

WARHAMMER
40,000



SCRIN

BY XALVISSX

Scrin Special Rules:

Tiberium Affiliated:

Most, if not all, Scrin units have strange affiliation with Tiberium that grants them otherworldly endurance when they are in contact with this strange substance. Wounds heal and even vehicle hulls reknit themselves with incredible speed under the deadly Tiberium radiation.

Model with this special rule treats all Tiberium terrain features as open terrain when it moves. Because of that, they do not take Dangerous Terrain test while inside Tiberium Terrain. In addition, it gains the following bonus while fully or partially inside one or more Tiberium terrain features:

- Non-vehicle model with this special rule gains the Feel No Pain special rule. This includes Flying Monstrous Creatures.
- Vehicle model with this special rule gains the It Will Not Die special rule. This include Flyers.

Ichor Seed:

The Scrin use Tiberium-laced meteors to seed other planets with the deadly substance, intending to harvest the mineral after it had reached a sufficient concentration. However, Scrin foremen soon realize the improved effectiveness of their troops while fighting inside Tiberium-infested landscape, and begin using the same technique as a powerful force multiplier.

A Scrin army can place a 8"x8" Tiberium Field on the battlefield. This is done during deployment and must be placed wholly on your half of the battlefield. If you cannot fit it, move other pieces of terrain by shortest necessary distance until it's possible to place. If a Tiberium Field cannot be placed, this terrain feature is not used.

Allies:

Allies of Convenience: Necrons, Orks, Chaos Space Marines, Chaos Daemons.

Desperate Allies: Tau Empire, Eldar, Dark Eldar

Come the Apocalypse: Armies of the Imperium, Tyranid.

SCRIN **WARLORD TRAITS:**

1. Warrior Elite: All weapons of the Warlord and one chosen friendly unit contains 5 or less models have the Master-crafted special rule.
2. Flesh Moulder: The Warlord and his unit have Feel No Pain (6+) special rule. If they already have Feel No Pain, then they count their Feel No Pain as being 1 point better than normal (ie. 5+ becomes 4+).
3. Shadowy Observer: The Warlord and his unit have the Preferred Enemy (Everything) special rule.
4. Intersellar Terror: The Warlord and his unit cause Fear.
5. Reaper Cultist: The Warlord and his unit have the Hatred (Everything) special rule.
6. Traveler of the Void: The Warlord and his unit have the Deep Strike special rule, and can choose to re-roll the scatter dice.

New Terrain Type - Tiberium:

Named after the discoverer of the substance, Inquisitor Tiberius, Tiberium (called Ichor by the Scrin) is an extraterrestrial element that leeches metals and other heavy minerals out of the soil, concentrating them in crystals which can be easily collected and processed into easy to use resources. However, it also has a deadly effect on the environment and all carbon-based life, capable of corrupting lifeforms such as trees and convert them to spread more of the substance, as well as adapting over time, becoming resistant to reclamation efforts. One fanciful hypothesis from the Ordo Xenos is that Tiberium possesses consciousness. According to this idea, the crystal contains a quantum crystalline brain that grows more intelligent as it grows and grows. However, this has yet to be proven.

Tiberium is dangerous terrain. Non-vehicle model in Tiberium terrain has a 5+ cover save regardless of whether or not they are 25% obscured. A model that take a Dangerous Terrain test in Tiberium Terrain fails the test on the roll of 1 and 2. At the end of any subsequent Movement phase in the controlling player's turns, if they still inside Tiberium terrain, they continue to take Dangerous Terrain test for each model that stays within the terrain feature.

New Battlefield Terrain:

Tiberium Field:

Tiberium Fields are areas of the planet that were contaminated by vast amounts of Tiberium, and are frequently hit with Ion storms (a violent and unpredictable weather effect caused by Tiberium) Venturing into, over, or even near these wastelands is extremely dangerous. However, it seems that mutated life forms, as well as the Scrin, are even thriving in it. There are report of Scrin aircrafts and vehicles operating in Ion Storm, despite heavy electromagnetic interference and build up of electrical charges in the atmosphere that can literally knocks even the mightiest human aircraft from the sky.

Composition: 1 Tiberium Field.

Terrain type: Tiberium.

Access Points & Fire Points: None.

Weapons: None.

Options: None.

Special rule: As per standard for Tiberium terrain.

SCRIN ARMY LIST

HQ:

Foreman

50 points

Foreman is the designation of Scrin leader during harvesting operation. Like many of the invaders, little is known of them. What information the Imperium do have is that the Foreman was the alien equivalent to a Commander. However, unlike its human counterparts, the Foreman's primary concern was directing Ichor harvesting operations. Its immediate superior was the Supervisor, who in turn reported to the Overlord, the supreme leader of entire Scrin species. While they are not particularly powerful or inspiring, each of the Foremen is a tactical genius, capable of directing and coordinating their force down to the smallest detail with impossibly perfect precision. They also have at their disposal a wide variety of support powers, ranging from a twoway Wormhole for quick transportation to a Tiberium-laced meteor strike.

