



Traitor Commissar



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Traitor Commissar	6"	2+	3+	3	3	4	3	9	4+



A Traitor Commissar is a single model armed with a bolt pistol and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol	1	4	0	1 -
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the <u>hit roll</u> .

ABILITIES
<p>Enforcer: Friendly <u>TRAITOR GUARDSMEN</u> units within 6" of this model can use this models Leadership instead of their own.</p> <p>Refractor Field: This model has a 5+ <u>invulnerable save</u>.</p>
<p>Forwards! For the Dark Gods!: At the start of your <u>Movement phase</u>, you can pick one friendly <u>TRAITOR GUARDSMEN</u> unit within 6" of this model. That unit suffers 1 <u>mortal wound</u>, and until the end of the turn, add 3 to <u>Advance</u> and <u>Charge</u> rolls made for that unit.</p>

FACTION KEYWORDS
<u>CHAOS, SERVANTS OF THE ABYSS</u>

KEYWORDS
<u>CHARACTER, INFANTRY, TRAITOR COMMISSAR</u>