

ODST AIR ASSAULT UNIT – SPECIAL PURPOSE FORCE

INFANTRY – BUILD RATING 3



WEAPONS

Small Arms

RANGE

15"/-

ARC

ALL

AP

4

AT

1

AA

2

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

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

Demolition Charges

3"/-

ALL

2

4

0

Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements.

Cooldown: May only fire once per Game Turn.

MOVE

6/9"

SOAK

0

REACT

6/7

MELEE

2

DAMAGE

4

UNIT LOADOUTS

Active Overwatch: Re-roll failed Reaction Fire Dice. Second result must be accepted.

Battle Hardened (1): Re-roll up to 1 failed Melee Attack Dice.

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

SPECIAL RULES

Jump Packs: This Unit may announce it is using its Jump Packs prior to any Movement Action. The Unit's movement increases from 6/9" to 12/15". When using Jump Packs, this Unit may ignore intervening terrain and other Units (friend or foe!). Elements electing to use their Jump Packs gain no Cover Bonuses for the remainder of the Game Turn and may not benefit from the Defensible Terrain Special Rule.

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

DDST AIR ASSAULT UNIT – SPECIAL PURPOSE FORCE

TYPE

INFANTRY

ELEMENTS

4

POINTS

180



UNIT UPGRADES

Officer Upgrade: Up to 1 Element in the Unit may upgrade to be an DDST Air Assault Officer for an additional +20 Points to the Unit's Cost. Please see the DDST Air Assault Officer card for stats.

Nicknamed "Helijumpers," Orbital Drop Shock Troopers (ODST) are the rapid reaction force of the UNSC Marine Corps, and are best known for their capability to deploy from orbit in meteoric descents using individual drop pods. Every DDST team's loadout is tailored for a specific mission and task, and each operator is proficient with a wide range of weapons, sensors, and mobility systems optimised for hazardous and difficult environments. Operations in the dense, vertically integrated urban centres and rugged, undeveloped frontiers of Earth's colonial holdings are particularly challenging, and specialised DDST teams can drop in carrying jump-jet packs that allow them to more easily navigate three-dimensional jungles of metal, rock, and vegetation. These DDSTs proved their worth in the defense of Reach, securing evacuation areas in New Alexandria and harassing Covenant forces in the rugged mountains outside Manassas to the last round of ammo and final drop of thruster fuel.

DDST Air Assault units have deployed from their pods or dropships and equipped jet packs that allow quick thruster-assisted travel via a series of bounding jumps (or "bounces" in Marine slang) that can clear buildings and terrain. Full flight (albeit clumsy and slow) is possible, but not tactically useful. Make use of the jet pack to cut off enemy troops, disengage to move behind cover, and quickly secure objectives.

ODST AIR ASSAULT OFFICER – TEAM LEADER



INFANTRY – BUILD RATING 0



WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	15"/-	ALL	5	1	3
<p>Point Blank: Gain +1 Firepower Rating shooting at Short Range. Suppression (+2): Add 2 to all enemy Suppression Tests.</p>					
Demolition Charges	3"/-	ALL	2	5	0
<p>Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements. Cooldown: May only fire once per Game Turn.</p>					

MOVE	SOAK	REACT	MELEE
6/9"	0	5/7	3

DAMAGE	4
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UNIT LOADOUTS
Active Overwatch: Re-roll failed Reaction Fire Dice. Second result must be accepted.
Battle Hardened (2): Re-roll up to 2 failed Melee Attack Dice.
Heroic Save (Leader): Ignore Damage on a roll of  or  .
Resolute: Re-roll failed Heroic Save. Second result must be accepted.

SPECIAL RULES
First In: Prior to the roll for Initiative at the beginning of the first Game Turn, a deployed Unit with an ODST Officer may make a free, out-of-sequence Flat Out Move. Units that move in this manner take an Activated Marker before the Game Turn begins, but do NOT take a Cooldown Marker.
Jump Packs: Please see ODST Air Assault Unit card for details.

ODST AIR ASSAULT OFFICER – TEAM LEADER

TYPE

INFANTRY

ELEMENTS

UPGRADE

POINTS

+20

UPGRADE



UNIT UPGRADES

Reinforcement: This Element is fielded as an upgrade only.

ODST officers lead from the front and command their troops with acts of bravery and combat proficiency, for Helljumper's are not impressed by authority wielded without competence, nor are they cowed by threats of administrative punishment. Leaders who can wrangle these men and women are a rare breed and highly valued, yet the utter lethality of their missions mean the life expectancy for ODST officers is demoralisingly short. Though they accept the grim statistics, ODSTs are immensely proud of the fact that most of their officers rose from within the ranks, inspired by the heroism and sacrifice of officers who came before, and willing to serve despite the odds.

ODST Air Assault Officers are veterans of the long war against the Covenant, and they remain utterly committed to defeating the Covenant and saving as many human lives as possible, even as Reach burns. They stiffen the resolve of the already-formidable ODST Air Assault unit, as well as add additional firepower to the Unit.