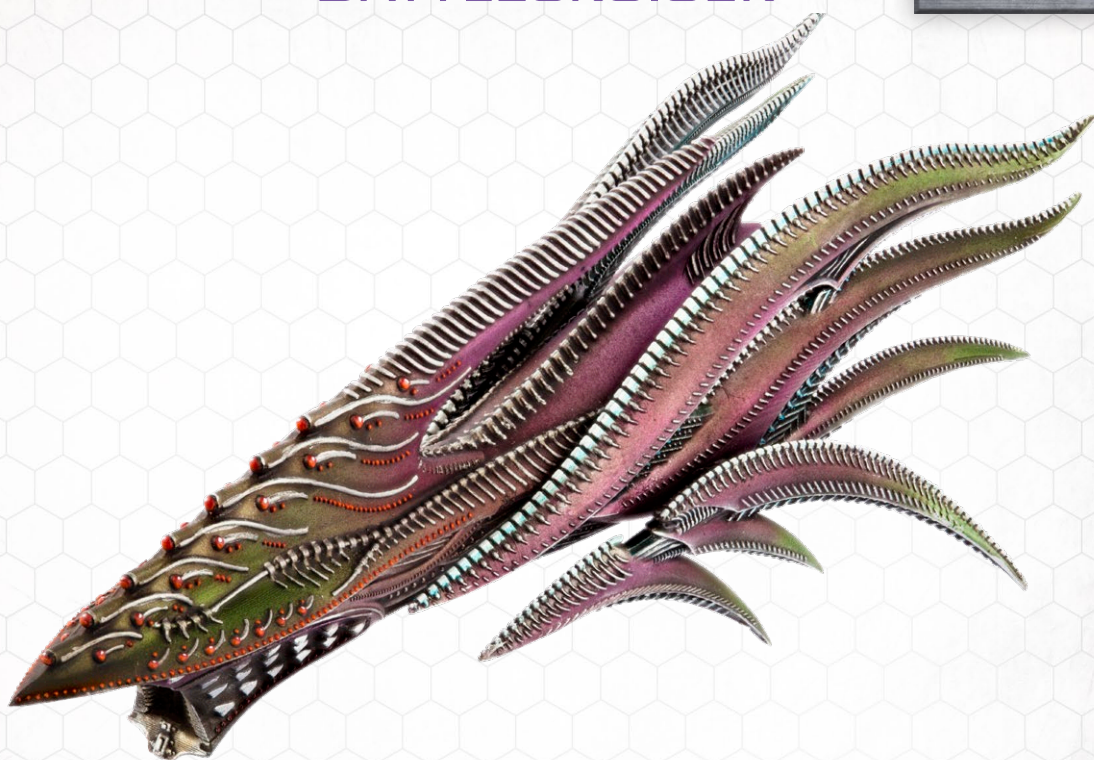
In a similar vein to its cousin the Basilisk, the Manticore is an older (but no less dangerous) type of Scourge battlecruiser currently being phased out in favour of a newer equivalent design, in this case the dreaded Banshee. Both types feature an awesomely potent cloaking crest, making it virtually impossible for them to register energy outputs to enemy scanners. This allows them to unleash their considerable firepower and manoeuvre violently with no negative consequences - a formidable advantage to any captain in a heated engagement.

Both classes differ from the Basilisk and Akuma by dispensing with much of their oculus cannon loadout in favour of lethal close range plasma weapons. Utilising their cloaks, these ships can approach a target silently before suddenly unleashing superheated hell. Even once it has done so, the Manticore or Banshee will not pay for its aggression by becoming more visible to the enemy. Both classes also mount a single, terrifying Scourge torpedo. This massive munition is designed to blast a significant chunk from even a capital ship's hull before injecting hundreds of Razorworms into the wound - deadly killing machines more than capable of eviscerating what's left of the unfortunate crew.

MANTICORE

BATTLECRUISER

180 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MANTICORE	6"	8"	10"	14	4+	8	1	H	FULL CLOAK, LAUNCH, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
TORPEDO	1	CORRUPTOR, L2

COUNTS AS

This ship counts as a Banshee Battlecruiser.

Infamous ships of the class: *Shadow of Mercury, Flowing Oil (Manticore class), Wrathchild, Dark Scion, Nosferatu (Banshee class)*

In a similar vein to its cousin the Basilisk, the Manticore is an older (but no less dangerous) type of Scourge battlecruiser currently being phased out in favour of a newer equivalent design, in this case the dreaded Banshee. Both types feature an awesomely potent cloaking crest, making it virtually impossible for them to register energy outputs to enemy scanners. This allows them to unleash their considerable firepower and manoeuvre violently with no negative consequences - a formidable advantage to any captain in a heated engagement.

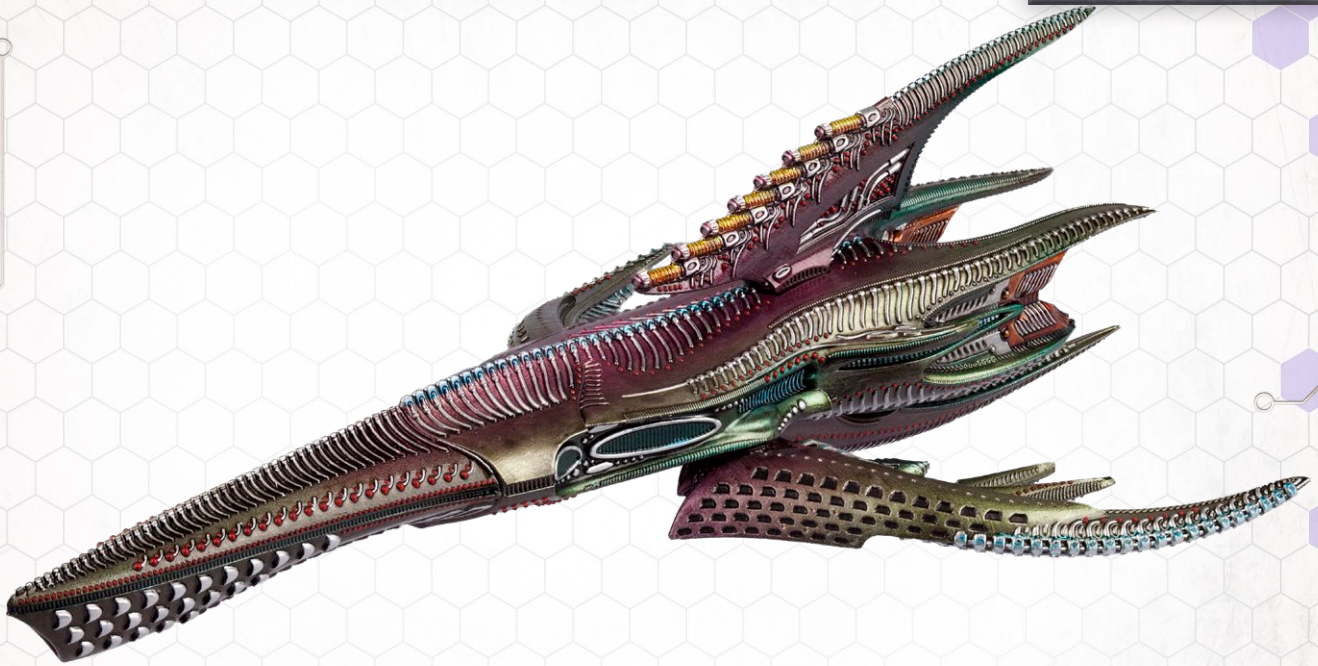
SCOURGE MANTICORE BATTLECRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 370M
DISPLACEMENT: 9,478,000M ³

Both classes differ from the Basilisk and Akuma by dispensing with much of their oculus cannon loadout in favour of lethal close range plasma weapons. Utilising their cloaks, these ships can approach a target silently before suddenly unleashing superheated hell. Even once it has done so, the Manticore or Banshee will not pay for its aggression by becoming more visible to the enemy. Both classes also mount a single, terrifying Scourge torpedo. This massive munition is designed to blast a significant chunk from even a capital ship's hull before injecting hundreds of Razorworms into the wound - deadly killing machines more than capable of eviscerating what's left of the unfortunate crew.

SHADOW

BATTLECRUISER

195 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SHADOW	6"	8"	10"	14	4+	8	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MAGNETRON LASH	*	4	1	F(N)	BURNTHROUGH (8), CLOSE ACTION, MAULER, SCALD
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Infamous ships of the class: *Last Rites, Thunderhead, Lasher, Irwin's Nemesis*

The Shadow is one of the Scourge's most dangerous close action killers, and that's saying something. Unlike its subtle cousin the Banshee, the Shadow has no cloaking technology due to the conspicuous energy signature of its main weapon: the Magnetron Lash. This horror discharges wild, sustained arcs of highly energetic particles which latch on to areas of high density. Heavy armour is especially prone to attracting and holding an arc. Once latched on, the temperature at the impact site nears that of a main sequence star. The hole it makes in the target is small, but antimatter bomblets are then passed down the beam into the target, which annihilate with the hull.

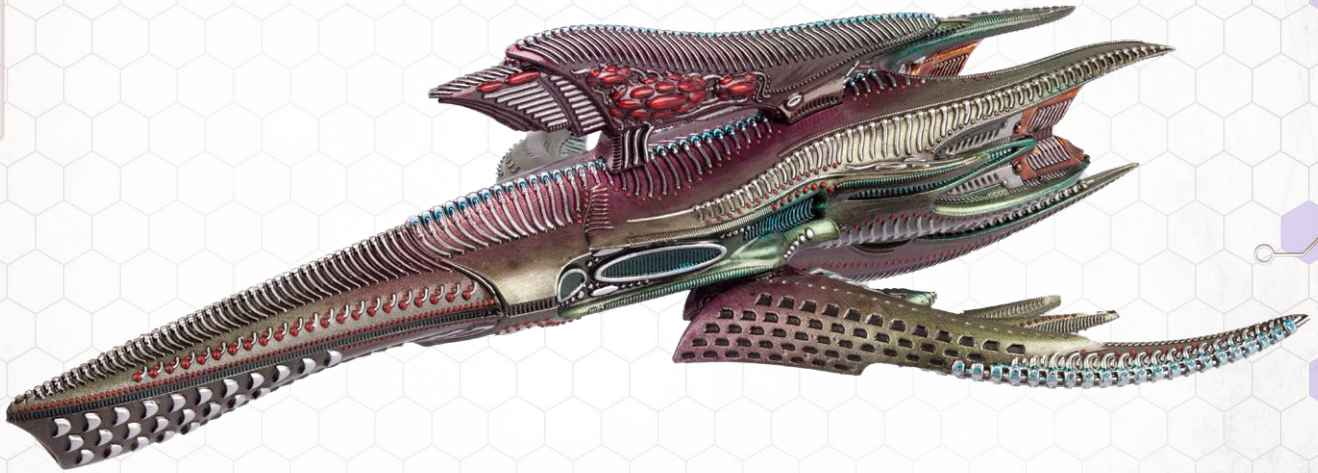
With no cloak and primarily close-action weapons, Shadows normally approach on silent running, revealing themselves to a large, heavy target at the last moment. Once its weapons are blazing, a swift kill usually follows - fortunate since the class cannot fight and manoeuvre without attracting vengeful return fire.

