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| Land Raider Spartan | [350Pts] |
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| Special Rules | Assault Vehicle, Power Of The Machine Spirit, Smoke, Reinforced |
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| Move | WS | BS | S | Front | Side | Rear | I | A | HP | CAP |
|------|----|--------|---|-------|------|------|---|---|----|-----|
| 12" | - | (4) 3+ | - | 14 | 14 | 14 | - | - | 6 | 26 |



| Weapon | Range | Strength | AP | Type |
|--------------------------|-------|----------|----|------------------------------|
| Hunter Killer Missile | 48" | 8 | 3 | Heavy 1, One Shot |
| Twin-Linked Heavy Bolter | 36" | 5 | 4 | Heavy 4, Twin-Linked |
| Lascannon Array | 48" | 9 | 2 | Heavy 1, Sunder, Twin-Linked |

| Rules | Description |
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| Power Of The Machine Spirit | A Vehicle with this special rule may attack different targets with each Ranged weapon it is permitted to fire during any Shooting Attack. |
| Reinforced | A model with the Reinforced Sub-type ignores the effects of any Crew Shaken result on the Vehicle Damage table\ A model with the Reinforced Sub-type does not have to make Snap Shots due to the effects of the Crew Stunned result on the Vehicle Damage table (but still cannot move or pivot until the end of its next turn). |
| Sunder | Attacks with this special rule may re-roll failed Armour Penetration rolls against Vehicles and Buildings (both with Shooting Attacks and in close combat) and re-roll Glancing Hits, in an attempt to instead get a Penetrating Hit, but the second result must be kept. |
| Twin-Linked | When attacking with a weapon that has this special rule, the controlling player may re-roll all failed To Hit rolls. |
| Searchlights | A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights. |

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Rules

Description

Smoke Launchers

The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.

Assault Vehicle

Passengers Disembarking from Access Points on a Vehicle with this special rule can Charge on the turn they do so (including when forced to make an Emergency Disembarkation) unless the Vehicle arrived from Reserves that turn.