

CAPTAIN IN GRAVIS ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	3+	6	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Captain in Gravis Armour
(40mm)

Equipped with: Boltstorm Gauntlet, Master-crafted Heavy Bolt Rifle, Master-crafted power weapon, Relic Blade, Relic Chainsword, Relic Fist

Wargear Options:

- This model can replace its Master-crafted Heavy Bolt Rifle and Master-crafted Power Weapon with Boltstorm Gauntlet, Powerfist, and Relic weapon.
- This model can replace its Relic Chainsword with Relic Blade or Relic Power Fist.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltstorm Gauntlet CLOSE-QUARTERS	12"	3	2+	5	-1	1
Master-crafted Heavy Bolt Rifle ASSAULT HEAVY RAPID FIRE 1	30"	2	2+	6	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Boltstorm Gauntlet	Melee	5	2+	8	-2	2
Master-crafted power weapon	Melee	6	2+	6	-2	2
Relic Blade EXTRA ATTACKS	Melee	2	2+	6	-2	2
Relic Chainsword EXTRA ATTACKS	Melee	3	2+	5	-1	2
Relic Fist EXTRA ATTACKS	Melee	1	2+	8	-2	2

ABILITIES

CORE - Leader

Refuse to Yield
Attacks allocated to this model have -1D

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units:
AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD, INDOMITOR KILL TEAM

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



KEYWORDS: Character, Infantry, Captain, Imperium, Gravis, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

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Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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