SCOURGE SHADOW BATTLECRUISER	
LENGTH:	1,136M
BEAM:	680M
HEIGHT:	396M
DISPLACEMENT:	21,234,000M ³

UMBRA

BATTLECRUISER

195 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
UMBRA	6"	8"	10"	14	4+	8	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

OCULUS BOOSTER

When this ship is given Standard Orders, until the start of its next activation, other friendly ship's weapons with "Oculus" in their name increase their Scald penalty to +3 instead of +1 when firing at ships in any orbital layer within 12" in ship's Front Arc

Infamous ships of the class: *Lidless Eye, Presage of Doom, Hate Filled, Enemy's Ire*

The Umbra is unusual for a Scourge warship in that it helps other vessels do the killing. A fast battlecruiser, the class is built around a crest-like precision targeting and target-painting device known simply as the "Oculus Booster". As the name suggests, this heightens the threat level of Scourge Oculus weapons by pre-heating the target at weak points, providing a softened point of impact. Even a pre-heat of a few hundred degrees critically accelerates the Oculus weapon's energy discharge on impact. At close range the effect is akin to plunging a hot steel rod into warm cheese.

Hive-like cooperation is often observed among Scourge forces - this class exemplifies that. As part of a spear tip of Oculus-equipped warships, an Umbra should be considered the priority-1 target and only becomes more dangerous when accompanying the largest ships.

SCOURGE UMBRA BATTLECRUISER	
LENGTH:	1,136M
BEAM:	680M
HEIGHT:	359M
DISPLACEMENT:	21,591,000M ³

SHENLONG

HEAVY CRUISER

160 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SHENLONG	6"	8"	8"	12	4+	6	1	H	PARTIAL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(L)	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(R)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Creeping Death, Fletcher's Phantom, Untouchable, Vitae Blade*

The Shenlong class heavy cruiser is a highly dangerous and nefarious foe in ship-ship combat due in part to its extensive array of oculus weapons but also to its stealth capabilities. Mounted on its distinctive crest, the vessel features a suite of systems designed to mask weapons fire while silent running and to limit the visibility of extreme actions to enemy scanners. This makes the Shenlong an excellent ambush predator as well as hunter of capital ships where it can use these advantages to get the first shot all while avoiding return fire.

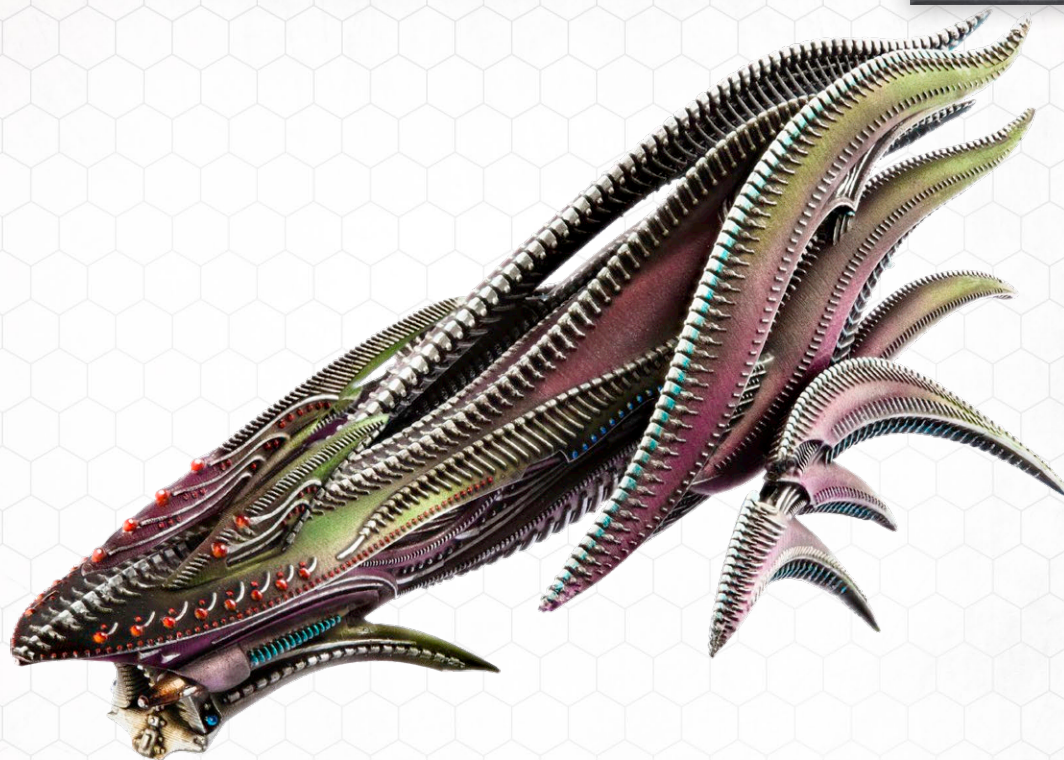
The only downside to these stealth systems is the volume of space they take up aboard ship and the amount of energy they consume, leading the Shenlong to be somewhat under-gunned compared to its equivalents in other races' navies. However, it is still more heavily armed than all standard cruisers and its first strike and fire avoidance capabilities more than compensates for this minor limitation, making the Shenlong one of the most feared vessels in the Scourge vanguard.

SCOURGE SHENLONG HEAVY CRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 8,843,000M ³

RAIJU

HEAVY CRUISER

150 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
RAIJU	6"	8"	8"	12	4+	6	1	H	PARTIAL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM ARRAY	3+	2	2	F	SCALD
FURNACE CANNONS	3+	2	1	F(N)	BURNTHROUGH (5), CORRUPTOR, FLASH
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Corrupting Sun, Light of Darkness, Cursed Revenant, Fiery Spectre*

The Raiju class heavy cruiser follows a similar design principle to its cousin, the Shenlong. Most importantly, it includes the latter's highly effective stealth systems. It varies from the Shenlong in that it is equipped with a more diverse set of armaments, giving it a different mission profile. Its extensive arsenal includes a pair of furnace cannons - deadly beam weapons with multiple fire modes, allowing the Raiju to slice at multiple parts of a ship simultaneously or focus on reducing a specific area to molten slag. Significantly, this destructive power can be leveraged while the ship is silent running, thanks to its stealth systems. The result is that Raijus tend to stay in silent running condition longer than Shenlongs, since the latter must unleash all its weapons to be truly dangerous.

These factors make the Raiju a specialised hunter of specific ships, wielding the furnace cannons while remaining virtually invisible to enemy scanners. The ability of these weapons to heat an enemy vessel's hull to the point that they become more visible to the Scourge's own scanners is a force-multiplier, as the victim can be engaged more easily from range while the Raiju is denied to enemy return fire.

SCOURGE RAIJU HEAVY CRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 8,861,000M ³

KULSHEDRA

VILESTAR CARRIER

175 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
KULSHEDRA	6"	8"	8"	12	4+	6	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	5	-

Infamous ships of the class: *Foe Eater, Cthonia's Serpent, Bollar, Neptune's Bane*

The Kulshedra was first seen by the UCM during the Scourge's assault on Ferrum. Reports state middling combat performance at range, but the Scourge's reckless tactics never left it at range for long. Designated the moniker Vilestars, Kulshedra's would dive straight into cruiser formations and take out lead ships before disgorging waves of fighters and bombers. While not an effective tactic for the longevity of the Kulshedra, its effect on UCM morale and formations was undeniable. More valuable Scourge ships were left alone while panicked UCM crews focused on the Kulshedra.

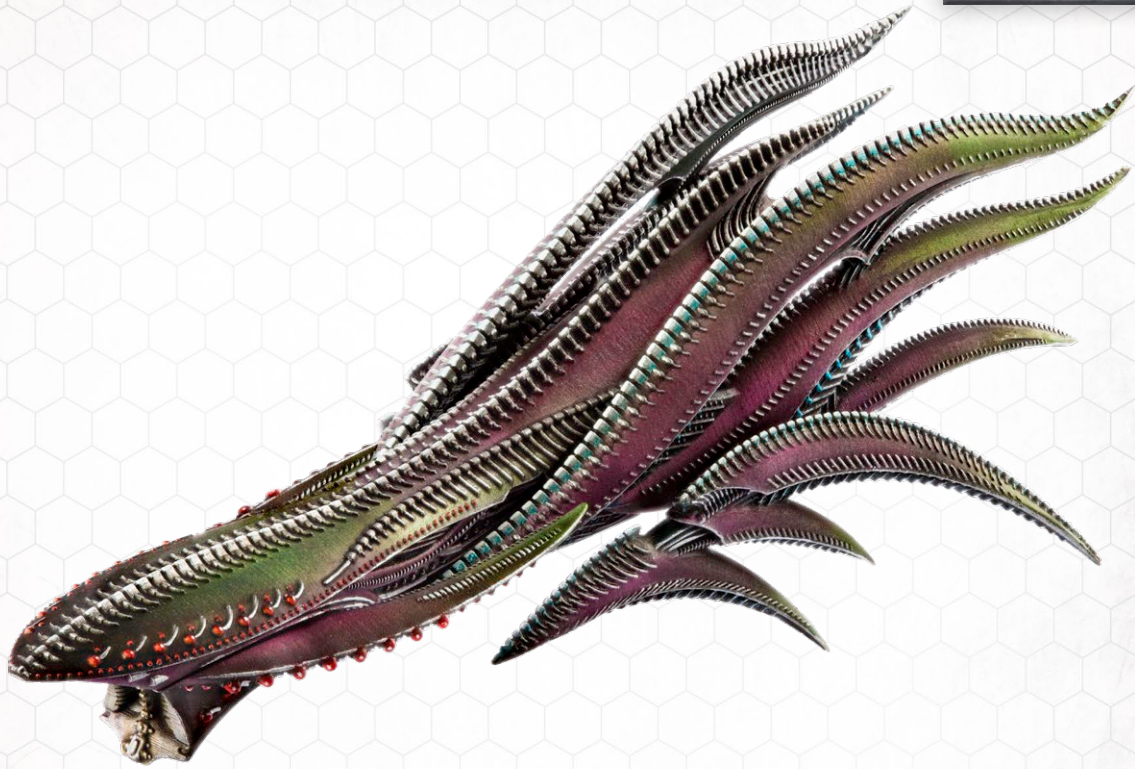
SCOURGE KULSHEDRA VILESTAR CARRIER
LENGTH: 1,007M
BEAM: 278M
HEIGHT: 354M
DISPLACEMENT: 8,252,000M ³

Analysis of wrecks suggest that these ships are as old as the ones that assaulted the Cradle Worlds so long ago. Their seeming absence may speak of Scourge battle tactics. Rather than fight an unknown enemy, the Kulshedra is a weapon of distraction for enemies the Scourge know. It was undeniably useful above Ferrum, where a battlegroup of three Kulshedra's caused a massive break in UCM formations, causing the loss of several Battlegroups, as they were too busy dealing with the Kulshedras to fight back against the Scourge ships taking advantage of the distraction.

SPHINX

CRUISER

115 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SPHINX	6"	8"	10"	10	4+	6	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(L)	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(R)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Torturer, Predator's Eye, Old Serpent, Roche's Nightmare*

The Sphinx is the most common vessel of cruiser tonnage in the Scourge navy. Much like its smaller cousin the Harpy class frigate, this vessel is armed predominantly with oculus type beam weapons. These are mounted in several groups on the prow of the vessel, positioned to cover overlapping fire arcs giving the Sphinx flexible options on how to engage the enemy as well as the potential to attack multiple foes simultaneously. However, such an arrangement requires a target to be in the front quarter should its captain wish to unload all weapons on a single opponent.

