

COMMISSAR

M	T	SV	W	LD	OC	
6"	3	5+	3	6+	1	5+

AUFSTELLUNG

1x Commissar (28.5mm)

Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power weapon

Wargear Options:

- This model can replace its Bolt pistol with Plasma pistol.
- This model can replace its Chainsword with Power weapon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE - Leader

RULES - Leader, Voice Of Command

Political Overwatch

While another Officer model is in the same unit as this model, you can re-roll Battle-shock tests taken for that unit.

Summary Execution

Once per battle round, at the start of any phase, you can select one friendly Astra Militarum Infantry unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is then no longer Battle-shocked.



Leader

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

Orders (Orders)

Orders: This Officer can issue 1 Order to a Regiment unit. This Officer can only issue the Duty and Honour! and Fix Bayonets! Orders.

WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.