



Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.

CAPTAIN IN GRAVIS ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain in Gravis Armour	5"	2+	2+	4	5	7	5	9	3+

A Captain in Gravis Armour is equipped with: boltstorm gauntlet; Astartes chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltstorm gauntlet (shooting)	18"	Pistol 3	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

WARGEAR OPTIONS

- This model's Astartes chainsword can be replaced with one of the following: 1 power fist; 1 power sword.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Gravis Fighting Styles:

- If this model is equipped with an Astartes chainsword, each time the bearer fights, it can make 2 additional attacks with that weapon (for a maximum of 3).
- If this model is equipped with a power sword, each time the bearer fights, it can make 2 additional attacks with that weapon.
- If this model is equipped with a power fist, each time the bearer fights, it can make 1 additional attack with that weapon.

This ability cannot be used with a Relic which replaces any of these weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, MK X GRAVIS, CAPTAIN