	WS	BS	S	T	W	I	A	Ld	Sv
Foreman	3	5	3	3	3	5	3	10	4+

Unit Composition:

1 Foreman

Unit Type:

Infantry (Character)

Wargear:

- Shard launcher
- Tiberium gas
- Deflectorfield generator
- Blink pack

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Tiberium Affiliated

Options:

- May take any of the following:

- Advanced articulators.....3 pts
- Tiberium growth.....8 pts
- Blue shard.....10 pts
- Cloak generator.....10 pts
- May take any of the following support powers:
- Wormhole:.....30 pts
- Stasis Field:.....30 pts
- Mutation:.....35 pts
- Overlord's Wrath:.....35 pts

FOREMAN'S SUPPORT POWERS

Mutation:

Once per game, a Foreman may mutate an enemy unit in his Shooting phase. This counts as firing a ranged weapon with the profile below. Also, the Foreman and his unit can declare a charge against another target unit that turn.

Range	S	AP	Type
24"	1	4	Assault 3D6, Fleshbane Mutate.

Mutate: At the end of the shooting phase, any non-vehicle, non-Monstrous Creature model that loses his last Wound to a shooting attack with this special rule is replaced with a Visceroid model that is under the Scrin player's control. These new models comprise a new unit of Visceroids. If any enemy model is within 1" of this new unit, they are locked in combat with the Visceroids.

Wormhole:

Once per game, a Foreman may open a Wormhole in his Movement phase. Wormhole cannot be used on the first turn. Place 2 large blast markers on the board within 36" of each other; one marker must be within 12" of the Foreman using this support power. This is the access points of the Wormhole. You cannot place the blast markers so that the base or hull of any model, friend or foe, and impassable terrain is even partially under it. Moving into or out of a Wormhole works the same as embarking or disembarking from a vehicle, with the following exception:

- Vehicles can embark on a Wormhole, with the exception of Flyers and Flying Monstrous Creature.
- Any unit that embarks one access point of the Wormhole immediately disembarks within 2" of the other access point.
- After disembarking, no model can move.

The Wormhole lasts until the controlling player's next Movement phase.

Overlord's Wrath:

Once per game, a Foreman may call down a meteor strike in his Shooting phase. This counts as firing a ranged weapon with the profile below. Also, the Foreman and his unit can declare a charge against another target unit that turn.

Range	S	AP	Type
Infinite	10	2	Ordnance 1, Barrage Large Blast, Orbital, Tiberium Seed

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6"-the Foreman's Ballistic Skill makes no difference.

Tiberium Seed: After determining the final position of the blast marker, replace it with a Tiberium Field of the same size. If you cannot fit it because of other battlefield terrain, then the Tiberium Field is not used.

Stasis Field:

Once per game, a Foreman may open a Stasis Field in his Movement phase. Place a large blast marker on the board within 24" of the Foreman using this support power. Any model fully or partially under the blast marker cannot move, run, move Flat Out or charge, and have their Ballistic Skill, Weapon Skill and Initiative reduced by 3 (to the minimum of 1). The Stasis Field lasts until the controlling player's next Movement phase.

Mastermind

80 points

Masterminds, like many Scrin units, resemble insects and have a rounded shape that makes them physically larger but no taller than a human. It appears that they act as some sort of junior battlefield commanders to Scrin forces when there are no Foremen around. The name of these rarely-encountered alien units is derived from their unique abilities that were initially believed to be derived from extreme psychic acuity, but now has been confirmed to be caused by a piece of Scrin technology known as a "Manipulator Device." Once in range of an enemy unit, the Masterminds are able to wreck havoc with ease with its mind manipulation power, no matter how many humans are there, and how strong their mind is. This way Masterminds have induced panic among attacking Imperium forces when their mighty Space Marines have suddenly turned and fired upon their former comrades. In addition, Masterminds have also been witnessed teleporting with groups of Scrin units instantaneously from one point of the battlefield to another, grants them unmatched mobility to further make life miserable for those who oppose the Scrin. Ork, human, and even Eldar have grown to fear and despised these creatures, for where they tread, death will sure follow.

	WS	BS	S	T	W	I	A	Ld	Sv
Mastermind	4	4	3	5	3	5	3	9	4+
Prodigy	5	5	4	5	3	5	3	10	4+

Unit Composition:

1 Mastermind

Unit Type:

Infantry (Character)

Wargear:

- Plasma torch
- Tiberium gas
- Cloak generator
- Blink pack
- Manipulator device (Mastermind only)
- Tyrant device (Prodigy only)

Special Rules:

- And They Shall Know No Fear
- Tiberium Affiliated

Options:

- May take any of the following:
 - Advanced articulators.....3 pts
 - Tiberium growth.....8 pts
 - Deflectorfield generator.....10 pts
- May be upgrade to a Prodigy:.....30 pts

Assimilator

20 points

Each Scrin detachment may include 0-3 Assimilators. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

From the report of Techpriest Nadir:

"...The Scrin's affinity for merging biological and mechanical is evident in every unit they produce. Another fine example of this is the Assimilator, an extremely strange unit that is, in every sense of the term, an impossible marvel. Contained in this file is the little information we've been able to acquire from intact specimens. They can merge themselves with machinery, both ours and those of the Scrin, emerging moments later with the vehicle fully restored and functional. Despite their very existence is a blasphemy against the Omnissiah, maybe we can...acquire something useful to be integrated into our warmachines."

