

Halo Micro Ops Series 1: Banshee with 2 Elites

Review by Jonathan Aird

I had thought that all these Halo Micro Ops vehicles had disappeared from the shelves -- but this has turned out to not be the case. Someone must have found another box or two of them somewhere as they turned up again on the shelves of my local discounted items Value Store. This time around, they clearly were in a hurry to clear them out as they were selling the packs for £1.99 (approximately \$3) so I got a few of the previously reviewed items and also a couple of the Banshee packs reviewed here. My knowledge of the Halo universe remains very low (i.e., I know that it's a computer game they play on *The Big Bang Theory!*) however I can recognise something that'd be useful for 15mm Science Fiction wargaming when I see it!



The Banshee is a hefty flying vehicle -- it has something of the look of a low-level ground attack "jet cycle" affair, with the one crewman occupying what is a surprisingly exposed piloting position under the opaque canopy, which pivots at the front of the vehicle. It's about 4.5cm tall, 10cm long and has a wing span of 12cm. The stubby wings are also slightly movable and could be positioned in a down position to double as landing gear. Unfortunately, there isn't a flying stand, and the Banshee is rather heavy to easily be placed on commonly available flying stands such as those made by Games Workshop. I'm planning to mount them on a base with small rocks holding the vehicle off the ground to show it in a just above ground-level flight mode. Two multi-barrel gun pods project from below the fuselage, suggesting a significant firepower capability. It's a rather odd looking model, as I hope the photographs below make out, and it's not my favourite of the Halo vehicles that I've bought (the packet of two Drop Ships are still my "best buy"!), but at this price it's more than acceptable.

The other figure in the set is a standing alien with a hand weapon -- this is one of the poorest in any of the sets because one foot is on the figure's stand, the other is off the stand in what would be a dramatic standing pose if the leg wasn't too long causing the figure to tumble over. A little judicious weighting up of the base should resolve this however.

I'm going to use the Banshee in Imperial Commander (the mass battle version of Laserburn), so thought it might be useful to include my proposed statistics and points cost.

Banshee

Vehicle Type: Treat as light attack Jetcopter

Move: Road or Open Ground 35cm, Difficult terrain 10cm (at attack altitude)

Weapons: Two fixed forward firing weapon pods, both with 2 heavy bolters and a Bike cannon. All weapons have an autoranger fitted.

Crew: one ó armoured infantry, laser pistol, elite training.

Points: Banshee: 76, Crewman: 12. Total vehicle and crew: 88 (a pretty hefty points investment !)



Banshee, crewman on board and additional trooper leaning on the wings !



Banshee viewed from side with canopy down