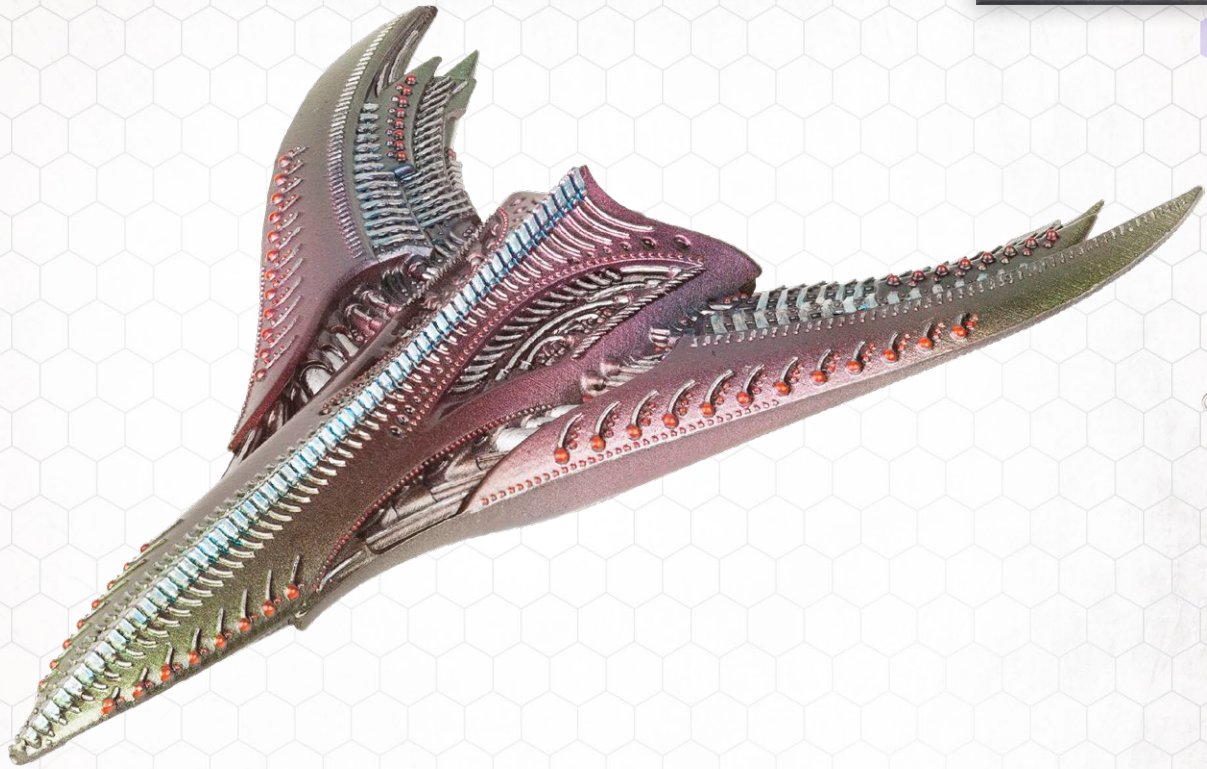
The Sphinx offers a good balance of flexibility, firepower and survivability (for a Scourge ship), explaining its popularity with whatever passes for command among the cursed aliens. It is theorised that this design was the originator of most modern Scourge cruisers, as many of the oldest (as estimated) cruisers witnessed belong to this class. This may however stem from their greater survival rate in battle than some of their cousins, such as the Wyvern.

SCOURGE SPHINX CRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 8,585,000 M ³

SOLAR SPHINX

CRUISER

115 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SOLAR SPHINX	6"	8"	10"	10	4+	6	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(L)	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(L)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

COUNTS AS

This ship counts as a Sphinx Cruiser

Infamous ships of the class: *Hatefeeder, Fresh Molt, Indrick's Blight*

Built on the same superstructure as the new Solar Wyverns, the enemy's mainstay, the Sphinx, also now has an equivalent 'Solar' version. Due to its ubiquity, hundreds were lost to the enemy over Earth. The Office of Naval Intelligence speculates that it would be impossible for any race to build replacements so fast, and instead suggests the enemy initiated construction at the onset of the Reconquest itself. Concerns abound that these are merely the first examples of a torrent of reinforcements that have been years in the building.

Whether this is true remains pure speculation, since at present the Solar Sphinx has been sighted in small numbers almost exclusively in the Solar Theatre. Analysis of a captured wreck confirms that these ships are brand new with more basic internals than typical Scourge vessels, few redundant systems and a cruder level of finishing. Analysts concluded that these vessels will have much-reduced endurance, which matters less when engaged in a costly counter-offensive. These developments suggest rushed, wartime production under pressure - either a source of joy or worry, depending on how you look at it.

SCOURGE SOLAR SPHINX CRUISER

LENGTH: UNKNOWN

BEAM: UNKNOWN

HEIGHT: UNKNOWN

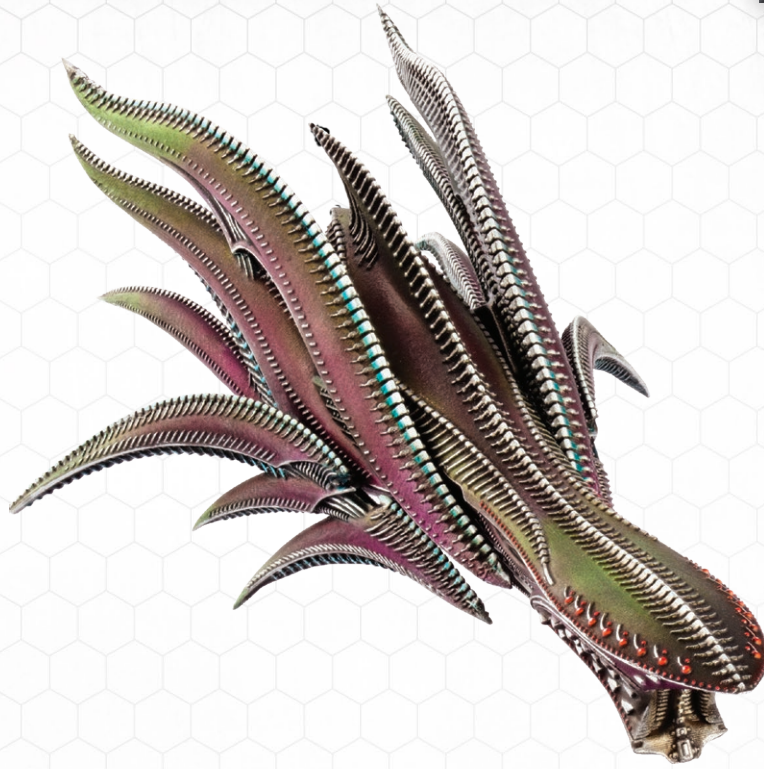
DISPLACEMENT:

UNKNOWN

WYVERN

CRUISER

105 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
WYVERN	6"	8"	10"	10	4+	6	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

Infamous ships of the class: *Slaughterer, Scarlet Path, Firebreather, Kronstein's Lament*

The Wyvern class is the standard assault-oriented cruiser in the Scourge navy. It is equipped with a formidable array of lethal close ranged plasma cannons in addition to the oculus beam weapons present on virtually every Scourge cruiser.

The Wyvern is often seen at the heart of the most brutal engagements, taking on vulnerable targets with poor point defence such as frigates, allowing other Scourge assets to concentrate on the capital ships.

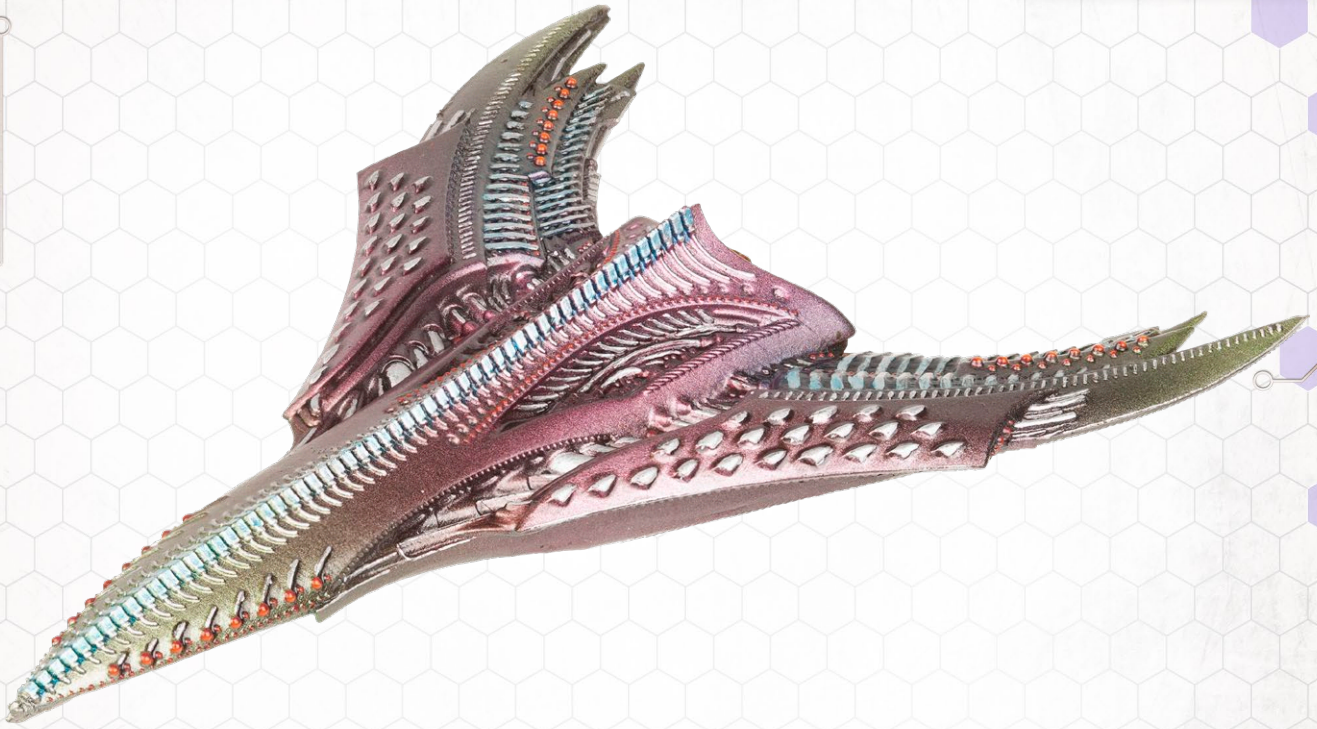
Since it needs to be close to the enemy to inflict maximum damage, Wyverns frequently spend the opening stages of a battle in silent running mode, closing the distance with the target/s while not giving the enemy a chance to accurately lock on. Once in the fray, Wyverns are famously vicious and merciless, even at the expense of their own safety. While many Scourge vessels attain an apparently great age, Wyverns seldom survive beyond their first century.

SCOURGE WYVERN CRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 8,422,000 M ³

SOLAR WYVERN

CRUISER

105 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SOLAR WYVERN	6"	8"	10"	10	4+	6	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

COUNTS AS

This ship counts as a Wyvern Cruiser.

Infamous ships of the class: *Dragon's Breath, Crimson Path, Cain's Folly*

Given its status as the Scourge's premier incursion into mankind's realms, it is unsurprising that the enemy's latest and greatest vessels are encountered near Earth. Due to substantial losses, the Scourge have been hurling reinforcements into the ongoing engagements there, mainly siphoned from occupied cradle worlds. However, in a worrying development, entirely new ships have been observed of late. While reinforcements from unknown Scourge territories have always appeared, the ships are usually of similar ages to those already in theatre, suggesting the enemy's recourses are consistent and finite.

One wholly new class is as-yet unnamed, though since it performs so similarly the Wyvern that the Admiralty has chosen to designate them as 'Solar Wyverns'.

