



# 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

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.



# PRIMARIS ANCIENT

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+

A Primaris Ancient is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-

## WARGEAR OPTIONS

- This model's bolt rifle can be replaced with 1 power sword.

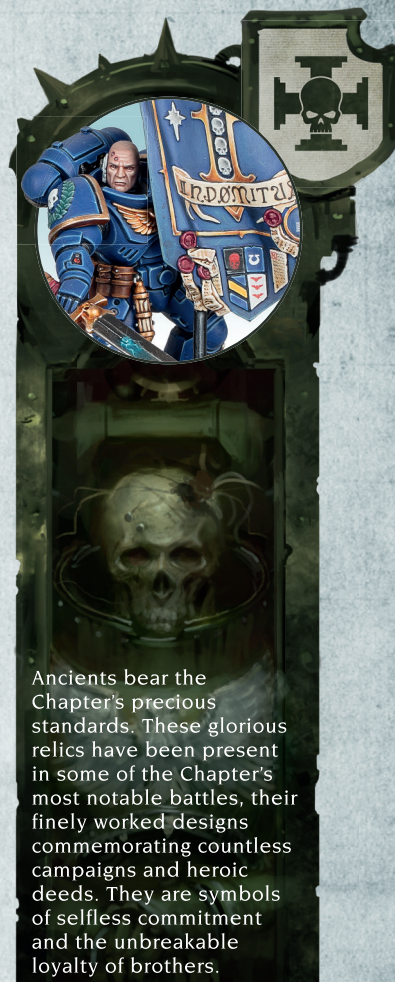
## ABILITIES

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

**Wolf Guard:** If this unit is from the Space Wolves Chapter (or one of its successor Chapters) it has the **WOLF GUARD** keyword.

**Astartes Banner (Aura):** While a friendly <CHAPTER> CORE unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**  
KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, ANCIENT**



Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, their finely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.



## POINTS VALUES

**HQ**

### Captain in Gravis Armour

Unit size..... 1 model  
Unit cost..... 120 pts

**ELITES**

### Primaris Ancient

Unit size..... 1 model  
Unit cost..... 80 pts  
• Power sword..... +5 pts