

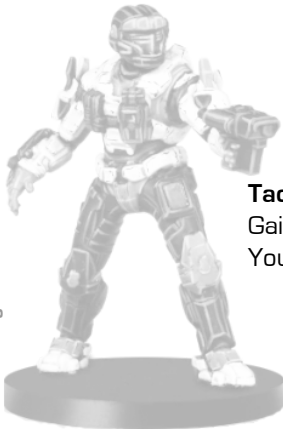
SPARTAN FORWARD OBSERVER

SPEED 2-3
RANGED 5+
FIGHT 5+
SURVIVE 5+
SHIELD 2
ARMOR 3

Tactician 1: LIFE 4
Gain +1 Command Dice.
You may reroll 1 and keep 1.

Scout:
Free 1-cube move when deploy.
Crouch for free when respawn.
Keep Crouch token when Advancing.

H-165 Target Locator



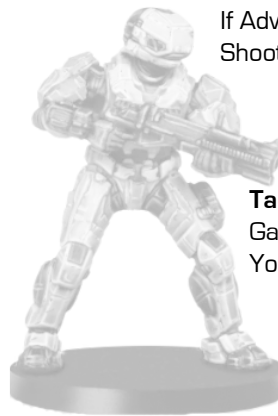
SPARTAN GRENADEIER

SPEED 2-3
Stable: RANGED 4+
If Advance, then FIGHT 5+
Shoot, ignore Long. SURVIVE 5+
SHIELD 2
ARMOR 2
LIFE 4

Tactician 1:
Gain +1 Command Dice.
You may reroll 1 and keep 1.

Guarded:
Ranged headshots against the model are ignored.

M319 Grenade Launcher

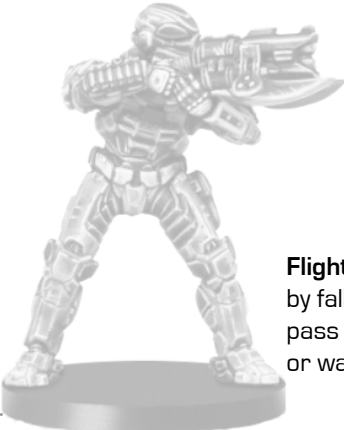


SPARTAN HAZOP

SPEED 2-3
RANGED 5+
FIGHT 5+
SURVIVE 5+
SHIELD 2
ARMOR 2
LIFE 4

Flight: Not pinned or damaged by falling. No need to climb. Can pass thru cubes without floors or walls.

Spike Rifle

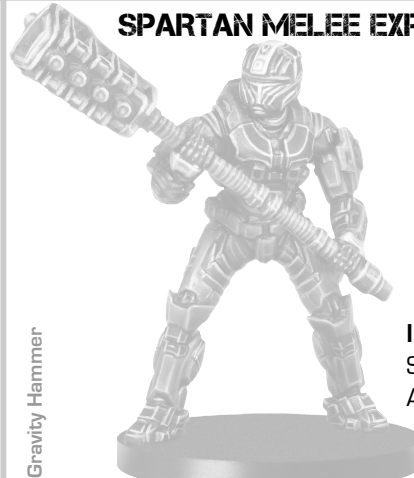


SPARTAN MELEE EXPERT

SPEED 1-3
RANGED 5+
FIGHT 4+
SURVIVE 6+
SHIELD 2
ARMOR 3
LIFE 5

Imposing: +1 Fight and Survive dice during an Assault.

Gravity Hammer



GRENADE LAUNCHER

4

RANGE



Roll 3 (RA) to hit cube or scatter.
Roll 5 (4+) damage to all figures in cube.
Ignores 1 Armor.
Pins and knocks back in random direction.

TARGET LOCATOR

6

RANGE



Long Action only. Roll 3 (RA) to hit cube or scatter.
Roll 6 (4+) damage to all figures in cube. +1 Wound.
Removes 1 Shield (and 1 from figures in adjacent cubes). Pins and knocks back in random direction.
2 uses.

GRENADE LAUNCHER

4

RANGE



Roll 3 (RA) to hit cube or scatter.
Roll 3 (4+) damage to all figures in cube.
EMP: Removes all Shields from figures in the target cube (and 1 from figures in adjacent cubes).
Pins and knocks back in random direction.

SPIKE RIFLE

3

RANGE



If Assaulting:
Lethal: +1 Wound.
AP: Ignores 1 Armor.

If Shooting: Weight of Fire: May reroll 1 dice.
Knockback: Success = Move target 1 cube directly away. **Rapid Fire:** Roll 4 dice. Unaffected by crouching. Success = target loses 1 Shield and is pinned.