

MLRS-2 HYDRA

4

RANGE

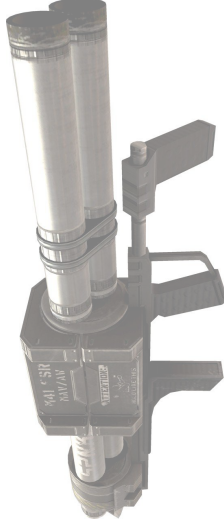


Roll 3 (RA) to hit cube or scatter. Roll 4 (4+) damage to all figures in cube. +1 Wound. Removes 1 Shield. Ignores 1 Armor. Pins and knocks back in random direction.

M41 SPNKR

6

RANGE



Roll 3 (RA) to hit cube or scatter. Roll 5 (4+) damage to all figures in cube. +1 Wound. Removes 2 Shields (1 from figures in adjacent cubes). Ignores 1 Armor. Pins and knocks back in random direction. 2 uses.

BR75 BATTLE RIFLE

5

RANGE



Optics: +1 dice, add a dice on 7 or 8.
AP: Ignores 1 Armor.
Weight of Fire: May reroll 1 dice.
Rapid Fire: Roll 4 dice. Unaffected by crouching. Success = target loses 1 Shield and is pinned.

FUEL ROD GUN

4

RANGE



Roll 3 (RA) to hit cube or scatter. Roll 5 (4+) damage to all figures in cube. +1 Wound. Removes 1 Shield (and 1 from figures in adjacent cubes). Ignores 2 Armor. Pins and knocks back in random direction.

COVENANT CARBINE

6

RANGE

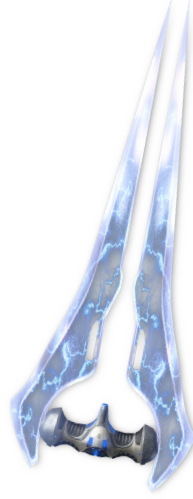


Optics: +1 dice, add a dice on 7 or 8.
AP: Ignores 1 Armor.
Lethal: +1 Wound.
Knockback: Success = Move target 1 cube directly away.

ENERGY SWORD

CC

RANGE

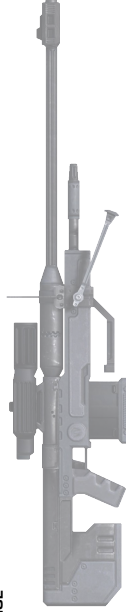


ESD: Removes 2 Shields.
AP: Ignores 3 Armor.
Lethal: +1 Wound.

S7 SNIPER RIFLE

7

RANGE

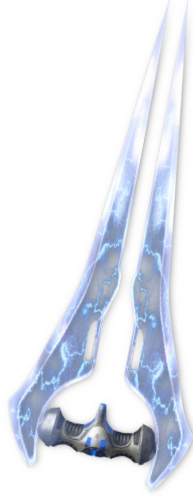


ESD: Removes 1 Shield.
AP: Ignores 1 Armor. **Lethal:** +1 Wound.
Sniper Scope: If long action, +2 dice, add a dice on 7 or 8.

ENERGY SWORD

1

RANGE



ESD: Removes 1 Shields.
AP: Ignores 3 Armor.
Lunge: Roll 3 dice (FA) but can get Clear Shot and High Ground modifiers.