

JACKAL MARKSMEN – SCOUT-EXECUTORS UNIT

INFANTRY – BUILD RATING 2



WEAPONS

RANGE

ARC

AP

AT

AA

Needle Rifle

12/24"

ALL

4

1

0

Cooldown: May only fire once per Game Turn.

Pinpoint (INF): All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS

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

SPECIAL RULES

Instinctive Shot: Any Ranged Attacks made by this Unit may force the enemy to re-roll any successful Heroic Saves. Enemy units with the Resolute Loadout lose this Loadout when attacked by an Instinctive Shot.

MOVE

8/12"

SOAK

0

REACT

7/9

MELEE

1

DAMAGE

3

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TYPE

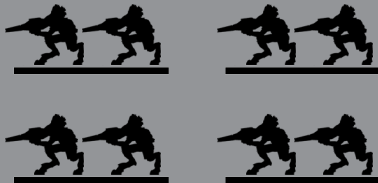
INFANTRY

ELEMENTS

4

POINTS

120



“Jackal” is the human nickname for the diverse Kig-Yar species, who are often encountered in scouting and sniper roles among the Covenant ground forces. Loyal only to their families and matriarchs, the Kig-Yar serve the Covenant for their own ends, with service to the Great Journey a distant consideration. Those with demonstrably superior dexterity and a controlled bloodlust are elevated from the ranks of shock infantry to serve as scout-executors, ranging throughout the war zone to eliminate impediments to the War Host’s advance. These ruthless assassins have no rules of engagement, no laws of war they must adhere to, only targets of opportunity.

Jackal Marksmen are mid-range snipers armed with anti-infantry Needle Rifles. They are best kept in cover, but advancing with the rest of their War Host in order to cover them with shots at Long range. These units are also quite efficient at removing heroes and commanders with Aimed Shot, so don't be afraid to be aggressive with their placement if it means getting a bead on high-value targets!