

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

ABILITIES	Enforcer: Friendly <u>TRAITOR GUARDSMEN</u> units within 6" of this model can use this models Leadership instead of their own. Refractor Field: This model has a 5+ <u>invulnerable save</u>.	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 rolls</u> made for that unit.
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FACTION KEYWORDS	<u>CHAOS</u> , <u>SERVANTS OF THE ABYSS</u>
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KEYWORDS	<u>CHARACTER</u> , <u>INFANTRY</u> , <u>TRAITOR COMMISSAR</u>
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