

# GRAVIS VETERAN W/ INFERNUS HEAVY BOLTER

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 6 | 3+ | 3 | 6+ | 2  |

## RANGED WEAPONS

| WEAPON                                                                                    | RANGE | A  | BS  | S | AP | D  |
|-------------------------------------------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br><b>PISTOL</b><br><b>LETHAL HITS</b>                                        | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Frag cannon<br><b>BLAST</b><br><b>HEAVY</b><br><b>LETHAL HITS</b><br><b>RAPID FIRE D3</b> | 18"   | D3 | 3+  | 7 | -2 | 2  |
| Hellstorm bolt rifle<br><b>ASSAULT</b><br><b>HEAVY</b><br><b>LETHAL HITS</b>              | 30"   | 2  | 3+  | 5 | -2 | 2  |
| ➤ Astartes grenade launcher - frag<br><b>BLAST</b>                                        | 24"   | D3 | 3+  | 4 | 0  | 1  |
| ➤ Astartes grenade launcher - krak                                                        | 24"   | 1  | 3+  | 9 | -2 | D3 |
| ➤ Infernus heavy bolter - heavy bolter<br><b>SUSTAINED HITS 1</b>                         | 36"   | 3  | 3+  | 5 | -1 | 2  |
| ➤ Infernus heavy bolter - heavy flamer<br><b>IGNORES COVER</b><br><b>TORRENT</b>          | 12"   | D6 | N/A | 5 | -1 | 1  |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 3 | 3+ | 4 | 0  | 1 |

## WEAPON ABILITIES

- Assault**  
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**  
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- 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.
- Ignores Cover**  
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lethal Hits**  
Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.  
*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

### AUFSTELLUNG

- 1x Gravis Veteran w/ infernus heavy bolter
- Equipped with:** Bolt pistol, Frag cannon, Hellstorm bolt rifle, ➤ Astartes grenade launcher - frag, ➤ Astartes grenade launcher - krak, ➤ Astartes grenade launcher - krak, ➤ Infernus heavy bolter - heavy bolter, ➤ Infernus heavy bolter - heavy flamer, Close combat weapon
- Wargear Options:**
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

**KEYWORDS:** Gravis  
**FACTION KEYWORDS:** -

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.