


Thallax Cohort							[125Pts]		
Special Rules		Bulky (2), Djinn-Sight, Feel No Pain (6+), Relentless, Stubborn							
Move	WS	BS	S	T	W	I	A	LD	SV
7"	3	(4) 3+	4	5	3	2	2	7	4+
Weapon		Range		Strength		AP		Type	
Lightning Gun (Arc)		18"		4		-		Heavy 3, Shred	
Lightning Gun (Strike)		18"		7		5		Heavy 1, Rending (4+), Shred	
Multi-Melta		24"		8		1		Heavy 1, Armourbane (Melta), Twin-Linked	
Chain Bayonet		-		+1		-		Melee, Two-Handed, Shred	
Rules		Description							
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							
Djinn-Sight		When making shooting attacks, djinn sight reduces the benefits of any cover saves by -2 Infiltrators cannot be set up within 24" of units with this special rule regardless of Line of Sight							
Feel No Pain (6+)		Roll 1d6 for each unsaved wound, On each 6+ 1 unsaved wounds is ignored							
Relentless		allows models carrying heavy weapons to use them for Reaction Fire attacks							
Stubborn		When a unit that contains at least one model with this special rule takes a morale test or a pinning test the unit ignores any negative leadership modifiers							
Twin-Linked		Controlling player may re-roll all failed To Hit rolls.							
Shred		Reroll failed To Wound rolls in close combat							





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Rules	Description
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.
Armourbane (Melta)	Weapons with this special rule only gain the effects at half the maximum range of the weapon. Roll an additional D6 for AP when targeting a Vehicle or when targeting an Automata or Dreadnought Unit, re-roll all failed To Wound Rolls instead
Two-Handed	A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons.
Lorica Thallax	Any models with this may not make sweeping advances
Incunbular Jet Pack	This unit may choose to increase its movement by 6" and ignore terrain while moving during the movement phase. A unit where each model has an Incunbular Jet Pack can also make a 6" move during the shooting phase Gives the unit the Deep Strike special rule Can increase the units movement during a reaction
Deep Strike	A unit made up entirely of models with this special rule may perform a Deep Strike Assault. Certain Faction or unit special rules may present other options for the deployment of units with the Deep Strike special rule.