Nadir was later found dead in his quarter, with wounds seemingly caused by an explosive weapon. Investigation into possible heretical use of xenotech is still underway.

	WS	BS	S	T	W	I	A	Ld	Sv
Assimilator	2	2	3	3	2	5	2	8	4+

Unit Composition:

1 Assimilator

Wargear:

- Cloak generator

Options:

- May take any of the following:
 - Advanced articulators.....3 pts
 - Tiberium growth.....8 pts

Unit Type:

Infantry

Special Rules:

- And They Shall Know No Fear
- *Repair*
- Tiberium Affiliated

Repair: In each of your Shooting phases, the Assimilator may choose to repair a single friendly vehicle that it is in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 4 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed result or an Immobilised result instead; this is effective immediately.

Mechapede

180 points

For each Foreman in a Detachment you may include a single Mechapede chosen from this datasheet. These selections do not use up Force Organisation slots.

The Mechapede is a walker unit that is utilized by the Scrin invaders, determined to be an advanced customizable biotank according to the Adeptus Mechanicus, and is usually used as personal bodyguard of the Foreman leading the harvesting force. It closely resembles a Terran millipede or centipede, though it is exponentially larger. Its most dangerous ability is its versatility; a Foreman can equip his Mechapede to take on any enemies in any combat situations, as long as it is equipped with the right weapons. They are however extremely rare and costly to deploy; a Foreman can only have one active on the battlefield at any given time, though even only one of them is a formidable foe in its own right. The loss of one Mechapede is a grave blow to the security of the Foreman, and by extension the entire harvesting force.

	WS	BS	S	T	W	I	A	Ld	Sv
Mechapede	3	3	6	6	6	3	3	8	3+

Unit Composition:

1 Mechapede

Wargear:

- Advanced articulators

Unit Type:

Monstrous Creature

Special Rules:

- Fearless
- *Gun Platform*
- Tiberium Affiliated
- *War Construct*

Options:

- May take up to six of any of the following weapons, in any combination:
 - Toxin spray:.....5 pts/weapon
 - Disc thrower or homing shard:.....10 pts/weapon
 - Light caster:.....15 pts/weapons
- May take any of the following:
 - Tiberium gas.....5 pts
 - Deflectorfield generator.....10 pts
 - Blue shard.....10 pts

War Construct: The Mechapede is immune to the effect of the Fleshbane and Poisoned special rules – instead the attacking model's Strength in assault or, if listed, the weapon's Strength is used. If the attack has no Strength listed, it wounds only on a D6 roll of 6

Gun Platform: The Mechapede can fire all of its weapons in the Shooting Phase, and at different targets if desired.

Hybrid Cultists

60 points

For each Mastermind/Prodigy in a Detachment you may include a single unit of Hybrid Cultists chosen from this datasheet. These selections do not use up Force Organisation slots.

"Oh my God... That thing has a bug on its head!"

- Imperial Guardsman, horrified at the mere sights of Cultists.

The cultists are a fusion of two organisms; a captured human psyker and a Prodigy/Mastermind parasite fused to their brain. The parasite overwhelms the emotional and logistic centers of the brain, destroying the human's personality and turning them into just another member of the Cult of Traveler. New Cultists are created through a complex surgical procedure, by removing the skin around the head, and then the skull cracked along natural fissure lines and removed. The Prodigy/Mastermind spawn is then attached to the human, automatically controlling the important cerebral centers. With the help of the host brain, the spawn's mind control abilities are greatly increased, and can cause untold havoc on enemy troops if left unchecked.

	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Cultist	2	2	3	3	1	2	1	8	5+

Unit Composition:

5 Hybrid Cultists

Unit Type:

Infantry

Wargear:

- Cloak generator

Special Rules:

- Brotherhood of Psykers (Mastery Level 1)
- Stealth
- Tiberium Affiliated

Psyker:

Cultists always know the *Mind Purge* psychic power.

Options:

- May include up to five additional Hybrid Cultists:12 pts/model
- The unit may take any of the following:
 - Advanced articulators.....1 pt/model
 - Tiberium gas.....1 pt/model

Mind Purge

Warp Charge 1

The hybrids whisper into the very souls of their foes. Anyone whose mind is not strong enough is instantly overwhelmed by the need to shed the blood of their comrade.

