

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



1KOMMANDO

—

2BEWEGUNG

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.

3BESCHUSS

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+

4ANGRIFF

—

5NAHKAMPF

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 (13.06).

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 (13.06), 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.

KEYWORDS Atalan Jackals, Mounted, Grenades, Great Devourer · FRAKTION Genestealer Cults