

# SCORPION – M808 MAIN BATTLE TANK

ARMoured – BUILD RATING 4



MOVE

8/12"

SOAK

3

REACT

10/12

IMPACT

3

DAMAGE

6

6

5

## WEAPONS

RANGE

ARC

AP

AT

AA

**High-Velocity Cannon**

20/40"

ALL

4 18 2

**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

**Heavy Machine Gun**

10/20"

FRONT

6 1 3

**Suppression (+2):** Add 2 to all enemy Suppression Tests.

## UNIT LOADOUTS

**Aerial Insertion:** Up to 1 Scorpion may be deployed via a Combat Drop Air Support Mission.

## SPECIAL RULE

**Canister Shot:** Once per game during its activation, this Tank may elect to load a Canister Shot into its Battle Cannon. Should the tank elect to do this the AP/AT/AA spread on the weapon changes to 18/4/2 for their upcoming attack.

## SCORPION – M808 MAIN BATTLE TANK

TYPE

ARMoured

ELEMENTS

1

POINTS

250



The Scorpion's design is the template for all contemporary UNSC main battle tanks, with a heavily armored hull inset within four independently articulated bogies fitted with adaptive track segments. Considered by many to be the preeminent armored vehicle of the UNSC, the Scorpion holds an extraordinary track record of success across dozens of planets and hundreds of battlefields dating back to the beginning of human interstellar colonization. Due to its affordability, simplicity, and versatility, the Scorpion's functional uses are numerous and wildly varied.

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*Sixty-six tons of heavy metal mayhem. Engage armored targets with the cannon while the gunner on the pintle-mounted machine gun helps to clear infantry.*

# SUN DEVIL – M808B2 AIR DEFENSE SYSTEM

ARMoured – BUILD RATING 4



## WEAPONS

**Auto-Cannons**

RANGE

20/40"

ARC

ALL

AP

7

AT

3

AA

14

**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flyer Elements.

**Lock On:** Gain +1 Firepower Rating when firing at Long Range.

**Heavy Machine Gun**

10/20"

FRONT

6

1

3

**Suppression (+2):** Add 2 to all enemy Suppression Tests.

## UNIT LOADOUTS

**Aerial Insertion:** Up to 1 Sun Devil may be deployed via a Combat Drop Air Support Mission.

**Scour the Skies:** React on 7/9 against Flyers.

MOVE

8/12"

SOAK

3

REACT

10/12

IMPACT

3

DAMAGE

6

6

5

## SUN DEVIL – M808B2 AIR DEFENSE SYSTEM

TYPE

ARMoured

ELEMENTS

1

POINTS

250



Built on a slightly modified Scorpion tank hull, the Sun Devil uses a full-rotation turret fitted with two twin-linked 40mm autocannons. Ostensibly an anti-aircraft vehicle, the Sun Devil was used in anti-personnel role throughout the insurrection years, and proved to be very effective in clearing Covenant light infantry from contested points.

*Though it can be used against ground targets, the Sun Devil's threat tracking and targeting system makes it very effective against Covenant flyers, such as the Banshee.*

# WRAITH – TYPE 26 ASSAULT GUN CARRIAGE

ARMoured – BUILD RATING 4



MOVE	SOAK	REACT	IMPACT
6/12"	4	11/13	2

DAMAGE	5	5	5
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WEAPONS	RANGE	ARC	AP	AT	AA
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<b>Plasma Mortar</b>	10/40"	FRONT	15	8	2
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**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements.  
**Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.

<b>Medium Plasma Cannon</b>	10/20"	FRONT	6	4	3
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**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

### LOADOUTS

**Aerial Insertion:** Up to 1 Wraith may be deployed via a Combat Drop Air Support Mission.

### SPECIAL RULE

**Heavy Ordnance:** When the Plasma Mortar attacks directly, rather than indirectly, all Damage rolled by the attack will force enemy targeted Units to reroll any initial Successes when making Heroic Saves. The Resolute Loadout is also ignored.

## WRAITH - TYPE 26 ASSAULT GUN CARRIAGE

TYPE

**ARMoured**

ELEMENTS

1

POINTS

250



The Wraith is a large, heavily armored Covenant tank armed with a deadly plasma mortar for long-range bombardment. Though it appears bulky and slow at first glance, with its boosted gravity drive the Wraith is capable of charging forward in impressive bursts of speed.

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*The plasma mortar has a minimum range, so keep the Wraith screened with other units!*

# ANTI-AIR WRAITH – TYPE 52 ANTI-AIRCRAFT ARTILLERY

ARMoured – BUILD RATING 4



## WEAPONS

RANGE

ARC

AP

AT

AA

**Fuel Rod Battery**

20/40"

FRONT

2 12 12

**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flyer Elements.

**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements.

**Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.

**Medium Plasma Cannon**

10/20"

FRONT

6 4 3

**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

MOVE

6/12"

SOAK

4

REACT

11/13

IMPACT

2

DAMAGE

5

5

5

## LOADOUTS

**Aerial Insertion:** Up to 1 AA Wraith may be deployed via a Combat Drop Air Support Mission.

**Scour the Skies:** React on 7/9 against Flyers.

## ANTI-AIR WRAITH – TYPE 52 ANTI-AIRCRAFT ARTILLERY

TYPE

ARMoured

ELEMENTS

1

POINTS

250



Encountered late in the Covenant War, the Anti-Air Wraith is fitted with six rapid-fire plasma flak cannons that proved highly effective in countering UNSC light attack aircraft. Though ONI analysts presumed the vehicle was a dedicated air defence vehicle, the Covenant often deployed AA Wraiths as a direct assault vehicle against UNSC forces in urban areas.

*The AA Wraith is effective against both ground and air targets, though it is particularly deadly against the latter.*