Original Wyverns were virtually annihilated in the first weeks of the Battle for Earth, since they close to near-suicidal proximity to unleash their terrifying close-action plasma weaponry. Solar Wyverns are aesthetically entirely different and are, without exception, apparently brand new. This suggests the enemy is actively constructing assets somewhere to compensate for its losses, and can do so quickly and reactively.

SCOURGE SOLAR WYVERN CRUISER
LENGTH: UNKNOWN
BEAM: UNKNOWN
HEIGHT: UNKNOWN
DISPLACEMENT: UNKNOWN

IFRIT

CRUISER

110 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
IFRIT	6"	8"	10"	10	4+	6	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
FURNACE CANNONS	3+	2	1	F(N)	BURNTHROUGH (5), CORRUPTOR, FLASH
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Incandescence, Vlad Tepes, Scourge of Ikarus, Lone Warrior*

The Ifrif class cruiser is the most common wielder of the formidable furnace cannons, sustained beam weapons designed to slice through armour, hulls and core systems. A pair of these are mounted on the Ifrif's prow and integrated into the hull, limiting its effectiveness to the front quarter but giving the ship consummate killing power. In addition to directing multiple beams at various weak points, the weapons can also be focused at a single area, greatly increasing its armour penetrating capabilities at the expense of more widespread damage.

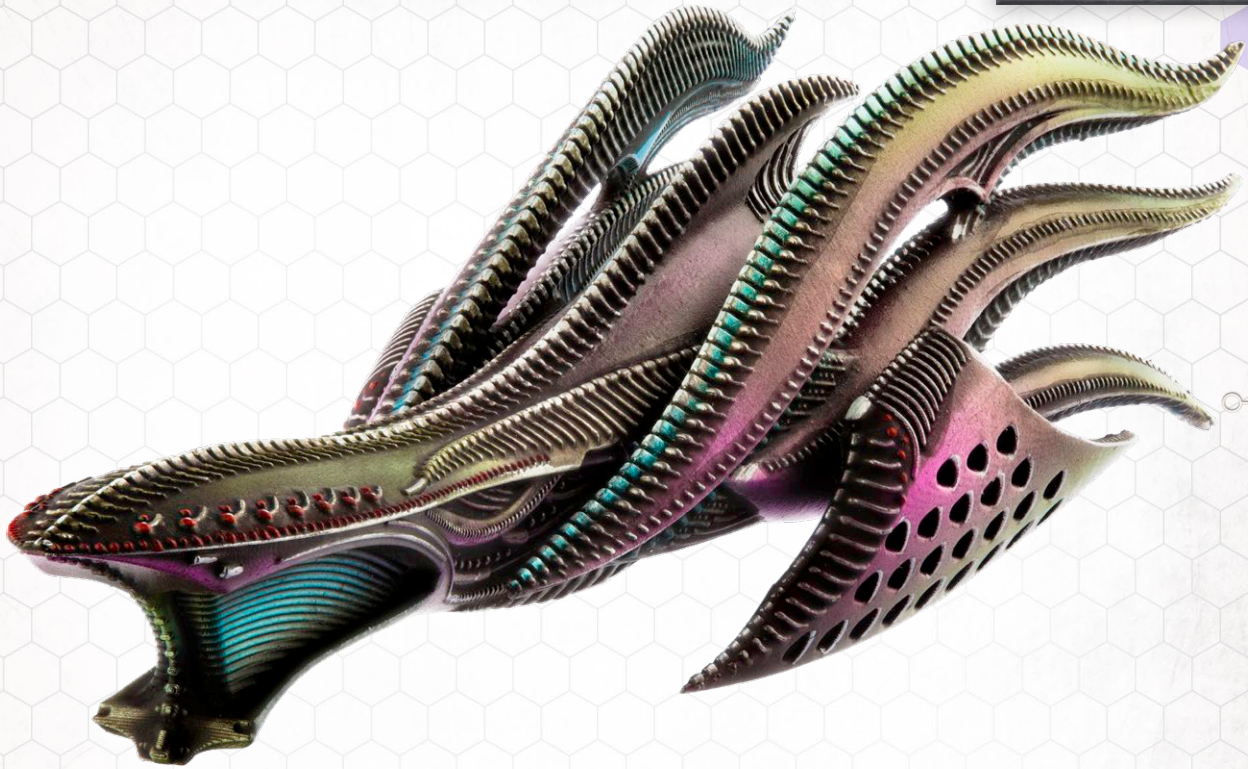
That second fire mode also has the added benefit of heating the victim's hull to such an extent that its signature increases, aiding the rest of the fleet in targeting the by now damaged ship. This makes the Ifrif highly useful in specialised situations, where it can mark targets for other ships. This is particularly effective against larger vessels such as battleships, giving the Scourge a window to wreak devastation on them before they have a chance to return fire.

SCOURGE IFRIT CRUISER
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 8,602,000 M ³

HYDRA

FLEET CARRIER

140 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HYDRA	6"	8"	10"	10	4+	6	1	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	5	-

Infamous ships of the class: *Sable Chalice, Angelslayer, The Hive, Bombardier*

The Hydra class fleet carrier is a dedicated strike craft platform designed to attack distant targets and support friendly vessels. Its capacious hangars contain hundreds of lethal Hellmaw bombers and predatory Hellscream fighters, their pure Scourge crews held in a fugue state in row upon row of storage racks until they are ready to be set loose. The almost mindless aggression of these craft suggest a psychotic level of dedication to slaughter - perhaps deliberately induced on their crews by the cocktail of narcotics flowing through them while kept dormant aboard ship.

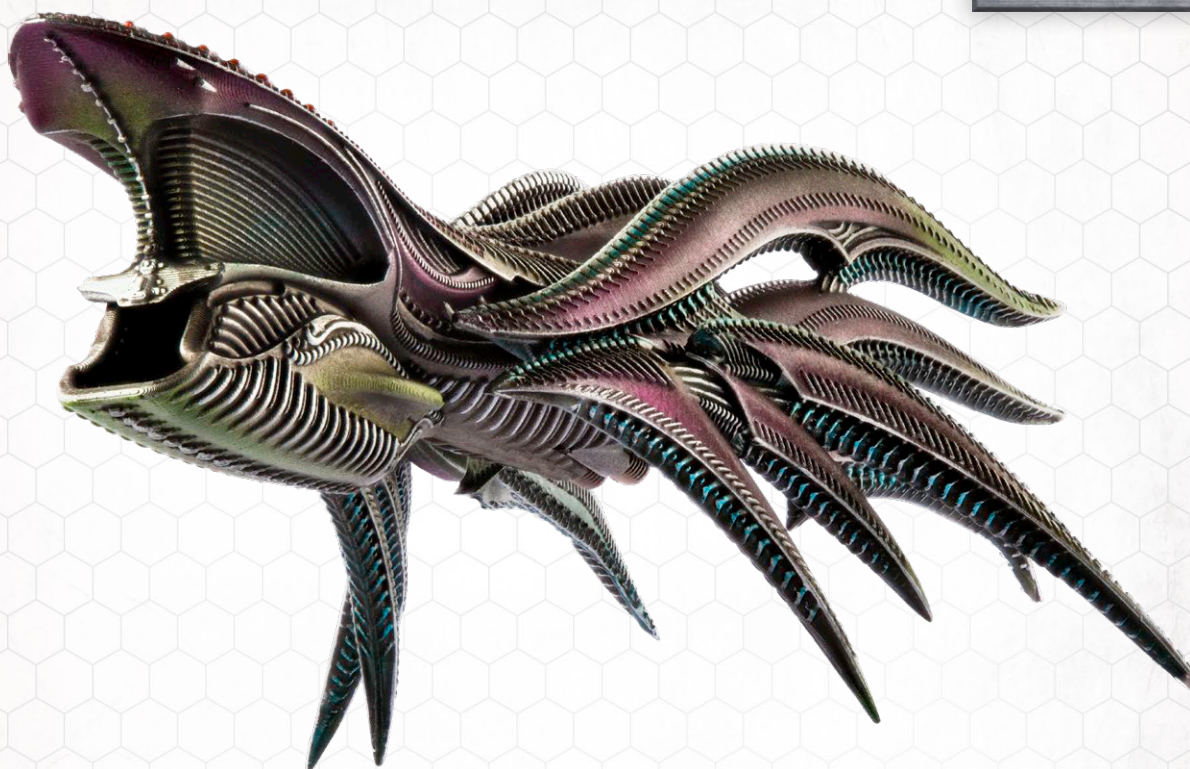
SCOURGE HYDRA FLEET CARRIER
LENGTH: 1,007M
BEAM: 278M
HEIGHT: 354M
DISPLACEMENT: 8,252,000 M ³

As a carrier, the Hydra is a more focused design than its closest current equivalent in the UCMF, the Seattle class, as it boasts a higher launch capacity at the expense of conventional firepower. As such, Hydras are usually protected by escort vessels in combat and are most frequently seen towards to rear of Scourge formations where the vulnerable carrier can be best protected. In spite of this weakness, the Hydra is one of the most lethal vessels of cruiser tonnage in the entire Scourge navy - a flexible and deadly threat which demands responsive tactics from any opponent.

CHIMERA

TROOPSHIP

105 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CHIMERA	6"	8"	10"	10	4+	6	1	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
BULK LANDERS	2	-

Infamous ships of the class: *Hellpit, Hordebringer, Plague Carrier, Satan's Ark*

The Chimera class troopship is the primary means by which the majority of the Scourge infantry hordes attain planetfall. Its cavernous interior accommodates many thousands of Scourge warriors, Destroyers, Razorworms and many other biological horrors so feared by humanity. It delivers its deadly payload to the surface via bulk lander direct from low orbit, making it better suited to second wave operations when safe landing zone is more likely. Like most Scourge ships, the Chimera is faster than its human equivalents, giving it an edge in reaching uncontested ground first at the expense of armour.

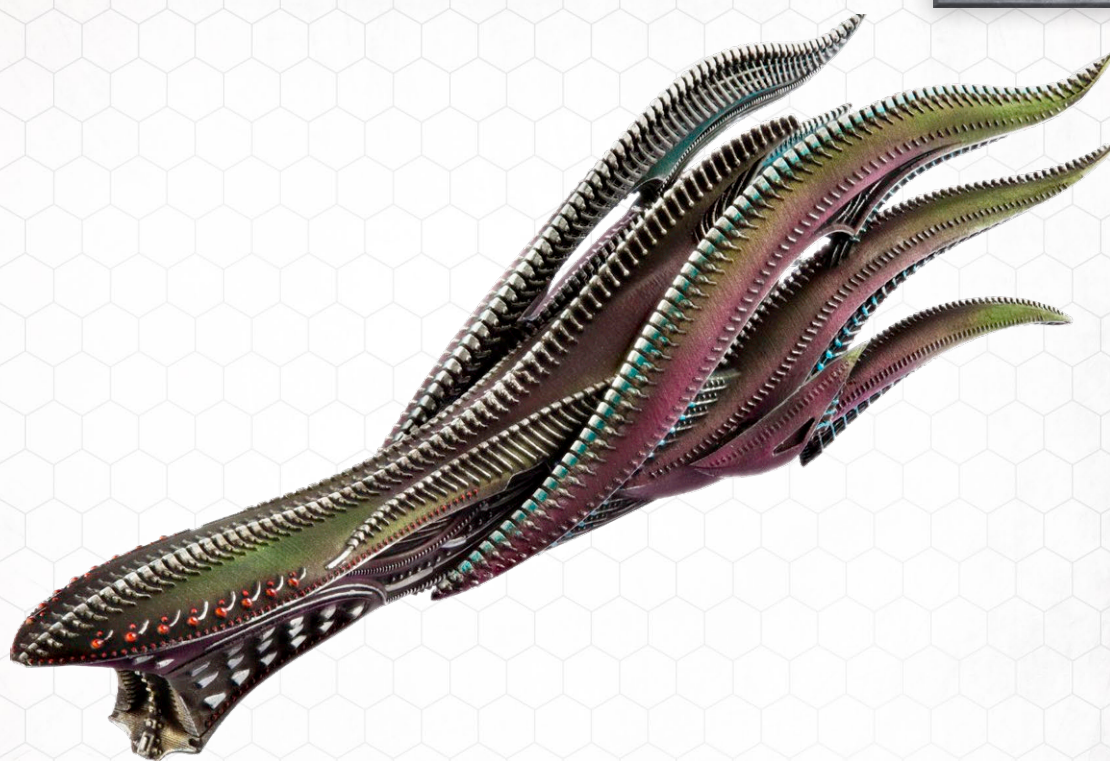
Given the sheer scale of the vessel and its bulk landers, it can also accommodate and deploy some of the largest Scourge ground based assets such as defence batteries, helping to cement the aliens' iron grip on captured territory. Destruction of Chimeras is always a high priority for any opposing force, such is the threat they pose to victory on the surface.

