

# ELITE OFFICER – WARHOST OBEDIENTIARY

# CHARACTER INFANTRY – BUILD RATING 2



MOVE

6/9"

SOAK

0

REACT

6/8

MELEE

6

DAMAGE

6

## WEAPONS

RANGE

ARC

AP

AT

AA

Small Arms

10/20"

ALL

8

8

7

**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

Plasma Grenades

6"/-

ALL

5

3

0

**Blast:** Ignore Terrain when determining Firepower Rating.

**Cooldown:** May only fire once per Game Turn.

## UNIT LOADOUTS

**Attachment (ANY):** May be attached to Any Units in the same Battle Group.

**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice.

**Commanding Presence (12"): Increase all friendly Reaction Fire Tests within 12" by 1.**

Reduce all friendly Suppression Tests within 6" by 1.

**Heroic Save (Leader):** Ignore Damage on a roll of  or .

**Resolute:** Re-roll failed Heroic Save. Second result must be accepted.

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TYPE

INFANTRY

ELEMENTS

1

POINTS

100



Sangheili who advance in rank among the ground troops are seasoned and battle-hardened soldiers first, officers (by human reckoning) second. They lead by personal example, exhorting their comrades to press the attack from the front lines while displaying the martial qualities that the Sangheili perceive as invaluable for their commanders. Combat losses among these veterans are high, but there is also much honor to be won for family and clan while carrying out the Prophets' orders to exterminate humanity. The promise of honour and glory ensures that there is no shortage of Sangheili looking to prove their worth on the Great Journey's path. Sangheili that survive and temper their enthusiasm for violence are promoted to the host of Obedientaries, taking on missions that require both cunning and courage in equal measure. The Sangheili term for these acolytes roughly translates as "lesser chosen" or "charged with glory," but among humans they are known as simply "Officer" or "Majors."

*Though they organise and direct lesser Elites and thralls, an Obedientary is just as hungry for battle honour as an unblooded warrior. Were it not for their ornamental combat harnesses in veteran colours and skill with plasma rifle and energy sword it would be almost impossible for a human to differentiate between warrior and leader among the Elites by superficial observation. Unlike the UNSC, who expect officers to take on a more dispassionate role on the battlefield, Covenant field commanders close with and engage the enemy alongside the troops; an approach to warfare that is reflected in Majors possessing high firepower and deadly close combat capabilities in comparison to human command units. The Covenant leadership style is stark in its simplicity, but undeniably effective on the battlefield.*