COMMISSAR GRAVES

M	T	SV	W	LD	OC	
12"	8	3+	12	6+	5	4+

AUFSTELLUNG

1x Commissar Graves (Hull)

Equipped with: Chiron gatling cannon, 2x Prefectus heavy stubber, Armoured hull, Enforcer crew, Power sword and Manus Mortis

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chiron gatling cannon	24"	12	3+	5	0	1
2x Prefectus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull EXTRA ATTACKS	Melee	3	4+	6	0	1
Enforcer crew EXTRA ATTACKS	Melee	10	4+	3	0	1
Power sword and Manus Mortis LANCE	Melee	5	2+	6	-2	2

ABILITIES

RULES - Deadly Demise D3, Voice Of Command

Aquiline Prow

Each time this unit ends a Charge move, you can select one enemy unit within Engagement Range of it, then roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Brutal Disciplinarian

Once per turn, at the start of any phase, you can select one friendly Astra Militarum Infantry unit (excluding units that only contain one model) that is Battle-shocked and within 24" of and visible to this model. If you do, one model in that unit is destroyed, and that unit is no longer Battle-shocked.

KEYWORDS: Imperium, Epic Hero, Officer, Vehicle, Squadron, Commissar Graves, Character, Frame

FACTION: Astra Militarum **125 PTS**

Mechanised Spearhead
In your Movement phase, each time a friendly Astra Militarum Regiment unit disembarks from a Transport that is within 6" of this model, after that unit has been set up, this model can issue 1 Order to that Regiment unit, regardless of how many Orders this model has already issued this turn.

Orders (Orders)
Orders: This Officer can issue 1 Order to Regiment or Squadron units. This Officer can only issue the Move! Move! Move!, Duty and Honour! and Fix Bayonets! Orders.

WEAPON RULES

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.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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).*