SCOURGE CHIMERA TROOPSHIP
LENGTH: 1,007M
BEAM: 401M
HEIGHT: 354M
DISPLACEMENT: 9,311,000 M ³

STRIX

LIGHT CRUISER

90 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
STRIX	6"	8"	12"	8	5+	2	2-3	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
PLASMA TEMPEST	3+	11	1	F/S	CLOSE ACTION, SCALD

Infamous ships of the class: *Bloody Rapier, Immolator, Chang's Doom, Haymaker*

The Strix class light cruiser is perhaps the most aggressive capital ship type in the entire Scourge navy. Its design is focused entirely on speed and high powered close action capability in the form of a potent array of plasma cannons. It is a consummate decapitation vessel, adept at hunting and destroying key targets in the early stages of an engagement.

However, when compared to its full cruiser cousin the Wyvern, the Strix has very poor point defence capability and reduced hull, making it highly vulnerable to return fire.

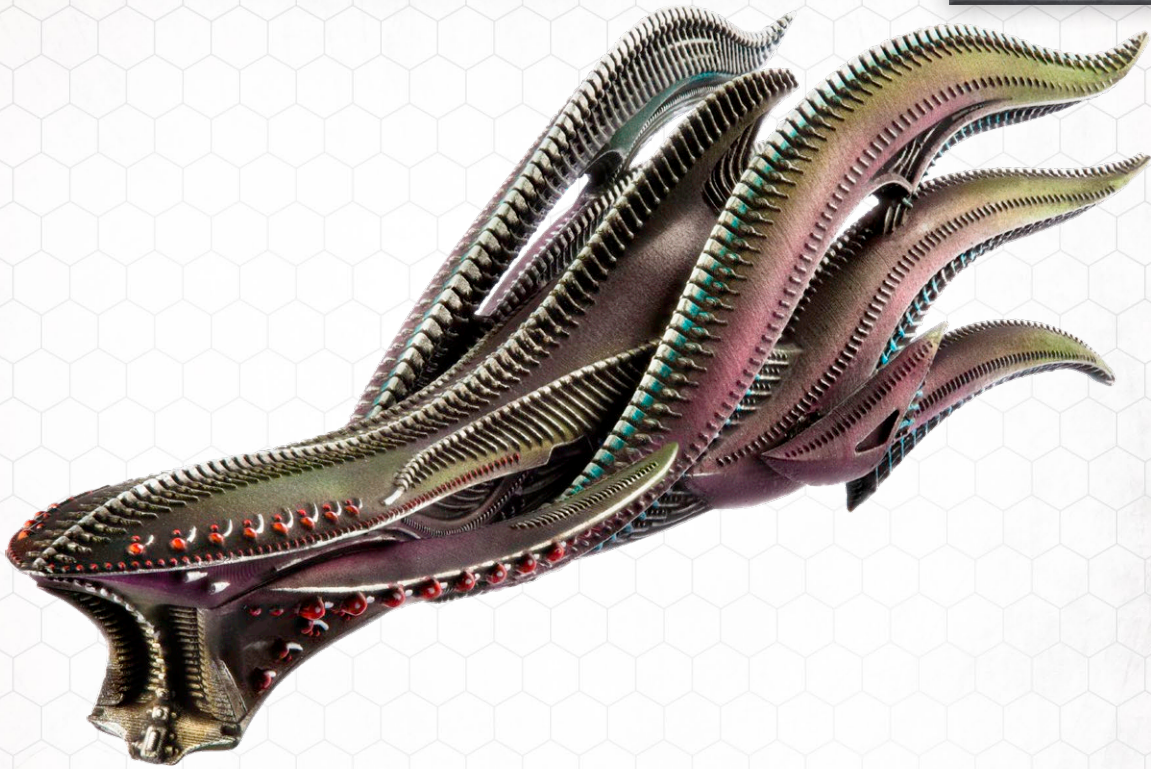
Due to this fragility, Strix class light cruisers are usually employed on the flanks of the Scourge line where they may hope to utilise silent running tactics and peripheral involvement to avoid the worst of enemy reprisals. In addition, they usually operate in concert with other ships of the class, granting safety in numbers and further magnifying their destructive potential as they may combine fire to overload the point defences of any target with their potent close action weaponry.

SCOURGE STRIX LIGHT CRUISER
LENGTH: 1,007M
BEAM: 231M
HEIGHT: 279M
DISPLACEMENT: 7,491,000 M ³

YOKAI

LIGHT CRUISER

95 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
YOKAI	6"	8"	12"	8	5+	2	2-3	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(L)	SCALD
OCULUS BEAM ARRAY	3+	2	2	F/S(R)	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Shangri-La Nemesis, Glass Dagger, Bloodhound*

The Yokai class light cruiser carries an identical weapons loadout to the heavier Sphinx class cruiser. Unlike its cousin, it sacrifices point defence capabilities and hull superstructure for additional combat speed. With its large number of conventionally capable oculus beam weapons, it is a similarly talented ship-killer although given its limitations it is best employed far from enemy fleet carriers or missile frigates. It is most effective when hunting strategically important targets weaker than itself and away from the core of the battle, where it would quickly be overwhelmed by close action attacks.

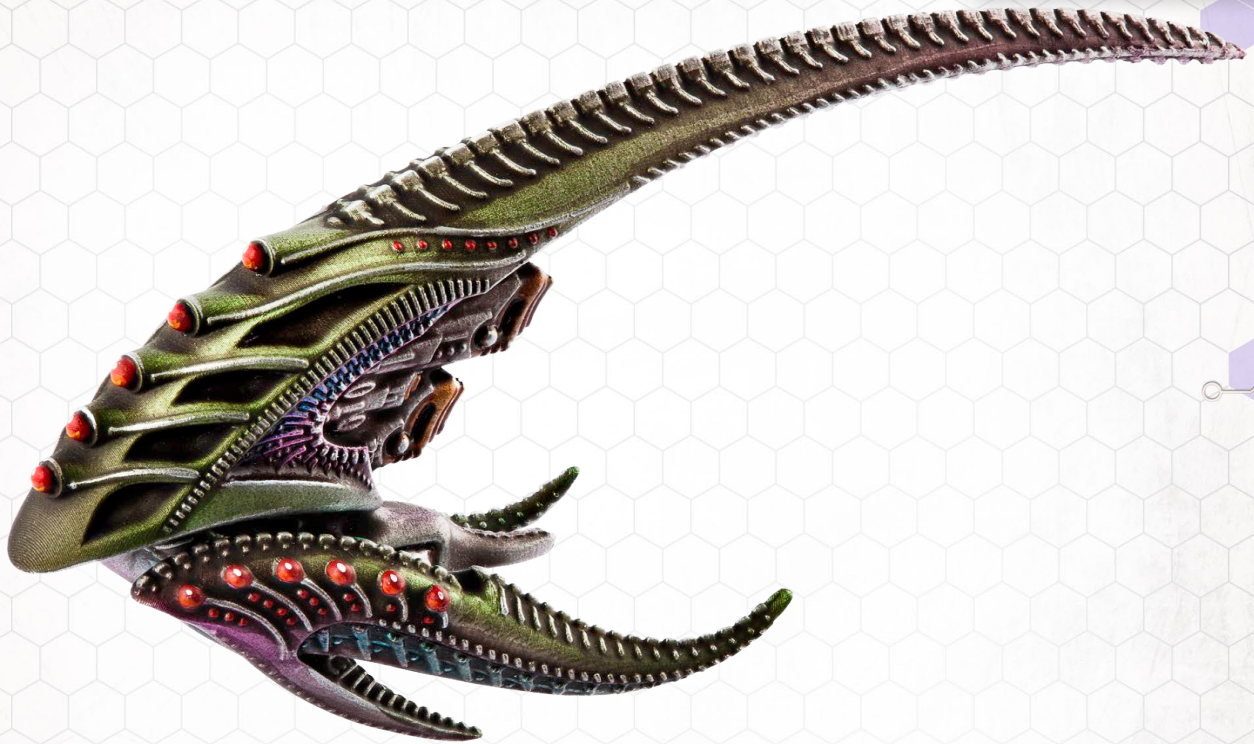
The Yokai's speed and its full cruiser level firepower are its greatest assets and in many ways it can be thought of as an application of the battlecruiser principle on a smaller scale. Outside of fleet engagements, this class is one of the most feared by support vessel crews, as it is frequently employed away from Scourge lines. There it can harass the enemy's supply chain, unleashing its deadly weapons from range and swiftly disappearing before reprisals can be brought to bear.

SCOURGE YOKAI LIGHT CRUISER
LENGTH: 1,007M
BEAM: 231M
HEIGHT: 279M
DISPLACEMENT: 7,652,000 M ³

HARPY

FRIGATE

39 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HARPY	6"	3"	12"	4	5+	4	2-4	L	ATMOSPHERIC
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
OCULUS BEAMS			3+	1	2	F/S	SCALD		
PLASMA CLOUD			3+	2	1	F/S/R	CLOSE ACTION, SCALD		

Infamous ships of the class: *Patient Spider, Scorpion's Tail, Grant's Killer, Eden's Harpy*

The Harpy class is the standard combat frigate of the Scourge navy and the most common combat ship encountered by the UCM with over 600 of them reckoned to exist. It is armed with a greater array of the ubiquitous oculus beam weapons than other Scourge frigates, making it a highly effective conventional firepower platform. Like most frigates, it really excels when used in a squadron of several others of its kind.

What sets Scourge frigates apart from those of most other races (except for speed) is their ability to operate in atmosphere, although the Harpy's weapons were designed for void combat and are mostly ineffective in atmosphere. This ability grants it a superb means of hiding from the sensors of enemy ships, waiting for the sublime opportunity to pounce. It also makes them highly resilient to shipfire if needs be, as they can use the atmosphere to protect themselves from the enemy's most powerful void weapons.

SCOURGE HARPY FRIGATE

LENGTH: 512M

DISPLACEMENT:

1,476,000M³

DJINN

FRIGATE

43 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
DJINN	6"	3"	12"	4	5+	4	2-6	L	ATMOSPHERIC

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA STORM	3+	6	1	F/S	CLOSE ACTION, SCALD

Infamous ships of the class: *Poltergeist, Little Satan, Belligerent, Switchblade*

The Djinn class frigate is a fast, ultra aggressive vessel that perhaps best personifies the Scourge attitude to war. Its armament includes a much enhanced set of plasma weapons over regular Scourge frigates, giving it fantastic destructive power at close ranges for its size. This ship is far more effective when employed in very large squadrons, where massed plasma fire can overwhelm even a battleship's point defence capabilities.