Mind Purge is a malediction that targets a single enemy unit within 24". The target unit must take a Leadership test at -1. If the test is passed, nothing happens. If the test is failed, one member of the target unit (chosen by this player) causes D6 hits on his own unit (this player choose which weapon the target model uses to cause these hits, even ranged weapons) then the effect of Mind Purge expires.

Troops:

Disintegrators

55 points

From the report of Inquisitor Tiberius:

"...Once again, our knowledge of Scrin units is extremely limited. Based on information gleaned from those who have observed it in the field, it appears that this unit is little more than a tiny biomechanical walker whose only function seems to be the destruction of vehicles. They appear to be pack-oriented and have been seen traveling almost exclusively in small groups numbering between five and ten. They often attack in unison, concentrating their fire onto a single target to maximize efficiency. They have also been observed to attack multiple targets, though with much less damage inflicted and suffer severe casualties or total annihilation. However, when they are crushed, they are said to expel an extremely caustic acid that eats away at armor."

	WS	BS	S	T	W	I	A	Ld	Sv
Disintegrator	3	3	3	3	1	3	1	7	6+

Unit Composition:

5 Disintegrators

Wargear:

- Plasma torch
- Corrosive Acid

Options:

- May included up to 5 additional Disintegrators:
.....11 pts/model
- The entire unit may take advanced articulators:
.....1 pt/model

Unit Type:

Infantry

Special Rules:

- Fearless
- Move Through Cover
- Split Fire
- Tiberium Affiliated

Buzzers

60 points

Buzzers are one of the least understood Scrin units. Little is known about them other than they appear to be the aliens' basic infantry unit. And according to information gleaned from those fortunate enough to have survived an encounter, they are described as "swarms of tiny, hovering creatures with serrated bladeliike bodies." Indeed, they do have bladeliike bodies with serrated edges sharp enough to slice through granite, making them absolutely lethal to anything organic. However, they aren't particularly resilient; a single shot will kill them, and a powerful enzyme dissolves their bodies almost the instant they die.

	WS	BS	S	T	W	I	A	Ld	Sv
Buzzer swarm	3	0	4	2	5	5	5	5	-

Unit Composition:

3 Buzzer swarms

Special Rules:

- *Buzzing Cloud*
- Fearless
- Shred
- Swarm
- Tiberium Affiliated

Options:

- May included up to 7 additional Buzzer bases:
.....20 pts/base

Unit Type:

Jump Infantry

Buzzing Cloud: Buzzer swarm is immune to Instant Death from non-Blast or non-Template weapons.

Visceroids

20 points

Visceroids cannot be taken as a compulsory troop choice and never count as scoring unit. They cannot be joined by Independent Characters.

Visceroids are disturbing creatures that sometimes form when organic life dies to tiberium exposure. As flesh breaks down after death, it has the potential to mutate into a visceroid, a crude Tiberium-based lifeform. Visceroids often appeared to be blob-like masses of flesh that sometimes had a few recognizable features from those they once were left over within their structure, and were highly erratic in nature. However, those used by the Scrin as expendable shock troops have been modified to reach a more stable mutation state, being more aggressive, with a sturdy, protective shell and three tentacles they use to move, and also have the ability to expel a highly concentrated stream of toxic, tiberium-based gas at other organic lifeforms as a defense mechanism.

	WS	BS	S	T	W	I	A	Ld	Sv
Viseroid	2	2	3	3	1	3	2	7	6+

Unit Composition:

5 Visceroids

Wargear:

- Tiberium gas

Options:

- May included up to 15 additional Visceroids:
.....4 pts/model

Unit Type:

Infantry

Special Rules:

- Fearless
- Poisoned (6+)
- Tiberium Affiliated
- *Tiberium-fueled*

Tiberium-fueled: Visceroids gain the Poisoned (5+) special rule while inside Tiberium Terrain.

Elites:

Shock Troopers

70 points

From the after action report of Commander Shakara, 88th Elisian Drop Troops:

"...Deployed in packs of three, these xenos, code name Shock Trooper, are responsible for devastating attacks on cities in the early stages of the invasion. Each Shock Trooper is a large, rounded, insect-like creature roughly the size of a small car, and appears to have been tailored for combat using xeno bio engineering technology. Shock Troopers carry many different weapons; while even in their least well-equipped form they are able to take on our vehicles. Also, they do not appear vulnerable to anti-personnel weaponry as expected. Recommended mode of engagement: Anti-armour fire at range."

