

COMMISSAR YARRICK

110 PTS

M	T	Sv	W	LD	OC
6"	4	4+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bale Eye PRECISION	12"	2	2+	6	-2	D3+1
Laspistol PISTOL	12"	1	2+	3	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power klaw	Melee	4	2+	8	-2	2
Power sword	Melee	6	2+	4	-2	1

ABILITIES

CORE - Leader

- Hero of Hades Hive**
In your Command phase, you can select one of the abilities in the Hero of Hades Hive section. Until the start of your next Command phase, this model has that ability.
- Will of Iron**
The first time this model is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.
- Leader**
This model can be attached to the following units:
 - CADIAN SHOCK TROOPS
 - CATACHAN JUNGLE FIGHTERS
 - DEATH KORPS GRENAДИER SQUAD
 - DEATH KORPS OF KRIEG
 - KASRKIN
 - KRIEG COMBAT ENGINEERS
 - TEMPESTUS SCIONS

ORDERS

- Orders**
This Officer can issue up to 2 Orders to Regiment, Squadron or Titanic units.



AUFSTELLUNG

1x Commissar Yarrick (32mm)

Equipped with: Bale Eye, Laspistol, Storm bolter, Power klaw, Power sword



KEYWORDS: Imperium, Infantry, Character, Epic Hero, Officer, Commissar Yarrick, Leader
FACTION KEYWORDS: Astra Militarum

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HERO OF HADES HIVE

Inspiring Hero (Aura)

While a friendly Astra Militarum unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Counterstrategist

At the end of your opponent's Movement phase, you can select one enemy unit that was set up or ended a move within 8" of this model, and one friendly Regiment unit within 6" of and visible to this model that has not made a Normal move or been targeted with the Fire Overwatch Stratagem this phase. That Regimentunit can then either:

- Make a Normal move of up to D6".
- Shoot at that enemy unit, but only if it is an eligible target. Until the end of the phase, each time a model in that unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.
- Make a Surge move. To do so, roll one D6: models in that unit move a number of inches up to the result, but that unit must end that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. That unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

Decisive Command

The next Order issued by this model can be issued to one eligible friendly unit within 12" of this model; if this is the first Order issued by a unit from your army this Command phase, that Order affects not only that eligible unit, but every other eligible friendly unit within 6" of that eligible unit.

WEAPON ABILITIES

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.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

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FACTION RULES

- Voice Of Command**
- If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.
- Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.
- Only Astra Militarum models gain the benefit of an Order issued to their unit.
- MOVE! MOVE! MOVE!
- Add 3" to the Move characteristic of models in this unit.
- FIX BAYONETS!
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- TAKE AIM!
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- FIRST RANK, FIRE! SECOND RANK, FIRE!
- Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.
- TAKE COVER!
- Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).
- DUTY AND HONOUR!
- Improve the Leadership and Objective Control characteristics of models in this unit by 1.

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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