In battle, the Djinn must use its superior speed and manoeuvrability to close the distance to the enemy. Silent running is a tactic frequently employed by these pack hunters, combining their small signature with low power output to screen them from enemy targeting systems until they are close enough to pounce. Alternatively, they can use their atmospheric flight capability to lie in wait for the enemy to come to them - a tactic which is sometimes enough to deter aggressors from approaching at all, thus holding ground without having to fire a shot or risk themselves to enemy reprisals.

SCOURGE DJINN FRIGATE

LENGTH: 541M

DISPLACEMENT:

1,520,000M³

CHARYBDIS

FRIGATE

35 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CHARYBDIS	6"	3"	12"	4	5+	4	2-4	L	ATMOSPHERIC

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA BOMBS	4+	4	1	F/S	BOMBARDMENT, LOW LEVEL, SCALD
PLASMA CLOUD	3+	2	1	F/S/R	CLOSE ACTION, SCALD

LOW LEVEL

This weapon may be fired from atmosphere with no penalties to its Lock value.

Infamous ships of the class: *Shadow of Death, Cruel Judgement, Andreas, Iconoclast*

The Charybdis class is an unusual ship as it is of frigate tonnage yet is the Scourge's primary orbital bombardment platform. This differs greatly from other races which usually employ much larger ships for this task due to their ability to stay on station while soaking up enemy fire. Although the Charybdis cannot match its contemporaries in that regard, it can outpace them, allowing the Scourge to open bombardment very early in any engagement or to reach areas inaccessible in a short timeframe to more ponderous ships. It also gains a small measure of protection from its minimal signature, forcing the enemy to close the distance to obtain a firing solution, bringing them into the preferred killing range of other Scourge ships.

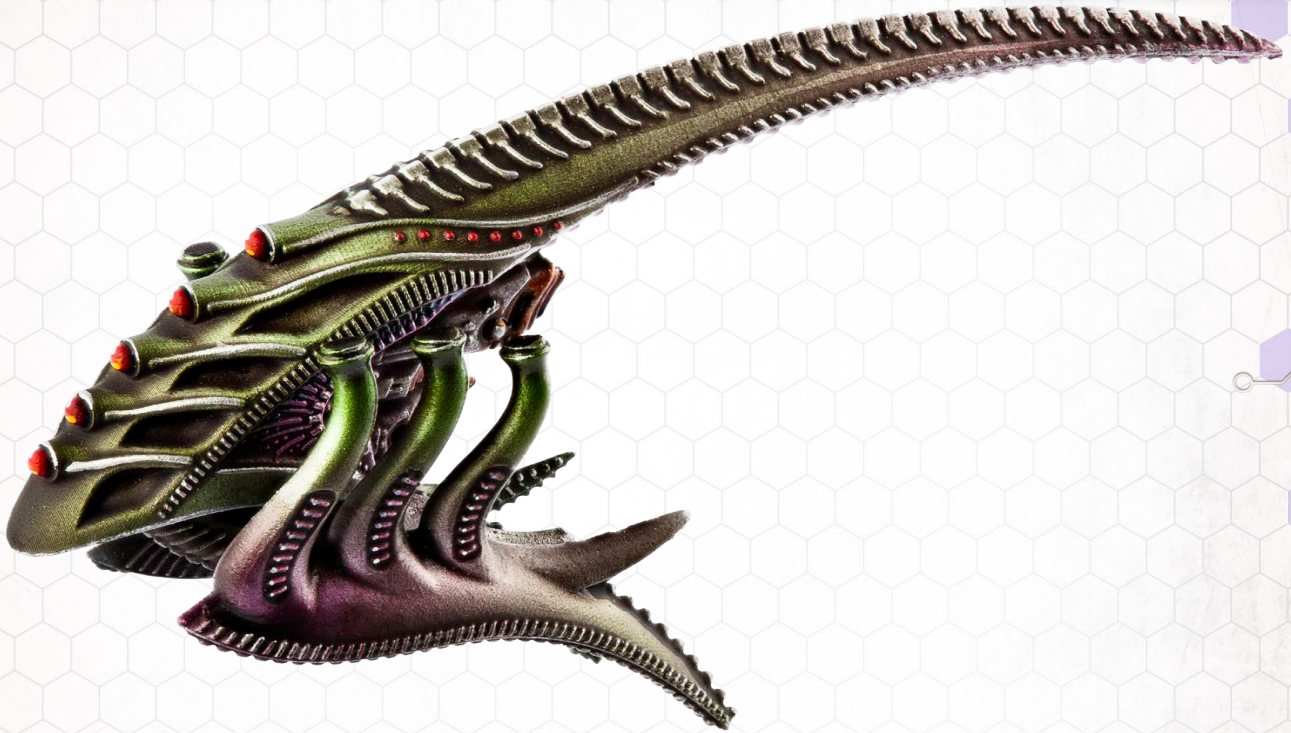
SCOURGE CHARYBDIS FRIGATE
LENGTH: 512M
DISPLACEMENT: 1,823,000M ³

What it lacks in size it makes up for in firepower, thanks to its potent plasma bombards, weapons rightly dreaded by all ground forces. These ensure that not even enemies in reinforced bunkers are safe as a single shot can reduce a city block to molten glass or shatter concrete bastions to powder.

SCYLLA

FRIGATE

42 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SCYLLA	6"	3"	12"	4	5+	4	2-4	L	ATMOSPHERIC

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
REVERSE GRAV-CANNON	3+	2	1	F/S	ESCAPE VELOCITY
PLASMA CLOUD	3+	2	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Red October, Funnelweb, Chthonic Chorus, Nautilus*

The Scylla class frigate is an unusual vessel with an equally unorthodox armament and mission profile. Equipped with a set of reverse-grav cannons, these ships are designed to operate in atmosphere and fire up at enemy ships in orbit. This weapon is one of the very few effective at firing from atmosphere at orbital targets, although it does have the significant drawback of only working near gravity wells and only being able to engage targets in orbital layers above its own. The Scylla's mode of attack is analogous to the missile submarines of 20th Century Earth, silent and hard to target submerged vessels designed to strike at surface targets.

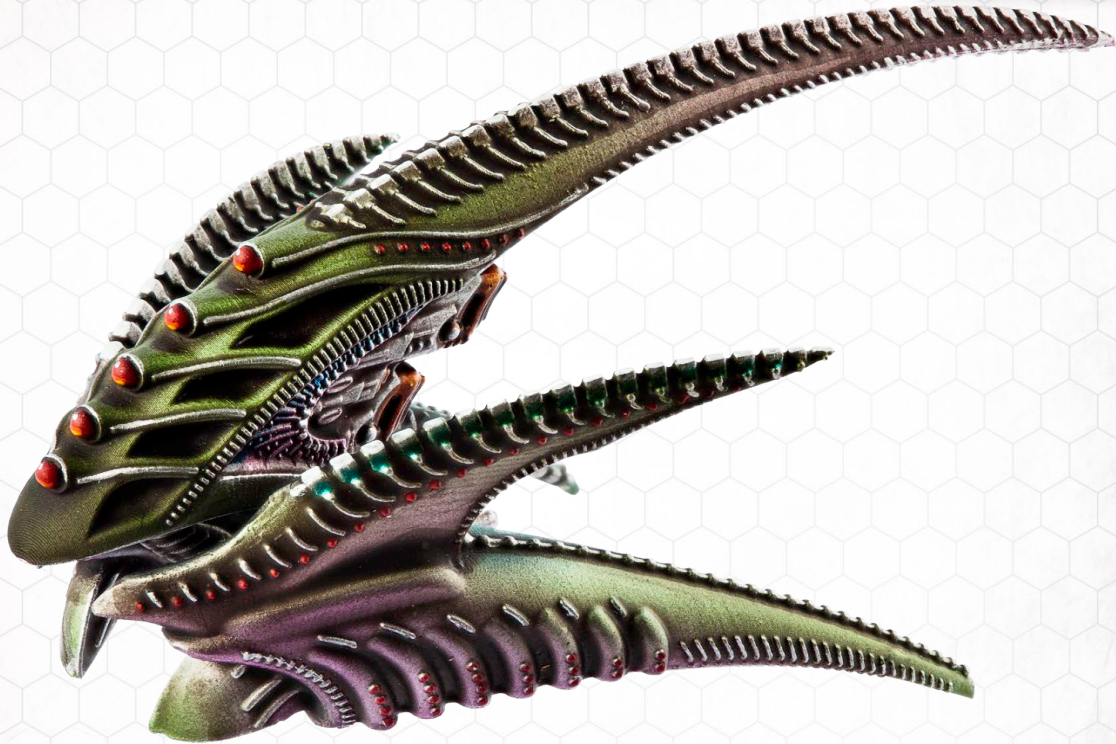
Since ships can only move relatively slowly due to air resistance in atmosphere, this ship's task is usually defensive in nature. It can use its speed to reach its place of attack, but once 'submerged' in atmosphere it must wait for enemy ships to draw near. Since ships in atmosphere are usually so hard to target and destroy, this makes the Scylla an excellent deterrent or monitor ship, protecting Scourge territory from aggressors above.

SCOURGE SCYLLA FRIGATE
LENGTH: 512M
DISPLACEMENT: 1,489,000M ³

GARGOYLE

STRIKE CARRIER

32 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GARGOYLE	6"	3"	12"	4	5+	4	1-2	L	ATMOSPHERIC, LAUNCH, OPEN

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA CLOUD	3+	2	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
DROPSHIPS	1	-

Infamous ships of the class: *Belcher, Miasma, Demeter, Rainbringer*

The Gargoyle class strike carrier is a first strike assault vessel which is capable of deploying clouds of lethal and outlandish Scourge dropships direct into atmosphere. It is typically employed in the first wave of a Scourge invasion or at the spear tip of any counterstrike operations, where its nimble dropships with their deadly armoured payload can be expected to make it past most orbital defences to the heart of the dropzone.

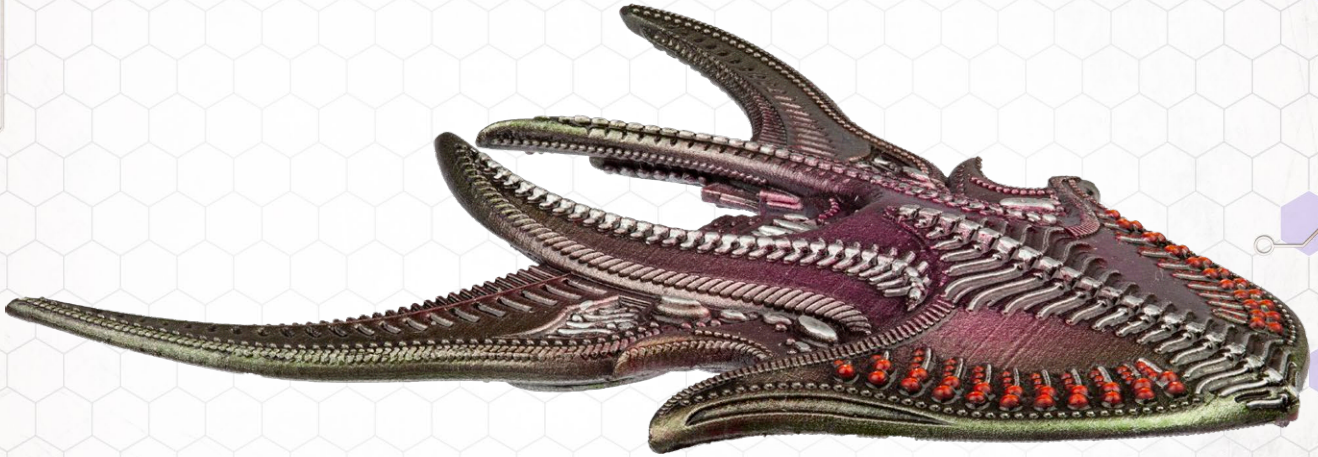
Unlike the UCM's New Orleans class, the Gargoyle does not usually stay on station to support its forces after the initial engagement. Instead, it withdraws to orbit where it can be resupplied with fresh dropships and ground troops, much like a regular ship would re-arm when out of ammunition. The distinctive silhouette of the Gargoyle is always a dreaded sight for beleaguered ground forces who know that very soon, hundreds of swift and lethal grav-tanks will be overwhelming their positions.

