

CAPTAIN IN GRAVIS ARMOUR

80 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltstorm gauntlet PISTOL	12"	3	2+	4	-1	1
Master-crafted Heavy Bolt Rifle ASSAULT HEAVY	30"	2	2+	5	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic Blade EXTRA ATTACKS	Melee	2	2+	5	-2	2
Relic Chainsword EXTRA ATTACKS	Melee	3	2+	4	-1	2
Relic Fist EXTRA ATTACKS	Melee	1	2+	8	-2	2

ABILITIES

CORE - Leader

Refuse to Yield

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

Rites of Battle

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- **HEAVY** INTERCESSOR SQUAD
- INDOMITOR KILL TEAM



AUFSTELLUNG

1x Captain in Gravis Armour

Equipped with: Boltstorm gauntlet, Master-crafted Heavy Bolt Rifle, Master-crafted power weapon, Power fist, 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 Fist.



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

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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.

CORE RULES

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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