

CAPTAIN IN GRAVIS ARMOUR

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

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

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader, Transhuman Strategist

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.



Relic Blade	Melee	2	2+	6	-2	2
EXTRA ATTACKS						
Relic Chainsword	Melee	3	2+	5	-1	2
EXTRA ATTACKS						
Relic Fist	Melee	1	2+	8	-2	2
EXTRA ATTACKS						

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 RULES

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.

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).*