ATALAN JACKALS - GENESTEALER CULTS

85–150 PTS

M	T	Sv	W	LD	OC
12"	4	5+	2	7+	1

AUFSTELLUNG

4-8x Atalan Jackal w/ Grenade launcher oder Atalan Jackal oder Atalan Jackal w/ Atalan power weapon oder Atalan Jackal w/ Grenade launcher & power weapon
1-2x Atalan Wolfquad
Basegrößen: 60x35.5mm Oval Base, Wolfquad 60mm

Equipped with: Atalan incinerator, Atalan small arms, Heavy stubber, Mining laser, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, Atalan power weapon, Close combat weapon

Wargear Options:
- This model's Atalan small arms can be replaced with 1x Grenade launcher.
- This model's Close combat weapon and Atalan small arms can be replaced with 1x Grenade launcher.
- Each Atalan Wolfquad can replace its Heavy stubber with Mining laser or Atalan incinerator.

KEYWORDS: Atalan Jackals, Mounted, Grenades, Great Devourer

FACTION KEYWORDS: Genestealer Cults

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atalan incinerator IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Atalan small arms PISTOL	12"	2	4+	4	0	1
Heavy stubber ASSAULT, RAPID FIRE 3	36"	3	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Demolition Run
Once per battle round, in your Movement phase, when this unit ends a Normal, Advance, or Fall Back move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each ATALAN JACKALS model in this unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds.)

Outrider Gangs
Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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- This model's Close combat weapon and Atalan small arms can be replaced with 1x Grenade launcher.
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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Cult Ambush
If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points

- Strike Force: 10 Resurgence points

- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding

CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.

- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent’s next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

CORE RULES

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).