DEATH RIDER COMMISSAR [LEGENDS]

M	T	SV	W	LD	OC	
12"	4	4+	4	6+	1	5+

AUFSTELLUNG

1x Death Rider Commissar [Legends]

Equipped with: Commisar's pistol, Commissar's close combat weapon, Savage claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Commisar's pistol PISTOL	12"	1	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Commissar's close combat weapon	Melee	3	3+	4	-2	1
Savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	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 or ASTRA MILITARUM MOUNTED 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 unit:

- Death Riders

You can attach this model to the above unit even if one Death Rider Squadron Commander, Lord Marshal Dreir or Lord Solar Leontus model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Mounted, Character, Imperium, Grenades, Officer, Death Rider Commissar, Leader

FACTION: Astra Militarum **35 PTS**

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.

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.