	WS	BS	S	T	W	I	A	Ld	Sv
Shock Trooper	3	4	5	5	2	3	2	8	4+

Unit Composition:

1 Shock Trooper

Unit Type:

Infantry

Wargear:

- Burst laser
- Blink pack

Special Rules:

- Extremely Bulky
- Move Through Cover
- Stubborn
- Tiberium Affiliated

Options:

- May included up to 2 additional Shock Troopers:
.....70 pts/model
- Any Shock Trooper in the unit may replace its burst laser with one of the following:
 - Plasma disc launcher:.....10 pts/model
 - Storm blaster:.....10 pts/model
- The unit may take any of the following:
 - Advanced articulators.....3 pts/model
 - Tiberium gas.....3 pts/model
 - Tiberium growth.....8 pts/model
 - Deflectorfield generator.....10 pts/model

Intruders

40 points

Intruders are Scrin's elite assault infantry. Unlike other Scrin units, these possess a more humanoid frame, though not without relinquishing other alien, "bug-like" features like its techno-organic carapace. Their heavy armor, much more resistant than other Scrin infantry, provide them of great endurance during a fight, and their ability to use their other arm, armed with a high-voltage electric spear, enable them to clear enemy garrison in seconds as well as damage enemy vehicles. Their most outstanding characteristic, however, is their ability to mimic human speech. It is not uncommon for an Astra Militarum detachment, answering a cry for help from supposedly allied force, only to suddenly found themselves in the middle of a Scrin ambush that often leave no survivors.

	WS	BS	S	T	W	I	A	Ld	Sv
Intruder	5	3	4	4	2	5	3	8	4+

Unit Composition:

1 Intruder

Unit Type:

Infantry

Wargear:

- Tri-pulse laser
- Electric spear
- Tiberium gas
- Cloak generator

Special Rules:

- Very Bulky
- Move Through Cover
- Tiberium Affiliated
- Stubborn

Options:

- May included up to 2 additional Intruders:
.....40 pts/model
- Any Intruder in the unit may replace its electric spear with one of the following:
 - Shard gauntlet:.....free
 - Phase claw:.....5 pts/model
- The unit may take any of the following:
 - Advanced articulators.....3 pts/model
 - Tiberium growth.....8 pts/model
 - Deflectorfield generator.....10 pts/model

Ravagers

54 points

These creatures are quadrupedal biomechanical constructs, that literally have green Tiberium crystals growing on them. They have been reported to be one of fastest Scrin units encountered to date. The Ravager attacks by flinging Tiberium shards at its target, causing heavy damage even to Terminator armour. However, they are extremely mutated, even by Scrin standard, and are usually shunned by Scrin Foremen and Commanders, as sometimes their mutation spreads through entire army through unknown mean, causing immense destruction. However, their Ichor-based weaponry can inflict grievous harm upon target, and it is not uncommon for one pack of Ravagers to clear entire streets of enemy garrison.

	WS	BS	S	T	W	I	A	Ld	Sv
Ravager	4	4	4	4	1	4	2	8	4+

Unit Composition:

3 Ravager

Unit Type:

Beast

Wargear:

- Shard launcher
- Tiberium gas

Special Rules:

- Bulky
- Infiltrate
- Move Through Cover
- Stubborn
- Tiberium Affiliated

Options:

- May included up to 6 additional Ravagers:

.....18 pts/model

- Up to three Ravagers in the unit may replace their shard launcher with Ichor-LQ spray.....5 pts/model

- One Ravager that does not take the above upgrade may replace its shard launcher with Contaminator:

.....15 pts

- The unit may take any of the following:

- Advanced articulators.....3 pts/model

- Tiberium growth.....8 pts/model

- Blue shard.....10 pts/model

- Deflectorfield generator.....10 pts/model

Fast Attack:

Seeker Squadron

70 points

Seekers are apparently designed for scouting and reconnaissance missions. Thanks to their ability to 'glide' over the battlefield, Seekers boast a high degree of speed and maneuverability. In battle, they seem to be everywhere at once, bringing firepower to anyone in need. They are armed with lightning bolt cannon that can annihilate entire infantry squads as well as cause severe damage to armored units. Seekers are rather lightly armoured, making them ill-suited at taking out heavy vehicles such as tanks head-on without considerably superior numbers.

	Armour				
	BS	F	S	R	HP
Seeker	3	11	11	10	3

Unit Composition:

1 Seeker

Unit Type:

Vehicle
(Skimmer, Fast)

Wargear:

- Lightning bolt cannon
- Shard launcher

Special Rules:

- Scout
- Tiberium Affiliated

Options:

- May included up to 2 additional Seekers:
.....80 points/model
- Any Seeker may replace its lightning bolt cannon with heavy shard launcher:.....free
- The entire squadron may take any of the following:
 - Scanner.....1 pt/model
 - Buzzer escort.....10 pts/model
 - Teleport beacon.....10 pts/model
 - Forcefield generator.....10 pts/model
 - Traveler engine.....15 pts/model

Stormrider Squadron

190 points

Stormriders are the Scrin's standard multirole aircraft, the equivalent of Imperial Navy's Lightning and Thunderbolt fighter. Fast and versatile, the Stormrider has a strong airframe and is armed with a single, omni directional plasma cannon with an unlimited power supply. The Stormrider's name is derived from observations made by Inquisition field operatives, who noticed that the craft operated more effectively in an ion storm. The Scrin possess the technology to generate a localized ion storm at will, which is outfitted on board their Planetary Assault Carriers. While human technology takes damage from ion storms, all Scrin air units, including the Stormriders, can utilize these storms to gain a tremendous boost in protection as well as self-repair. Because of this, groups of Carriers escorted by groups of Stormriders are an exceptionally powerful combination.