SCOURGE GARGOYLE STRIKE CARRIER
LENGTH: 512M
DISPLACEMENT: 2,421,000M ³

SHEDU

MONITOR

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SHEDU	8"	5"	6"	4	3+	4	2-3	L	MONITOR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM CREST	3+	2	2	F	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

Infamous ships of the class: *Silent Guardian, Xi's Sentinel, Dark Watcher*

Defence monitors are unusual ships for the Scourge, as they don't conform to their aggressive tactics. As such, they have surprisingly few of them, leading some analysts to suggest that the Scourge were never expecting mankind to rally and strike back so spectacularly. However, the limited number the enemy did have always remained concentrated in the Solar system, obviously the primary theatre to defend.

The Shedu class is actually a fairly typical monitor, offering the usual characteristics – low speed, high armour, high firepower. It lacks the ability to engage surface targets though, armed with a rare variant of Oculus weapon technology, designed for engaging targets in higher orbital layers. It also fulfils the useful secondary role of long-range scanning, lighting up targets for other ships.

SCOURGE SHEDU
MONITOR

LENGTH: 533M

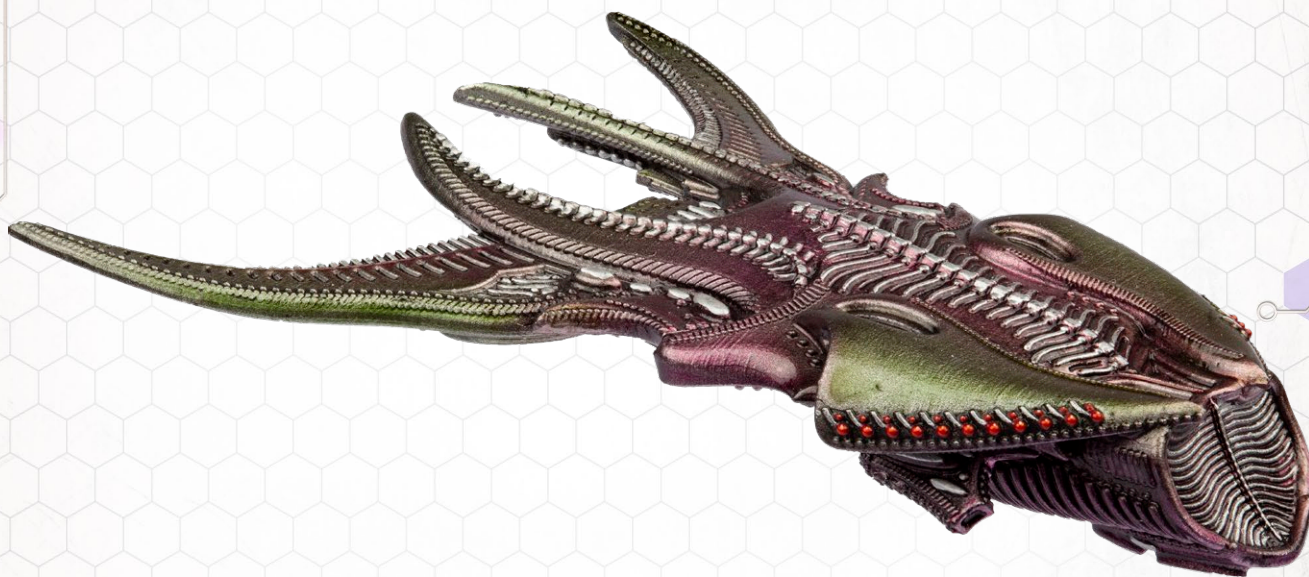
DISPLACEMENT:

2,502,000M³

LAMASSU

BARGE

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
LAMASSU	6"	5"	6"	4	3+	4	1-3	L	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA BOMBS	3+	2	1	F/S	BOMBARDMENT
PLASMA CLOUD	3+	2	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
BULK LANDER	1	-

Infamous ships of the class: *Viper's Nest, Stormcloud, Thunderhead*

The Lamassu is little threat to attackers from without, but rather to invaders below. They are the smallest Scourge ships to carry bulk landers and are thought of as mobile, orbital barracks. During an invasion a Lamassu can drop thousands of troops whenever called upon. In many ways, this is more effective than re-routing troops already on the ground. Unlike Strike Carriers, they are not suited to a first strike role, given the vulnerability of bulk landers to ground fire and their slow speed.

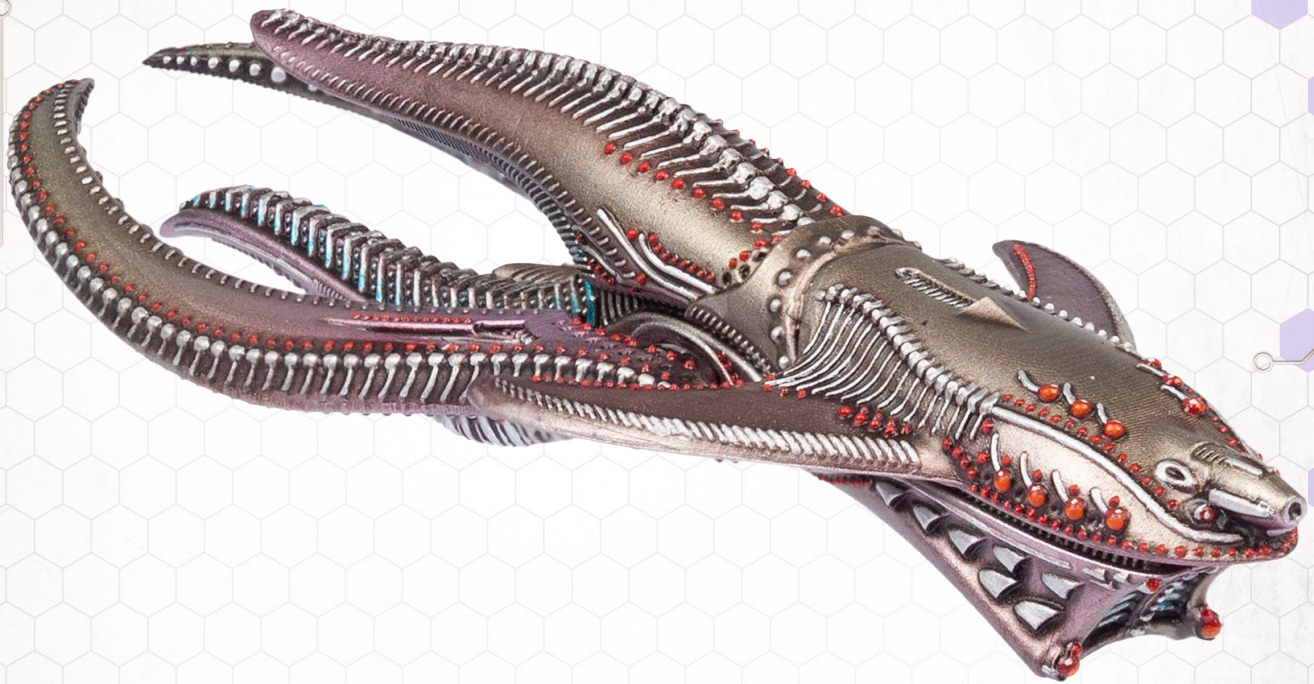
In order to support its charges, the Lamassu also features limited orbital bombardment capability, allowing it to soften up any landing zone that does have defences in place. During the Battle for Earth, orbital fire and incoming reinforcements from these otherwise innocuous small ships caught some UCM generals fatally unprepared.

SCOURGE LAMASSU BARGE
LENGTH: 607M
DISPLACEMENT: 4,451,000M ³

INCUBUS

DESTROYER

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
INCUBUS	6"	5"	10"	6	4+	4	2-3	L2	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
FURNACE BLASTER	3+	2	1	F(N)	BURNTHROUGH (3), CORRUPTOR, FLASH
PLASMA SQUALL	3+	4	1	F/S/R	CLOSE ACTION, SCALD

CLOAKING CREST

This ship may take a Cloaking Crest for +5pts and gains Stealth and Partial Cloak.

Infamous ships of the class: *Night's Eye, Pompeii, Darkstone*

The Incubus is the sister class of the more common Succubus. It carries a more conspicuous armament; a single enlarged furnace cannon, a fearsome weapon capable of cutting to the heart of any adversary. The weapon also offers multiple fire modes, as it does on larger Scourge ships, making it useful for damage dealing and target marking. The latter mode is especially potent in this class, as a pack of these ships can heat an enemy vessel's hull to extreme levels, making it highly visible to the rest of the fleet. Coupled with an optional cloaking crest, the Incubus is an excellent expeditionary ship.

The class also features formidable close action weaponry far superior to that of most Scourge frigates and equivalent to other destroyers. This makes the Incubus a multi-role threat that should always be considered in any battle plan. Failure to deal with these ships in the early stages of an engagement risks losing the advantage at longer ranges usually expected when facing the Scourge.

SCOURGE INCUBUS
DESTROYER

LENGTH: 761M

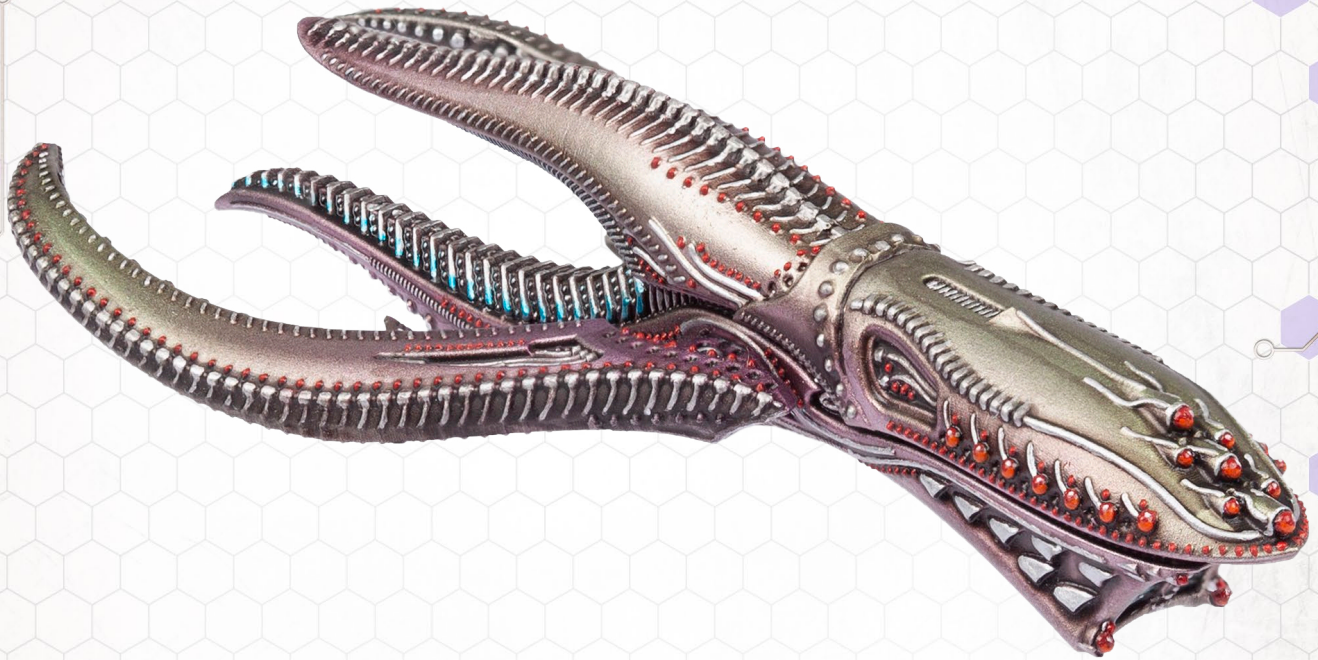
DISPLACEMENT:

4,290,000M³

SUCCUBUS

DESTROYER

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SUCCUBUS	6"	5"	10"	6	4+	4	2-3	L2	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
OCULUS BEAMS	3+	1	2	F	SCALD
SEEKERS	3+	4	1	F/S/R	CLOSE ACTION, RE-ENTRY, SCALD

CLOAKING CREST

This ship may take a Cloaking Crest for +5pts and gains Stealth and Partial Cloak.

