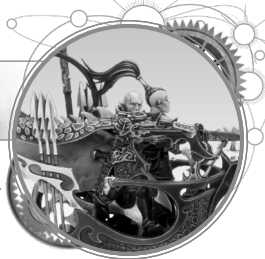


SCOURGERUNNER CHARIOTS

Employed to chase down fast-moving prey, Scourgerunner Chariots are swift and deadly war machines armed with a deadly harpoon launcher that can cripple even the most fearsome monster.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravager Harpoon	18"	2	3+	3+	-1	D3
Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hook-spear	2"	2	4+	4+	-	1
Vicious Bite	1"	4	4+	5+	-	1

DESCRIPTION

A unit of Scourgerunner Chariots has any number of models. Each Scourgerunner Chariot has a crew armed with a Hook-spear, Ravager Harpoon and Repeater Crossbow.

MOUNT: This unit's Dark Steeds attack with their Vicious Bite.

HIGH BEASTMASTER: 1 model in this unit can be a High Beastmaster. Add 1 to hit rolls for attacks made with that model's missile weapons.

ABILITIES

Lay the Beast Low: *Loosed by a keen-eyed aelf, a harpoon sails through the air and sinks deep into its target's vital organs.*

If the unmodified hit roll for an attack made with a Ravager Harpoon is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, SCOURGERUNNER CHARIOTS