

# KRIEG COMMAND SQUAD 60 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 5+ | 3 | 6+ | 1  |

## RANGED WEAPONS

| WEAPON                                                  | RANGE | A  | BS  | S | AP | D  |
|---------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>PISTOL                                   | 12"   | 1  | 4+  | 4 | 0  | 1  |
| Boltgun<br>RAPID FIRE 1                                 | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER<br>TORRENT                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Lasgun<br>RAPID FIRE 1                                  | 24"   | 1  | 4+  | 3 | 0  | 1  |
| Laspistol<br>PISTOL                                     | 12"   | 1  | 4+  | 3 | 0  | 1  |
| Meltagun<br>MELTA 2                                     | 12"   | 1  | 4+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                      | 24"   | D3 | 4+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                               | 24"   | 1  | 4+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1                 | 24"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>HAZARDOUS<br>RAPID FIRE 1 | 24"   | 1  | 4+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL                    | 12"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>HAZARDOUS<br>PISTOL    | 12"   | 1  | 4+  | 8 | -3 | 2  |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Chainsword          | Melee | 3 | 4+ | 3 | 0  | 1 |
| Close combat weapon | Melee | 2 | 4+ | 3 | 0  | 1 |
| Power fist          | Melee | 3 | 4+ | 6 | -2 | 2 |
| Power weapon        | Melee | 3 | 4+ | 4 | -2 | 1 |
| Trench club         | Melee | 3 | 4+ | 4 | 0  | 1 |

## ABILITIES

### CORE - Leader

**Alchemy Counteragents**  
The bearer's unit has the Feel No Pain 6+ ability against mortal wounds.

**Grim Determination**  
While this unit contains an Officer, you can target this unit with Stratagems even while it is Battle-shocked and Orders issued to this unit do not cease to affect this unit if it becomes Battle-shocked.



### AUFSTELLUNG

1x Lord Commissar  
1x Veteran Guardsman w/  
Alchemy counteragents  
oder Veteran Guardsman w/  
Boltgun oder Veteran  
Guardsman w/ Chainsword  
oder Veteran Guardsman w/  
Master vox oder Veteran  
Guardsman w/ Regimental  
standard

**Basegrößen:** 25mm, Lord  
Commissar 32mm

**Equipped with:** Bolt pistol,  
Boltgun, Flamer, Lasgun,  
Laspistol, Meltagun, ➤  
Grenade launcher - frag  
Grenade launcher - krak



**KEYWORDS:** Imperium,  
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Leader  
**FACTION KEYWORDS:**  
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## Master Vox

Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

## Regimental Standard

Add 1 to the Objective Control characteristic of models in the bearer's unit.

## Servo-scribes

Once per battle, when issuing an Order, the Lord Commissar can issue one additional Order.

Designer's Note: Place a Servo-scribes token next to the unit, removing it when this ability has been used.

## Leader

This model can be attached to the following units:

- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS

## ORDERS

### Orders

This unit's Officer can issue 1 Order to a Regiment unit.

## WEAPON ABILITIES

### Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

### Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### 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.

### 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).*

### Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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## FACTION RULES

### 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.

## CORE RULES

### Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

### Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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