Infamous ships of the class: *Fool's Doom, Chang's End, Bloodtide*

The Succubus is the most common Scourge vessel of destroyer tonnage encountered in the Reconquest so far. Although they are far less common than frigates, the enemy appears to be increasing its use of destroyers, especially where increasingly outnumbered. Such ships are useful in that they offer the speed and utility of a frigate with increased resilience and firepower.

As a fighting ship, the Succubus has proven to be highly adaptable and capable. It is a troublesome opponent for capital ships and swarms of lighter vessels alike due to its numerous weapons systems. The only downside to this armament is its power consumption, producing highly conspicuous energy spikes when fully unleashed. This is often mitigated by the inclusion of a cloaking crest, similar to that employed by larger Scourge vessels. It appears that this is an optional addition that is not always present in the class. Naval analysts have speculated that such technology is resource intensive, and only sees use where the enemy needs it most.

SCOURGE SUCCUBUS
DESTROYER

LENGTH: 754M

DISPLACEMENT:

4,277,000M³

REVENANT

DESTROYER

60 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
REVENANT	6"	5"	10"	6	4+	4	2-4	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	-

CLOAKING CREST

This ship may take a Cloaking Crest for +5pts and gains Stealth and Partial Cloak.

Infamous ships of the class: *The Four Horsemen (group of four vessels), Greywolf*

The Revenant is one of the most feared of the Scourge destroyers, and for good reason. The class offers a range of options for dealing death, from conventional Oculus weapons, to powerful close action, to bomber capacity. In particular, this combination allows the ship to unleash its full destructive potential subtly, without having to generate significant energy spikes all while still able to manoeuvre. This varied armament and ability makes it a consistently deadly foe, especially for groups of frigates at close range.

The downside to this mixed approach is that its capacity for fighters and bombers is proportionately low, explaining its designation as a destroyer as opposed to an escort carrier by the Admiralty. In order to build up significant waves of bombers able to overcome enemy point defence, Revenants frequently hunt in larger packs than typical Scourge destroyers. A full group of four of these accomplished killers is a threat to almost anything in the battlespace.

SCOURGE REVENANT DESTROYER
LENGTH: 754M
DISPLACEMENT: 4,210,000M ³

WRAITH

CUTTER

40 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
WRAITH	6"	6"	16"	6	5+	2	2-3	L2	OUTLIER, VECTORED

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA BRAND	4+	2	2	F	CLOSE ACTION (BEAM)

Infamous ships of the class: *Galen's Wraith, Crow Nebula 1, Crow Nebula 2, Sable Vulture*

The Wraith is the archetypal cutter: a small, fast hunter of already fast enemy scouts, outliers and support vessels. Since speed is a typical asset of the Scourge, their cutters are among the fastest ships ever encountered by mankind. Currently, nothing the UCMF possesses can outrun a Wraith.

SCOURGE WRAITH CUTTER
LENGTH: 743M
DISPLACEMENT: 4,031,000M ³

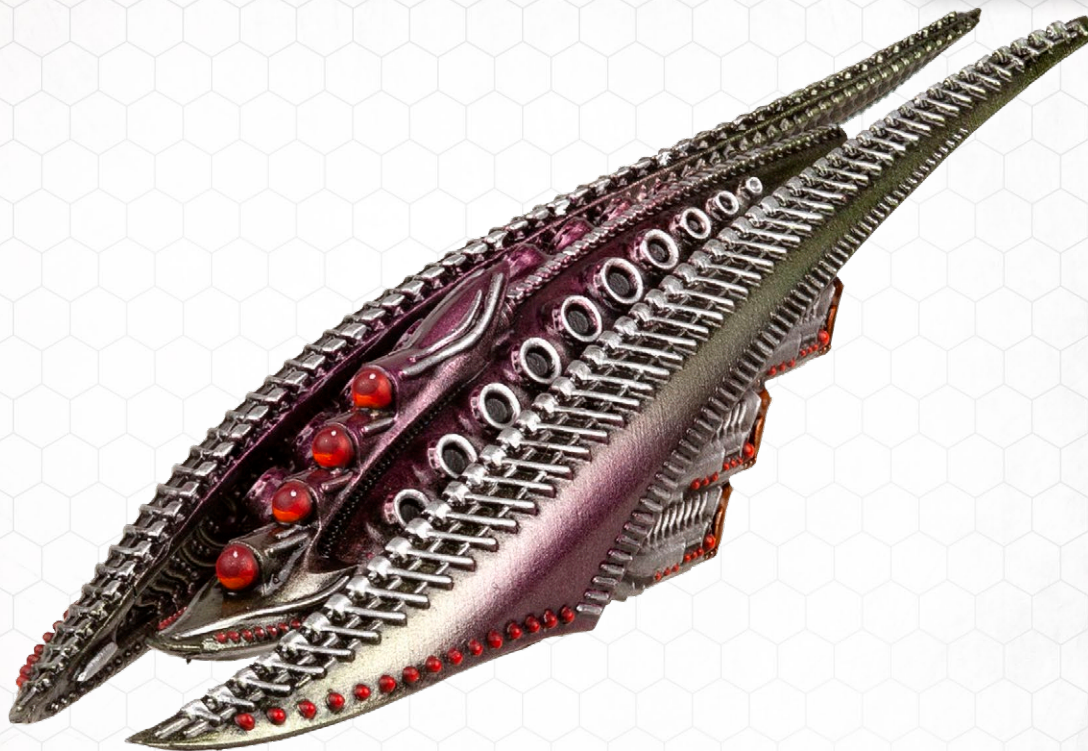
They are feared by rearguard vessels such as the Lima, but especially by supply convoys and merchantmen, who frequently fall prey to roving packs of Wraiths far from recorded Scourge presence. Their very existence ensures no known space is 100% safe from enemy action.

In combat, the Wraith can strike at range with conventional Oculus Rays, but from an easily-achieved close position a variant of this directed energy technology can scorch the hulls of any target, regardless of their point defences.

PARASITE

RADIATION LEECH

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PARASITE	6"	6"	16"	6	5+	2	1-3	L2	OUTLIER, RARE, VECTORED

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD

ENERGY SIPHON

During this ship's activation, either before or after movement, pick one friendly or enemy ship within 3" without the Energy Siphon special rule to siphon. That ship loses any Spike it has, and this ship gains it. If any ships in this Group have siphoned any Spikes, all ships in this Group modify their Oculus Rays for this activation.

If the Group siphoned one or more **Minor Spikes**, the Attack of Oculus Rays increases to 2.

If the Group siphoned one or more **Major Spikes**, the Damage of Oculus Rays increases to 2.

This group may gain both benefits of this rule in its activation, but may only gain each benefit once each activation.

Infamous ships of the class: *Vampiric, Darkshield, Swift Death, Little Nightmare*

Remaining stealthy on approach to the kill is one of the central tenets of Scourge naval combat, given the lethality of their close range weapons; the Parasite is an unusual vessel which assists in this. Through the use of its siphon, Parasites can drain excess hull energy from other ships and take it into themselves. The Parasite can then redirect this energy to overcharge its Oculus weapons to cruiser-level destructive potential. Most effective in packs, Parasites can also locally share this acquired energy, meaning only one ship at a time need expose itself with a dangerously high resultant signature.

As a cutter-type vessel the Parasite is also extremely fast, allowing it to keep pace with any friendlies and to close with the enemy to discharge its scalding plasma.

In an overtly offensive role, excess energy can even be siphoned from enemy vessels, normally in dense, close combat where energy signatures are less tactically relevant.

SCOURGE PARASITE RADIATION LEECH
LENGTH: 743M
DISPLACEMENT: 3,866,000M ³

NICKAR

HUNTER KILLER

22 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NICKAR	6"	2"	16"	2	6+	2	1-3	L	ATMOSPHERIC

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
PLASMA SQUALL	4+	4	1	F/S/R	AIR TO AIR, CLOSE ACTION, SCALD

Infamous ships of the class: *Eden's Bane, Wardog, Halsey's Folly, Jack the Ripper*

The Nickar class hunter-killer is a small, atmospheric-capable vessel of sub-frigate tonnage. These nimble, fast ships are rightly feared by any enemy vessel that operates in atmosphere - this ship's favourite hunting ground. Armed with specialist plasma munitions, these deadly predators can easily destroy vessels larger than themselves such as strike carriers.

In the opening days of the Reconquest, this class was responsible for more Armoured Corps losses than ground actions. Thousands of men and vehicles were lost to hunterkiller incursions aboard their strike carriers before they even made it to the surface. Since these vessels operate in the relative safety of atmosphere, the best measure against them is corvettes - a lesson learned the hard way by the Admiralty who no longer discount such small ships in their battle plans.

HIRUKO

BOARDING CUTTER

18 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HIRUKO	6"	2"	14"	2	6+	1	1-3	L	OUTLIER

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
PLASMA TORCH	4+	2	1	F	CLOSE ACTION (BEAM)

RAMMING SHIP

If this ship ends its activation within 3" of an enemy ship, it may attempt to ram it. That ship takes 2 lock 3+ hits with the Corruptor special rule and this ship is removed from play.

Infamous ships of the class: *None - all destroyed, so no records required for future identification.*

Though tiny by warship standards, the Hiruko Boarding Cutter is one of the most feared vessels in the Scourge arsenal. UCM armies know all too well the horrors of close contact with the hated enemy, but naval staff rarely see the fangs, saliva, hate and evisceration in person. The Hiruko brings all manner of bio-nightmares into personal, bloody contact in a way only the Scourge can.

Almost uniquely, the Hiruko is designed specifically for ramming and more than that - to actually make physical contact with a target. Given the lethality of point-blank defence fire, this is always a one-way trip, so the Hiruko is equipped with a potent Plasma Torch and latching tentacles to quickly inject its savage payload into the bowels of the target. Beyond the rents torn by clashing tons of starship, it eventually spells doom for a ship of any size as its crew find their clean uniforms and shiny corridors painted crimson by the deadly boarding party - often made up of the most vicious close quarters Scourge hosts.

SCOURGE HIRUKO
BOARDING CUTTER

LENGTH: 454M

DISPLACEMENT:

1,800,000M³