

ATALAN JACKALS

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.

⚙ 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

ABILITIES

RULES - Cult Ambush, Scouts 9", Stealth

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.)



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

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 RULES

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 (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.