	Armour				
	BS	F	S	R	HP
Stormrider	3	11	11	11	3

Unit Composition:

1 Stormrider

Unit Type:

Vehicle
(Flyer, Hover)

Wargear:

- Scrin plasma cannon
- Two Ichor-LQ bombs

Special Rules:

- Tiberium Affiliated
- Supersonic
- Strafing Run

Options:

- May include up to 2 additional Stormriders:
.....190 points/model
- The entire squadron may take any of the following:
 - Scanner.....1 pt/model
 - Forcefield generator.....10 pts/model
 - Traveler engine.....15 pts/model

Invader Squadron

105 points

These deadly drones are normally seen with the Scrin Planetary Assault Carriers. Each Carrier arrives above the battlefield armed with a contingent of Scrin Invader fighters, which immediately detach from it and swarm around their target, firing their small but deadly proton missiles at at target on the ground. Despite carrying only one missile, the fighters can return to an orbiting carrier to be reloaded and repaired, ready to rain destruction anew on the hapless foes below. There are unconfirmed rumours of Scrin carriers capable of growing new fighters to replace those who have been destroyed, but this is, even if it is true, requires enormous energy that are not readily available while under attack.

			Armour		
	BS	F	S	R	HP
Invader Fighter	3	10	10	10	2

Unit Composition:

1 Invader Fighter

Unit Type:

Vehicle
(Flyer, Hover)

Wargear:

- Proton missile
- Scanner

Special Rules:

- *Carrier-based*
- Deep Strike
- Tiberium Affiliated
- Supersonic
- Vector Dancer

Options:

- May included up to 5 additional Invaders Fighter:
.....105 points/model
- Any Invader can replace their proton missile with neutron bomb:.....free
- The entire squadron may take any of the following:
 - Forcefield generator.....10 pts/model
 - Traveler engine.....15 pts/model

Carrier-based: Each time an Invader Fighter returns from Ongoing Reserve, it can fire its proton missile or neutron bomb again, even if it has fired the missile before.

Heavy Support:

Devourer Tank

120 points

The Devourer Tank is a recent addition to the Scrin arsenal. Unlike other Scrin armour, the Devourer appears designed after human heavy tanks, albeit without a turret, but with higher range and speed. Because of this, some believe the Devourer was created as a sadistic mockery. Like Seekers, Devourers hover over the battlefield, but they are slower and more heavily armoured. Unlike the Seeker, Devourers are capable of moving sideways if necessary, in order to keep the proton cannon aimed at a target. This makes up for their lack of turret. Devourers are so called as they have been witnessed absorbing Tiberium, they seem to do so to charge their main weapon, a long-range proton cannon capable of dealing significant damage to armoured targets.

	Armour				
	BS	F	S	R	HP
Devourer Tank	3	13	12	11	3

Unit Composition:

1 Devourer Tank

Wargear:

- Proton cannon
- Shard launcher

Unit Type:

Vehicle
(Tank, Skimmer)

Special Rules:

- Tiberium Affiliated

- May take any of the following:

- Scanner.....1 pt
- Buzzer escort.....10 pts
- Forcefield generator.....15 pts
- Traveler engine.....15 pts

Lightning Spike

120 points

The Lightning Spike is a stationary defensive structure that may be deployed by the Scrin at any battlefield location. The Lightning Spike, as its name suggests, fires bolts of electricity at any enemy ground forces within range. While it lacks the destructive power of other defensive emplacements used by the Scrin, the fact that the Lightning Spike can be materialised anywhere makes it extremely useful for the harassment of enemy units, as well as a backup base defence and a useful distraction. As field encounters with this structure have revealed, it is most effective against lightly armoured targets and infantry units. The sight of fried guardsmen and burn-out husks of vehicles is a common sight whenever the Imperium encounter this deadly weapon.

	Armour				
	BS	F	S	R	HP
Lightning Spike	2	12	12	12	3

Unit Composition:

1 Lightning Spike

Unit Type:

Vehicle

Wargear:

- Two storm blasters
- Scanner

Special Rules:

- *Automated Targeting*
- *Infiltrate*
- *Immobile*
- Tiberium Affiliated

• May take any of the following:

- Buzzer escort.....10 pts
- Teleport beacon.....10 pts
- Forcefield generator.....15 pts

Automated Targeting: The Lightning Spike can fire its weapons at different targets if desired.

Immobile: A Lightning Spike cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an immobilised damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

Explorer

120 points

Only one Explorer may be taken per Detachment.

