

IMPERIUM - SPACE MARINES

CAPTAIN IN GRAVIS
ARMOUR

90 PTS



M

5"

T

6

SV

3+

W

6

LD

6+

OC

1

4+

RANGED WEAPONS

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

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

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.

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 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).

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.

◆ 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.

◆ 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.

◆ Transhuman Strategist

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

