

JACKAL ALPHUS

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

AUFSTELLUNG

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

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

⦿ 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

ABILITIES

CORE - Leader

RULES - Leader, Scouts 9", Stealth

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



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.

