

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).



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
Options:
► Grenade Aut



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

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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).

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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