

ATALAN JACKALS

Cult Ambush Scouts 9" Stealth

M

12"

T

4

SV

5+

W

2

LD

7+

OC

1

85–150 PTS

Base 60x35.5mm Oval Base,
Wolfquad: 60mm



1

KOMMANDO

2

BEWEGUNG

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.

3

BESCHUSS

Atalan incinerator

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Atalan small arms

PISTOL

R	A	BS	S	AP	D
12"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy stubber

ASSAULT

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Mining laser

R	A	BS	S	AP	D
24"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

► Grenade launcher - frag

BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4

ANGRIFF

5

NAHKAMPF

Atalan power weapon

R	A	WS	S	AP	D
Melee	2	4+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 5+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

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.

Scouts 9"

This ability always takes the form Scouts X".

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).

ASSAULT

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

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 (roun...

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 mod...

PISTOL

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

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

TORRENT

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

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

Ausrüstung:

Atalan incinerator, Atalan small arms, Heavy stubber, Mining laser, ► Grenade launcher - frag, ► Grenade launcher - krak, Atalan power weapon, Close combat weapon

- 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.