Explorers are bizarre, floating Scrin support vehicles that the Scrin apparently use to establish ground control at a particular location. They have also been observed to be placed atop of Tiberium fissures (or the middle of a tiberium field) in the fields that are being harvested by the Scrin. These could be the aliens version of an irrigation system, designed to artificially accelerate and nurture the growth of their prized Ichor. If left unchecked, the Explorer can spread Tiberium in a vast area, making reinhabitation by carbon-based lifeforms impossible. Luckily for the Imperium, the Explorer is only lightly armoured and armed, the Tiberium Accelerator has taken up most of the space within, so they can be destroyed relatively easy by even a small squad with anti-tank weaponry. However, the Explorers are extremely important to the Scrin, and anyone foolish enough to attack it will be engaged by everything the Scrin currently have on hand, for the lost of even one Explorer is a greivous blow to their mining operation and the surviving of their force.

	Armour				
	BS	F	S	R	HP
Explorer	2	11	11	11	3

Unit Composition:

1 Explorer

Wargear:

- Heavy shard launchers
- Scanner

- May take any of the following:

- Buzzer escort.....10 pts
- Forcefield generator.....15 pts

Unit Type:

Vehicle
(Skimmer, Heavy)

Special Rules:

- *Deploy*
- *Growth Accelerator*
- Tiberium Affiliated

Deploy: The Explorer cannot fire its weapon unless deployed. The Explorer can choose to deploy at the start of the controlling player's Movement phase. When deployed, the Explorer cannot move. It can choose to undeploy at the start of any of the controlling player's subsequent Movement phases. The Explorer can move again right after undeploying.

Growth Accelerator: If the Explorer is deployed on top of a piece of Tiberium terrain, any models that is within 6" of that terrain piece count themselves as being inside Tiberium terrain, and gain bonus or suffer penalty for being inside Tiberium terrain accordingly.

Annihilator Tripod

250 points

The Annihilator Tripod is the heaviest Scrin ground combat vehicle encountered in large numbers during their invasions. These tripod walkers are armed with three proton beam weapons, each mounted on the end of an articulating arm. Owing to their sheer size, Annihilator tripods have been known to literally walk over smaller units such as Leman Russ tanks, destroy them instantly with their massive locomotive appendages. Thankfully, however, that they are slow and cumbersome, so the tripods can be easily disabled by infantry teams equipped with explosive, provided that they survive the fearsome firepower of the tripod first. There are also unconfirmed reports of these vehicles releasing close range electro magnetic pulse that can disable even super heavy tanks.

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Annihilator Tripod	3	3	10	13	13	12	3	1	5

Unit Composition:

1 Annihilator Tripod

Unit Type:

Vehicle (Walker)

Wargear:

- Three beam cannons
- Advanced articulators

Special Rules:

- *EMP Pulse*
- *Gun Platform*
- Tiberium Affiliated

Options:

- May take any of the following:
 - Scanner.....1 pt
 - Buzzer escort.....10 pts
 - Forcefield generator.....15 pts

Gun Platform: The Annihilator Tripod can fire its weapons at different targets if desired.

EMP Pulse: One vehicle within 6" of one or more Annihilator Tripods at the beginning of the tripod's controlling player's Movement phase suffers one S 1, Ap- Haywire hit.

SCRIN WARGEARS

Ranged Weapons:

Beam Cannon:

	Range	S	AP	Type
Concentrated	36"	9	2	Heavy 1
Spray	36"	5	5	Heavy 1, Large Blast, Ignores Cover, Twin-linked

Burst Laser:

Range	S	AP	Type
18"	7	4	Assault 2, Pinning Twin-linked

Lightning Weapons:

	Range	S	AP	Type
Lightning bolt cannon	48"	7	4	Heavy 1, Haywire, Ignores Cover, Twin-linked
Storm blaster	30"	5	5	Assault 3, Haywire, Ignores Cover

Mechapede Weapons:

	Range	S	AP	Type
Disc thrower	36"	7	4	Assault 2, Tracking
Light caster	24"	7	1	Heavy 1, Lance
Homing shards	36"	8	3	Assault 1, Blast Twin-linked Tiberium Weapon
Toxin spray	Template	4	3	Assault 1, Torrent Tiberium Weapon

Neutron Bomb:

Range	S	AP	Type
-	4	4	Bomb 1, Large Blast, Ignores Cover, Poisoned (4+) One use only

Plasma Disc Launcher:

Range	S	AP	Type
36"	8	2	Assault 1, Tracking

Tracking: Model equipped with ranged weapon with this rule can choose to whether or not to use the Skyfire special rule at the start of each phase. They don't have to use the Skyfire special rule, but if they do, all weapons they fire that phase are treated as having the Skyfire special rule.

Plasma Torch:

Range	S	AP	Type
6"	6	3	Assault 1, Armourbane

Proton Cannon:

	Range	S	AP	Type
Normal mode	72"	9	2	Ordnance 2
Charged mode	90"	10	1	Ordnance 1, Charged

Charged: This profile can only be used if the vehicle stays within Tiberium Terrain.

