JACKAL ALPHUS

55 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Cult sniper rifle HEAVY, PRECISION	36"	1	3+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Jackal Alphus (60x35.5mm Oval Base)

Equipped with: Autopistol, Cult sniper rifle, Close combat weapon

ABILITIES

CORE - Leader

Master Outrider

In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

Priority Target

In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more of those attacks made with a cult sniper rifle. Until the end of the phase, each time a friendly Genestealer Cults model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

Leader

This model can be attached to the following units:

- ATALAN JACKALS

KEYWORDS: Jackal Alphus, Character, Grenades, Great Devourer, Mounted, Leader

FACTION: Genestealer Cults

WEAPON RULES

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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).

KEYWORDS: Jackal Alphus, Character, Grenades, Great Devourer, Mounted, Leader

FACTION: Genestealer Cults