

IMPERIUM - ASTRA MILITARUM

KRIEG COMBAT ENGINEERS

Scouts 6"

M	T	SV	W	LD	QC
6"	3	4+	1	7+	1

65–95 PTS

Base 25mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Autopistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Combat shotgun

ASSAULT

R	A	BS	S	AP	D
12"	2	4+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Hand flamer

IGNORES COVER

PISTOL

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	4+	7	-2	1

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	4+	8	-3	2

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" 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.

4

ANGRIFF

—

5

NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	4+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4–5

6+

T6+

Power weapon

R	A	WS	S	AP	D
Melee	3	4+	4	-2	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Trench club

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

6

VERTEIDIGUNG

Grenadiers

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

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IMMER / EINMALIG

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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 0	DS -1	DS -2	DS -3	DS -4	
4+	5+	6+	–	–	

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.