

# KRIEG COMBAT ENGINEERS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

## 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 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.

## RANGED WEAPONS

| WEAPON               | RANGE | A | BS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Autopistol<br>PISTOL | 12"   | 1 | 4+ | 3 | 0  | 1 |

## ABILITIES

**RULES** - Scouts 6"



|                                                    |     |    |     |   |    |   |
|----------------------------------------------------|-----|----|-----|---|----|---|
| Bolt pistol<br>PISTOL                              | 12" | 1  | 4+  | 4 | 0  | 1 |
| Combat shotgun<br>ASSAULT                          | 12" | 2  | 4+  | 4 | 0  | 1 |
| Flamer<br>IGNORES COVER, TORRENT                   | 12" | D6 | N/A | 4 | 0  | 1 |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT      | 12" | D6 | N/A | 3 | 0  | 1 |
| ► Plasma pistol - standard<br>PISTOL               | 12" | 1  | 4+  | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>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 |

## Grenadiers

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

## 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 RULES

### 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.

### 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.

