

COMMISSAR YARRICK

Leader Voice Of Command

M6" T4 SV4+ W5 LD6+ OC1 RW4+

110 PTS
Base 32mm



1KOMMANDO

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.
Decisive Command (Hero of Hades Hive)
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.

2BEWEGUNG

Counterstrategist (Hero of Hades Hive)
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.

3BESCHUSS

Bale Eye PRECISION
R A BS S AP D
12" 2 2+ 6 -2 D3+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+
Laspistol PISTOL
R A BS S AP D
12" 1 2+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+
Storm bolter RAPID FIRE 2
R A BS S AP D
24" 2 2+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

4ANGRIFF

5NAHKAMPF

Power klaw
R A WS S AP D
Melee 4 2+ 8 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+
Power sword
R A WS S AP D
Melee 6 2+ 4 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

VERTEIDIGUNG

IMMER / EINMALIG

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.
Orders
This Officer can issue up to 2 Orders to Regiment, Squadron or Titanic units.
Inspiring Hero (Aura) (Hero of Hades Hive)
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.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 4++ · 5 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S8+ S5-7 S4 S3 S1-2
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
4+ 4++ 4++ 4++ 4++

REGELN & KEYWORDS KURZ

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.
Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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 m...
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Commissar Yarrick
Ausrüstung: Bale Eye, Laspistol, Storm bolter, Power klaw, Power sword
Anführer
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS