


Oh Commissar, My Commissar

Commissar-Alternate Career Path

The Imperial Army of the Great Crusade was organized from the fighting men of the worlds liberated by the Space Marine Legions of the Emperor of Mankind. They were used almost exclusively for garrison and pacification roles on both their home, and foreign worlds, throughout the early stages of the Crusade, but by the later half, were fighting offensive battles, and supplementing the Legions power as they began to be stretched thinner. The Army was organized with no particular standardization, and Regiments ranged from barbarians wielding power axes, to advanced mechanized infantry armed with weapons now lost, but voted as matching the Bolters of Space Marines in their ferocity. During this time, the Regiments were left almost exclusively to their own rules, as long as they served faithfully, and conformed to the few restrictions placed on them. In other words, there was no need to enforce what was already willingly accepted.

During the Horus Heresy, an estimated 40-50% of the Army turned on the Emperor with Warmaster Horus. Most legions broke down into feudal and fragmented Cults, worshipping the various gods of Chaos, and causing great havoc amongst the civilian populations of millions of worlds. With the added range of the Regimental cruisers, the traitor regiments spread quickly and left a bloody swathe of depopulated and dead worlds in their wake, many of which were their own. It is suspected that a number of regiments were used in the Siege of Terra, though the exact extent of the traitor forces has never been properly calculated, and most regiments became indistinguishable from each other, and unrecognizable from the proud defenders of Humanity they had once been.



With Horus' defeat, and the retreat of Chaos to the Eye of Terror, the Imperial Army underwent massive reformations, and became heavily standardized. The Navy was separated from the Army, which became the Imperial Guard and Navy respectively. During this time, the Commissariat was formed to be the bulwark against the influences of Chaos and its traitors. The Commissar was given power to ensure a regiments continuing loyalty, and was charged to do anything necessary to prevent the corruption of Chaos, or spread therein. Commissars were attached to every regiment, and were used extensively in the immediate wake of the Traitor forces retreat to ensure that the population of planets that had been ravaged by Chaos, were not subverted by Chaos splinter cells, or sleeper Cults. Before the Imperium was re-forged, millions would meet their end at the edge of a Commissar's chainsword or the barrel of a Bolt pistol. Eventually, this role was given to the Inquisition and the Ordo Hereticus and Ordo Malleus.

Over the last 10,000 years, the Commissar has remained a facet of the Imperial Guard command structure, and it is rare not to see at least one attached to the Command staff of a Regimental Officer or Lord Commanders staff. Several have even attain commands of their own, including the Legendary Commissar Yarrick, who took command of the Steel Legionnaires of Hades Hive during the Second War for Armageddon, and became overall commander of Imperial Forces during the Third War for Armageddon. The most famous Commissar to have held and retained overall command of a full regiment however, was Commissar Ibram Gaunt, who became the Colonel-Commissar of the orphaned Tanith 1st Regiment, after receiving command of the Tanith 1st, 2nd and 3rd from Warmaster Slaydo during the Sabbat Worlds Crusade, and losing the 2nd and 3rd when Tanith fell to Chaos.

Commissar Training

Commissars are trained from young age to be strict adherents and upholders of the Imperial Creed and its associated strictures by the Schola Progenium, which serves the purpose of education and military training centers for Commissarial Cadets and Grenadiers for all regiments, and Officers for some. Training in this respect is highly demanding, and is designed to weed out the weak as soon as possible so as to concentrate on the most appropriate candidates. Training includes military exercises, weapons proficiency, hand-to-hand combat, religious studies, and is directed at the total dedication of the student, and the ability for them to deliver the Emperors Justice without hesitation or remorse.

After attaining suitable age and education at one of the many Schola Progenium institutions, a potential Commissar is assigned to a regiment in the Imperial Guard at the rank of Commissar Cadet (akin to private rank in the Guard), and under the tutelage of either the regiments Commanding Officer, or another Commissar. These young soldiers form their own units of ten to twenty Cadets, lead by a veteran Commissar and armed with the ubiquitous Lasgun like all other private guardsmen. Army commanders consider themselves fortunate when a Cadet unit joins their campaign, for the Cadets fight with a ferocity and courage uncommon even in the Imperial Guard. Some of this may be put down to the fact that they will be summarily executed if they falter or retreat on the field of battle, but most Cadets are so dedicated to the cause of mankind that they will eventually go on to become fully ordained Commissars if they don't die in combat. Other imperial guardsmen see the Cadet units as a blessing from the Emperor of man himself, and as an omen of certain victory. Promotion to full Commissar status happens only when the Cadet units observer, Officer or Commissar, considers a Cadet ready, and this can take any length of time depending on the commanding Commissar in question.

Commissar Cadet is an alternate career rank for rank 1 Guardsmen. If selected at rank one the character gains his starting skills and talents and gear as listed on UA Table 4-1.

NEW TALENT: Summary Execution

Commissars are trained and expected to regulate and enforce discipline and morale. To this extent they are drilled in the rules of warfare and combat as well as the proper rule of engagement and tactics. Part of their responsibility is to advise and assist in leadership and discipline with leaders and subordinate alike. This provides them with three distinct benefits. First they add +10 to Command Tests and Common Lore (War) Tests made by individuals they are tasked to observe and advise.

Second, as a free reaction, a Commissar can draw his sidearm whenever another character fails a Command Test by three or more degrees. This action allows the failing character to retest Command immediately. If the Commissar already has his sidearm, or another weapon, at the ready, he can instead make a free attack against the failing commander in place of allowing a retest.

Third, as a free reaction, a Commissar can draw his sidearm whenever an Imperial Psyker must roll on the Perils of the Warp table (page 163 Dark Heresy Core Rule, table 6-3). If the Commissar already has his sidearm, or another weapon, at the ready, he can instead make a free attack against the Imperial Psyker.

The free attack only applies to Imperial Psykers and Leaders that fall within short range for the weapon in use.

UA Table 4-1 Commissar Cadet Starting Package

Starting Skills: Command (Fel), Inquiry (Fel), Literacy (Int), Scrutiny (Per), Speak Language (Low Gothic) (Int).

Starting Talents: Summary Execution (See Sidebar), Melee Weapon Training (Primitive), Pistol Training (Las), Nerves of Steel or Paranoia or Unshakeable Faith.

Starting Gear: Every Commissar is issued the following gear: Laspistol, Sword, Flak Vest, Flak Great Coat (Inquisitor's Handbook Page 181), Commissarial Headdress (1AP armour head), Silver Aquila Charm and 2 Charge Packs for Laspistol. In addition Commissars begin play with money as a Cleric and makes the same monthly income as well. Sword is best quality.

Starting Rank: Cadet





NEW TRAIT: Fear and Loathed

As a member of the Commissariat you gain a +10 bonus on Inquiry and Intimidate Tests when used against members of the Imperial Guard or PDF. You also take a -10 penalty, however, when Testing Charm on the same groups.

NOTES: Chaliced Commissariat Operative

Commissars may take the rank 3 Alternate Career Rank of Chaliced Commissariat Operative as normal if they wish. All rules and regulations for that career rank still apply as listed on pages 60-61 of the Inquisitor's Handbook.

Inquisitorial-Commissars

While Commissars usually devote their lives and work to the Imperial Guard as advisors and protectors of the purity of the God-Emperor on the field of battle, it is not that uncommon for the Inquisition to enlist the aid of these men and women in the pursuit of the heretical. The legendary Commissar Ciaphas Cain was enlisted several times in these quests, and even Colonel-Commissar Ibram Gaunt was recruited to handle a suspected chaos tainted general at one point in his career.

Still the role of a Commissar, while working with the Inquisition, is a bit different than their typical role with the Imperial Guard during wartime. A Commissar loses his basic right to summary execute fellow members of his team who are not Guardsmen or Sanctioned Psykers and he or she does not have direct senior leadership over the team. He or she takes his or her orders from the recruiting Inquisitor just the same and the scum to his left and the Arbites to his right. But Commissars are useful to the Inquisition for their ability to

inspire courage, heroism and unsurpassed dedication in the lower caste of acolytes. They are also prized for their ability to investigate, document and scrutinize even the smallest facts with the same dedication as their attention to detail while making strategy for war.

Above all a Commissar is admired for his or her dedication to their role of preserver of the faith and discipline of the armed militaries of the God-Emperor of Terra. Most Commissars will pursue an unknown enemy as eagerly as they would press heresy charges against a life long friend. And Inquisitors value that level of dedication to the Imperium.

Commissars

In the galaxy spanning Imperium the men and women who make up the Imperial Guard are forced to face drastic situations, harsh conditions and unimaginable horrors. This has led to many a soldier falling back at important moments in battles and high desertion rates, reducing the effectiveness of the Imperial Guard to perform its primary duties. To stave of the effects of malingering and ex-patriot guardsmen, the Officio Munitorum has turned to the aid of the Ecclesiarchy and their elite Commissars to ensure discipline, focus and morale in guard units.

Commissars are raised and tutored by the Ecclesiarchy and the Drill Abbots of the Schola Progenium on the art of leadership, especially psychological and political operations. A Commissar's primary duty is to advise and observe officers and senior Non Commissioned Officers in the guard, keeping an eye out for heresy, disobedience and incompetence. And while a Commissar is skilled in intimidation, investigation and military matters, their main skill is that of fear and presence. The mere presence of a Commissar often sharpens an officer's mind and skill, reinforces one's courage and determination. For if found wanting, a Commissar is given the right of summary execution on any officer or soldier under his or her command, or general military obligation.

To take this role one step further, a Commissar is also trained to observe and judge psykers and other advisors found in a guard unit. A Commissar often questions, but is rarely questioned. They take the role of morale officer, political officer and protector of the Emperor's Guard very seriously and anyone violating or threatening that role is quickly dealt with.



Commissar Cadet

Cadets are the lowest level of Commissars. Directly out of the Schola-Progenium, these recruits are eager to prove themselves, usually at the side of a Junior Commissar amongst the command squad of a Junior Imperial Guard Officer. It is not uncommon for the Schola to loan them out to the Inquisition to get a little of their green out before placing them in guard regiments.

Required Careers: Generally Commissar Cadet is only available to the Guardsman career. It is not available at later ranks, only during character generation. GM's may allow Arbitrators or Clerics to also choose this alternate career rank if they see fit to do so.

Alternate Ranks: Rank 1 (Can only be chosen at character generation)

Other Requirements: Generally Commissar Cadet is only available to Schola Progenium background characters. GMs may allow Imperial Worlders, Noble Born or Void Born if they so desire, though only Void Born is recommended as Imperial Naval Fleet Commissars.

Commissar

At this point in their career Commissars are considered to be full fledged Commissars and have their first real assignment, either as a company Commissar or as the advisor to elite and highly decorated and honoured platoons. They are used when necessary by the Inquisition for the fear and respect they carry.

Required Careers: Generally Commissar is only available to the Guardsman career. It is not available at later ranks, only during character generation. GM's may allow Arbitrators or Clerics to also choose this alternate career rank if they see fit to do so.

Alternate Ranks: Rank 4 (2000XP)

Other Requirements: The Alternate Rank of Commissar is only available to characters who took the Commissar Cadet alternate career rank at character generation.

Senior Commissar

Once completing their tour with a fleet or guard Company, surviving and decorated Commissars go to regimental level and serve High Lords, Lord Generals and other regimental ranked commanders. While at this grade they tend to have reduced summary execution powers, but there have been occasions in history where a Lord General has met his end from his Commissar's Laspistol. Commissars of this rank working with the Inquisition tend to be friends, allies and old battle buddies with the Inquisitor in charge of the cell in question and rarely are actual members of these cells.

Required Careers: Senior Commissar is only available to the Guardsman career. It is not available at later ranks, only during character generation. Unlike the previous two ranks Arbitrators and Clerics can never choose this alternate career rank.

Alternate Ranks: Rank 7 (8000XP)

Other Requirements: The Alternate Rank of Commissar is only available to characters who took the Commissar Cadet alternate career rank at character generation and who have taken the alternate career rank of Commissar between rank 4 and 6 and have taken the officer career path for Guardsmen.

UA Table 4-2 Commissar Cadet Advances

Advance	Cost	Type	Prerequisite
Awareness	100	S	
Charm	100	S	
Common Lore (Ecclesiarchy)	100	S	
Common Lore (Imperial Creed)	100	S	
Common Lore (Imperial Law)	100	S	
Common Lore (Commissariat)	100	S	
Inquiry +10	100	S	Inquiry
Interrogation	100	S	
Intimidation	100	S	
Air of Authority	300	T	Fel30
Deadeye Shot	100	T	BS30
Foresight	100	T	Int30
Jaded	100	T	WP30
Nerves of Steel	100	T	
Pistol Training (SP)	100	T	
Paranoia	100	T	
Peer (Imperial Guard)	100	T	Fel30
Quick Draw	100	T	
Rapid Reload	100	T	
Sound Constitution#	200	T	
Unshakable Faith	100	T	

#May be taken twice at this rank.



UA Table 4-3 Commissar Advances

Advance	Cost	Type	Prerequisite
Awareness +10	100	S	Awareness
Charm +10	100	S	Charm
Common Lore (Ecclesiarchy) +10	100	S	CL (Ecclesiarchy)
Common Lore (Imperial Creed) +10	100	S	CL (Imperial Creed)
Common Lore (Imperial Law) +10	100	S	CL (Imperial Law)
Common Lore (Commissariat) +10	100	S	CL (Commissariat)
Inquiry +20	100	S	Inquiry +20
Interrogation +10	100	S	Interrogation
Intimidation +10	100	S	Intimidation
Interrogation +20	200	S	Interrogation +10
Intimidation +20	200	S	Intimidation +10
Air of Authority	100	T	Fel30
Melee Weapon Training (Chain)	200	T	
Melee Weapon Training (Power)	200	T	
Peer (Imperial Guard)	100	T	Fel30
Pistol Training (Bolt)	100	T	
Blade Master	200	T	WS30, Melee Weapon Training (Any)
Sound Constitution#	200	T	
Talented (Inquiry)	100	T	
Talented (Intimidation)	200	T	
Two Weapon Wielder	100	T	WS35/BS35,AG35

#May be taken three times at this rank.

UA Table 4-4 Senior Commissar Advances

