

KRIEG COMMAND SQUAD

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

AUFSTELLUNG

1x Lord Commissar
1x Veteran Guardsman w/ Alchemyk counteragents oder Veteran Guardsman w/ Boltgun oder Veteran Guardsman w/ Chainsword oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard

Equipped with: Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Trench club

Wargear Options:

- Each Lord Commissar can replace its Power weapon with Power fist.
- Each Veteran Guardsman w/ Boltgun can replace its Boltgun with Plasma gun, Meltagun, Grenade launcher or Flamer.
- Each Veteran Guardsman w/ Chainsword can replace its Chainsword with Trench club or Power weapon.
- Each Veteran Guardsman w/ Chainsword can replace its Laspistol with Bolt pistol or Plasma pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1

ABILITIES

CORE - Leader

RULES - Feel No Pain 6+, Leader, Voice Of Command



Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
► Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
► Grenade launcher - krak	24"	1	4+	9	-2	D3
► Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
► Plasma gun - supercharge HAZARDOUS, RAPID FIRE 1	24"	1	4+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	4+	8	-3	2
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	4+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1

Alchemy Counteragents

The bearer's unit has the Feel No Pain 6+ ability against mortal wounds.

Grim Determination

While this unit contains an Officer, you can target this unit with Stratagems even while it is Battle-shocked and Orders issued to this unit do not cease to affect this unit if it becomes Battle-shocked.

Master Vox

Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Regimental Standard

Add 1 to the Objective Control characteristic of models in the bearer's unit.

Servo-scribes

Once per battle, when issuing an Order, the Lord Commissar can issue one additional Order.

Designer's Note: Place a Servo-scribes token next to the unit, removing it when this ability has been used.

Leader

This model can be attached to the following units:

- DEATH KORPS GRENADEIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS

Orders (Orders)

Orders: This unit's Officer can issue 1 Order to a Regiment unit.



Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1
Trench club	Melee	3	4+	4	0	1

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

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

