

KRIEG COMBAT ENGINEERS

Scouts 6"

M6"

T3

SV4+

W1

LD7+

OC1

65–95 PTS
Base 25mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

AutopistolPISTOL

R12"

A1

BS4+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Bolt pistolPISTOL

R12"

A1

BS4+

S4

AP0

D1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Combat shotgunASSAULT

R12"

A2

BS4+

S4

AP0

D1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

FlamerIGNORES COVERTORRENT

R12"

A D6

BS N/A

S4

AP0

D1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Hand flamerIGNORES COVERPISTOLTORRENT

R12"

A D6

BS N/A

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Plasma pistol - standardPISTOL

R12"

A1

BS4+

S7

AP-2

D1

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

Plasma pistol - superchargeHAZARDOUSPISTOL

R12"

A1

BS4+

S8

AP-3

D2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Remote mine

Once per battle, at the start of your Shooting phase, you can select one enemy unit within 9" of and visible to the bearer and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a VEHICLE or FORTIFICATIONS unit.
Designer's Note: *Place a Remote Mine token next to the unit, removing it once this ability has been used.*

Signal Flares

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:
• While a unit is designated, that unit has +3" detection range.

4ANGRIFF

5NAHKAMPF

Chainsword

RMelee

A4

WS4+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Close combat weapon

RMelee

A2

WS4+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Power weapon

RMelee

A3

WS4+

S4

AP-2

D1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Trench club

RMelee

A2

WS4+

S4

AP0

D1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

6VERTEIDIGUNG

Grenadiers

Once per turn, you can target this unit with the Grenade Stratagem for OCP.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4–5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 04+

DS –15+

DS –26+

DS –3–

DS –4–

REGELN & KEYWORDS KURZ

Scouts 6" This ability always takes the form Scouts X".
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
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...
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 mod...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Krieg Combat Engineer oder Krieg Combat Engineer w/ Flamer oder Krieg Combat Engineer w/ Combat shotgun oder Krieg Combat Engineer w/ Remote mine
1x Krieg Engineer Watchmaster
Ausrüstung: Autopistol, Bolt pistol, Combat shotgun, Flamer, Hand flamer, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon, Trench club
• This model's Autopistol and Trench club can be replaced with 1x Close combat weapon and 1x Flamer or 1x Close combat weapon and 1x Combat shotgun.
• This model's Trench club can be replaced with 1x Close combat weapon.
• Each Krieg Engineer Watchmaster can replace its Autopistol and trench club with Combat shotgun and close combat weapon.
• Each Krieg Engineer Watchmaster can replace its Autopistol with Hand flamer, Plasma pistol or Bolt pistol.
• Each Krieg Engineer Watchmaster can replace its Trench club with Chainsword or Power weapon.

KEYWORDS Imperium, Regiment, Grenades, Infantry, Smoke, Krieg Combat Engineers · FRAKTION Astra Militarum