

JACKAL ASSAULT – SHOCK UNIT

INFANTRY – BUILD RATING 1



MOVE

8/12"

SOAK

0

REACT

6/8

MELEE

2

DAMAGE

3

WEAPONS

Small Arms

RANGE

12"/-

ARC

ALL

AP

3

AT

2

AA

1

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

Plasma Grenades

6"/-

ALL

4

1

0

Blast: Ignore Terrain when determining Firepower Rating.

Cooldown: May only fire once per Game Turn.

UNIT LOADOUTS

Elusive: All enemy ranged attacks are counted as firing into Cover that is one Level higher.

Heroic Save (Trooper): Ignore Damage on a roll of .

SPECIAL RULES

Shield Wall: Jackal Assault Elements without an Activation Marker improve their Heroic Save (Trooper) Unit Loadout to Heroic Save (Leader) when targeted by attacks that originate entirely from within their Front Arc.

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TYPE

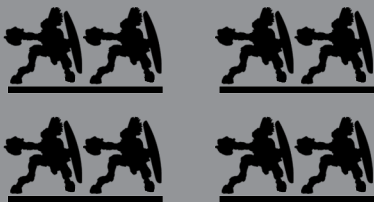
INFANTRY

ELEMENTS

4

POINTS

120



The Jackals are a fractious species who serve the Covenant out of a well-developed sense of self preservation and opportunism rather than any particular religious fervor. Were they to cooperate, the Kig-Yar could be a deadly threat to the Prophets, but blood feuds and other internal rivalries continue to undermine long-term gains. Nevertheless, while their matriarchs plot and scheme, Jackals selected to fill the Prophets' endless tithes as foot soldiers are always on the lookout for information and resources that could be of benefit to kith and kin once the Covenant's attention turns elsewhere.

The Jackal Assault units are tough to dislodge from a location if they can position themselves to make use of Shield Wall. They can also shield Grunts and other infantry by advancing in the front lines, then adjust position to allow clear lanes of advance and fire.