IMPERIUM - ASTRA MILITARUM

COMMISSAR GRAVES

125 PTS

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

4+

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

AUFSTELLUNG

1x Commissar Graves (Hull)

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

ABILITIES

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.

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).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ 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.