

Terminator Cattaphractii Squad	[175Pts]
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Special Rules	Relentless, Inexorable, Bulky (2)
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Move	WS	BS	S	T	W	I	A	LD	SV
6"	4	(4) 3+	4	4	2	4	2/3	7/8	2+



Weapon	Range	Strength	AP	Type
Combi-Bolter	24"	4	5	Rapid Fire, Twin-Linked
Heavy Flamer	Template	5	4	Assault 1
Power Weapon	-	User	3	Rending (6+)
Power Fist	-	X2	2	Melee, Unwieldy, Specialist Weapon
Chain Fist	-	X2	2	Armourbane (Melee), Unwieldy

Rules	Description
Armourbane (Melee)	A weapon or model with this version of the Armourbane special rule only gains the benefits of Armourbane when attacking in close combat Roll additional D6 for armour penetration when targeting a Vehicle model or when targeting a model with the Automata or Dreadnought unit type, re-roll all failed rolls to wound instead.
Rending	If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that their close combat attacks will strike a critical blow. For each To Wound roll equal to or higher than the value listed, the target automatically suffers a Wound, regardless of its Toughness. The controlling player may choose to resolve these Wounds at AP 2 instead of the weapon's normal AP value.
Unwieldy	A model attacking with this weapon Piles-in and fights at Initiative step 1, unless it has the Dreadnought Unit Type or Monstrous sub-type.
Twin-Linked	When attacking with a weapon that has this special rule, the controlling player may re-roll all failed To Hit rolls.

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Rules	Description
Specialist Weapon	Does not receive a +1 attack for fighting with two weapons unless it is armed with 2 or more Melee weapons with the Specialist Weapon rule.
Rapid Fire	If the target is at or within half range of the weapon they can get +1 attacks
Relentless	Relentless models can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase. They are also allowed to Charge in the same turn they fire Heavy, Ordnance, or Rapid Fire weapons.
Inexorable	A unit that contains only models with this special rule ignores modifiers to Leadership when making a Morale check or Pinning test - except those caused by the Fear (X) special rule or the Corrupted and Anathema Sub-types. If a unit has both the Fearless and Inexorable special rules, it uses the rules for Fearless instead of Inexorable
Bulky (2)	Bulky models count as a number of models equal to the value X in brackets after the rule's name for the purposes of Transport Capacity and whether a given unit outnumbered another in combat.