Tiberium Weapons:

	Range	S	AP	Type
Contaminator	24"	-	-	Assault 1, Blast, Tiberium Seed
Heavy shard launcher	48"	6	4	Heavy 4, Pinning, Tiberium Weapon
Ichor-LQ spray	Template	5	5	Assault 1, Tiberium Weapon
Ichor-LQ bomb	-	8	2	Bomb 1, Large Blast, Tiberium Seed, Tiberium Weapon One use only
Shard launcher	24"	4	5	Assault 2, Tiberium Weapon

Tiberium Weapon: Weapon with this rule has Poisoned (4+) special rule. Model with Tiberium Affiliated special rule never counts as the closest model when hit by Tiberium Weapon, and therefore cannot be allocated Wounds caused by Tiberium Weapon.

Tiberium Seed: Weapons with this rule can place their blast marker on the base of both friendly and enemy models. After determining the final position of the blast marker, replace it with a Tiberium Field of the same size. If you cannot fit it because of other battlefield terrain, then the Tiberium Field is not used.

Proton Missile:

Range	S	AP	Type
36"	8	1	Heavy 1, Blast, Melta One Use Only

Scrin Plasma Cannon:

Range	S	AP	Type
48"	7	2	Heavy 3, Twin-linked

Tri-Pulsed Laser:

Range	S	AP	Type
12"	3	5	Assault 3, Pinning Twin-linked

Melee Weapons:

Corrosive Acid:

Range	S	AP	Type
-	6	3	Melee, Suicide Attack

Suicide Attack: During the Fight sub-phase, the controlling player may remove one model that is in base contact with an opposing vehicle or monstrous creature from a unit equipped with Corrosive Acid to inflict an automatic hit at Initiative 10 step on that vehicle or monstrous creatures, following all the rules for rolling to Wound and Armour Penetration in Assault. Wound inflicted by Corrosive Acid attack counts toward combat resolution. However, the model that attacks with Corrosive Acid never counts as the closest model, and therefore cannot be allocated Wounds.

Electric Spear:

Range	S	AP	Type
-	User	4	Melee, Armourbane, Concussive

Phase Claw:

Range	S	AP	Type
-	X2	1	Melee, Unwieldy

Shard Gauntlet:

Range	S	AP	Type
-	User	4	Melee, Concussive, Fleshbane

Cybernetic Enhancements:

Advanced Articulator:

Model equipped with advanced articulator Run an additional 3" (this will normally be D6+3").

Blinkpack:

In the Movement phase, a model with blink pack may choose to either move normally or make a Blink Move. If making a Blink Move, it immediately moves up to 6+D6" in any direction (roll once per unit each turn), ignoring all intervening models and terrain. This move ignores dangerous terrain.

Blue Shard:

Any range weapon with the Tiberium Weapon special rule of the model equipped with blue shard gains +1 Strength.

Cloak Generator:

Model equipped with cloak generator has the Stealth special rule

Deflectorfield Generator:

Model equipped with deflectorfield generator counts its cover saves as being 1 point better than normal, or if it does not have a cover save, gains a 6+ cover save.

Manipulator Device:

In the Psychic phase, a model equipped with manipulator device can use one of the following powers from the Telepathy discipline as if he were a Psyker: Dominate, Psychic Shriek or Terrify. If he does so, he must take a Ld test. If he fails, he instantly suffers one Wound with no save of any kind allowed. If he passes, the power is successfully manifested. Keep in mind that the model equipped with manipulator device does not counts as a psyker model for the purpose of generating Warp Charges, manifesting Psychic Powers or taking Deny the Witch test.

Tiberium Gas:

Model equipped with tiberium gas counts as having assault and defensive grenades, but only in the Assault phase.

Tyrant Device:

The tyrant device is a manipulator device, with the following exception:

- The equipped model can use one of the following powers from the Telepathy discipline as if he were a Psyker: Invisibility or Hallucination.

Tiberium Growth:

Model equipped with tiberium growth gain the Furious Charge and Hammer of Wrath special rule.

Vehicle Equipments:

Buzzer Escort:

During the Initiative 10 step of the Fight sub-phase, any enemy unit with at least one model in base contact with the vehicle suffers D3+1 Strength 4 AP- hits with the Shred special rule.

Forcefield Generator:

A vehicle equipped with forcefield generator counts its invulnerable saves as being 1 point better than normal, or if it does not have a invulnerable save, gains a 6+ invulnerable save.

Scanner:

A vehicle equipped with scanner has the Night Vision special rule.

Teleport Beacon:

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a teleport beacon. The teleport beacon must have been on the battlefield at the start of the turn in order for it to be used.

Traveler Engine:

A vehicle equipped with traveler engine moves an additional 3" when moving Flat Out.