

KRIEG COMBAT ENGINEERS

65–95 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Combat shotgun ASSAULT	12"	2	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

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

ABILITIES

- Grenadiers**
Once per turn, you can target this unit with the Grenade Stratagem for 0CP.
- 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.

WEAPON ABILITIES

- 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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



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
- Equipped with:** Autopistol, Bolt pistol, Combat shotgun, Flamer, Hand flamer, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon, Trench club
- Wargear Options:**
- This model's Autopistol and Trench club can be replaced with Close combat weapon and 1x Close combat weapon or 1x Close combat weapon and 1x Close combat weapon



KEYWORDS: Imperium, Regiment, Grenades, Infantry, Smoke, Krieg Combat Engineers
FACTION KEYWORDS: Astra Militarum

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6"	3	4+	1	7+	1

- 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).
- 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.
- Torrent

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

CORE RULES

- Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the Scouts ability, that **DEDICATED TRANSPORT** can make a scout move.

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