

ELITE ULTRA UNIT – EVOCATI

INFANTRY – BUILD RATING 3



WEAPONS

RANGE

ARC

AP

AT

AA

Small Arms

10/20"

ALL

5

4

2

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

Suppression (+2): Add 2 to all enemy Suppression Tests.

Plasma Grenades

6"/-

ALL

4

4

0

Blast: Ignore Terrain when determining Firepower Rating.

Cooldown: May only fire once per Game Turn.

MOVE

6/9"

SOAK

0

REACT

7/9

MELEE

4

DAMAGE

5

UNIT LOADOUTS

Battle Hardened (2): Re-roll up to 2 failed Melee Attack Dice.

Fearless: Re-roll failed Suppression Tests. Second result must be accepted.

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

SPECIAL RULES

Chosen of the Prophets: When making a Charge Move Action into Melee, this Unit increases its Battle Hardened Loadout by +1.

Combat Specialists: The Unit may not have Characters attached unless otherwise stated.

ELITE ULTRA UNIT - EVOCATI

TYPE

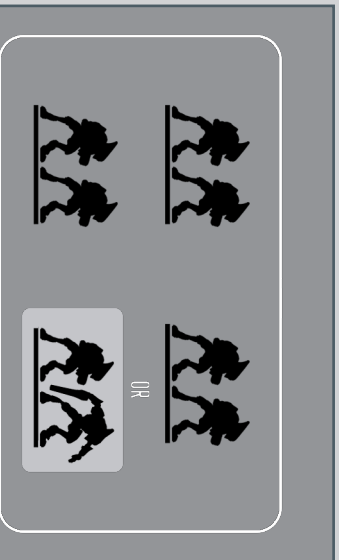
INFANTRY

ELEMENTS

3

POINTS

180



UNIT UPGRADES

Officer Upgrade: Up to 1 Element in this Unit may upgraded to be an Elite Ultra Officer for an additional +30

Points to the Unit's Cost.

Death from Above: The Elite Ultra Unit may upgrade to have the Orbital Insertion loadout for an additional +20 Points.

The Evocati, or "Ultras" as human forces know them, are veteran warriors who have demonstrated the highest standards of military proficiency, teamwork, honor, and devotion to the Covenant. These Sangheili display exemplary martial aptitude but lack the inclination or desire to follow the path of leadership and mentoring. Instead, they find the apex of their warrior career as an Ultra, crowned with glory and guaranteed a position of honor and respect in their family archives and record vaults of High Charity. Few remain at this pinnacle for long, and Sangheili promoted to Ultra are expected to take up honorable posts as seneerals, tread the path of political warfare as a Councillor, or return to their Ministry to train the next generation of warriors.

Ultras are among the deadliest Sangheili infantry available to the Covenant warhost commander, their alabaster combat harnesses marking them as combat specialists able to execute missions for which failure is not an option and defeat unthinkable. Their high cost is justified by their firepower and ability to deploy from low orbit to the battlefield using insertion pods before charging into enemy lines.

ELITE ULTRA OFFICER – EVOCATI DELEGATUS

INFANTRY – BUILD RATING 0



MOVE

6/9"

SOAK

0

REACT

7/8

MELEE

5

DAMAGE

5

WEAPONS

RANGE

ARC

AP

AT

AA

Small Arms

10/20"

ALL

6

5

4

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

Suppression (+2): Add 2 to all enemy Suppression Tests.

Plasma Grenades

6"/-

ALL

4

4

0

Blast: Ignore Terrain when determining Firepower Rating.

Cooldown: May only fire once per Game Turn.

UNIT LOADOUTS

Battle Hardened (2): Re-roll up to 2 failed Melee Attack Dice.

Fearless: Re-roll failed Suppression Tests. Second result must be accepted.

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

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

SPECIAL RULES

Chosen of the Prophets: When making a Charge Move Action into Melee, this Unit increases its Battle Hardened Loadout by +1.

ELITE ULTRA OFFICER – EVOCATI DELEGATUS

TYPE

INFANTRY

ELEMENTS

UPGRADE

POINTS

+30

UPGRADE



UNIT UPGRADES

Reinforcement: This Element is fielded as an upgrade only.

Ultras rarely answer to the warhost commander to which they are attached, though some degree of cooperation and synchronisation is necessary to achieve their mutual goals. Ultras elect delegates from among their ranks to take on this responsibility before each deployment, and swear binding oaths to obey their commands until all objectives are completed. These Ultra “officers” hold no official leadership position in the Covenant hierarchy and are not Obedientaries, but they are acknowledged as subject matter experts in the art of war and wield real authority on the battlefield. In human terms they are equivalent to a Warrant Officer, selected for talents and knowledge which complement the tactical objectives at-hand.

The Ultras are a brotherhood of warriors born, devoted to skill in arms and little else. Those who lead do so from the front, energy blade clenched in hand and plasma grenades primed.