

DEATH KORPS OF KRIEG REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Death Korps Supreme Commander	Inf	15cm	5+	4+	5+	Twin Heavy Stubber Power Weapon	30cm (Base)	AP5+ Assault Wpn, MW, +1A	Supreme Commander
Death Korps Commander	Inf	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	Commander
Death Korps Commissar	---	---	---	---	---	Power Weapon	(Base)	Assault Wpn, MW, +1A	Inspiring, Fearless, Leader, Character
Death Korps Infantry	Inf	15cm	none	6+	5+	Lasguns	(15cm)	Small Arms	
Death Korps Fire Support Squad	Inf	15cm	none	6+	4+	Twin Heavy Stubber	30cm	AP5+	
Death Korps Grenadiers	Inf	15cm	5+	5+	4+	Autocannon Heavy Flamers	45cm 15cm	AP5+ / AT6+ AP4+ Ignores Cover	This formation loses Scout if it includes a Gorgon Siege Transporter
Death Korps Engineers	Inf	15cm	5+	5+	4+	Mole Launchers	30cm	AP5+, Ignores Cover	
Death Korps Rough Riders	Inf	20cm	5+	4+	5+	Power Lances, Special Weapons	(Base Contact)	Assault Wpn, First Strike.	Mounted, Infiltrators. (May have Scout)
Death Korps Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignores Cover AP5+	
Death Korps Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+ / AT4+ AT5+ AP5+	Reinforced Armour
Death Korps Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher Lascannon 2x Plasma Cannon	30cm 45cm 30cm	AP3+ / AT4+, Ignores Cover AT5+ AP4+ / AT4+, Slow Firing	Reinforced Armour
Death Korps Leman Russ Vanquisher	AV	20cm	4+	6+	5+	Vanquisher Lascannon 2x Heavy Bolter Autocannon	75cm 45cm 30cm 45cm	AP4+ / AT2+ AT5+ AP5+ AP5+ / AT6+	Reinforced Armour
Death Korps Leman Russ Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+ / AT4+, Ignores Cover	Reinforced Armour
Death Korps Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	Transport (1) Mortar, Quad Gun, Grenadier
Death Korps Heavy Mortar	Inf	5cm	none	6+	6+	Heavy Mortar	30cm	1BP, Indirect Fire	
Death Korps Quad Launcher	Inf	5cm	none	6+	6+	Quad Launcher	45cm	2x AP4+, Indirect Fire	May fire non-bp weapon indirect.
Death Korps Trojan	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	Transport (1 Weapon Platform)
Death Korps Earthshaker Platform	LV	0cm	6+	6+	6+	Earthshaker	120cm	AP4+ / AT4+ OR 1BP Indirect Fire	
Death Korps Hydra Platform	LV	0cm	6+	6+	6+	2x Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+	
Death Korps Heavy AA Platform	LV	0cm	6+	6+	6+	Heavy AA gun	60cm	AP5+ / AT5+ / AA5+	
Death Korps Medusa Platform	LV	0cm	6+	6+	6+	Medusa Siege Gun	60cm	1BP Ignore Cover, Disrupt Indirect	
Death Korps Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignores Cover, Slow Firing, Indirect AP5+	
Death Korps Gorgon Siege Transporter	WE	20cm	4+	6+	6+	2x Twin Heavy Stubbers Gorgon Mortars OR 2x Twin Heavy Bolters	30cm 30cm	AP5+ 2BP, One-Shot, Indirect, Fward Arc AP4+	Reinforced Armour, Walker, Transport (10 Inf) DC3. Critical = The Gorgon is Immobilised and D6 infantry inside the Gorgon take a hit. Further Criticals destroy the Gorgon. Heavy Bolters upgrade Firefight stat to 5+
Death Korps Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun Heavy Bolter 2x Twin Heavy Bolter 2x Lascannon	45cm 30cm 30cm 30cm	2x MW2+, Slow firing, fixed forward AP5+ AP4+ AT5+	Reinforced Armour, DC3. Critical = Destroyed. Units within 5cm take a MW hit on a 6+
Death Korps Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2x Twin Heavy Bolter 2x Heavy Flamer	45cm 30cm 30cm 15cm	BP3, ignores cover, disrupt, fixed fwd AP5+ AP4+ AP4+, Ignores Cover	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+
Death Korps Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, Titan killer (d3) Fixed forward AP4+ AP5+	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Death Korps Baneblade	WE	15cm	4+	6+	4+	Baneblade Cannon Autocannon Demolisher Cannon 3x Twin Heavy Bolter 2x Lascannon	75cm 45cm 30cm 30cm 45cm	AP3+ / AT3+ AP5+ / AT6+ AP3+ / AT4+, fixed fwd, Ignores cover AP4+ AT5+	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Death Korps Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AP4+ / AT4+ AP5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Death Korps Macharius Heavy Tank (Command variant)	WE	15cm	4+	6+	4+	2x Vanquishers Vulcan Megabolter OR 2x Heavy Bolters Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+ / AT2+ 4x AP3+ / AT5+ AP5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed. May have 2x Vanquishers or a Vulcan Megabolter, not both.
Death Korps Deathstrike Silo	WE	Immobile	4+	6+	5+	2x Deathstrike Missiles	Unlimited	MW2+, TK(D6), Single Shot, Indirect	Reinforced Armour. DC2. Critical: Destroyed. Units within 5cm take a MW hit. *T-minus five minutes to launch...and counting*: Deathstrike Missiles are Single Shot, and the Deathstrike Silo may never fire more than one missile in turn 1.

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Thunderbolt Fighter	Aircraft	Fighter-bomber	6+	N/A	N/A	Stormbolters	15cm	AP4+/AA5+, Fixed Forward	
						Multilaser	30cm	AP5+/AT6+/AA5+, Fixed Forward	
						Underwing Rockets	30cm	AT4+, Fixed Forward	
Heavy Marauder Bomber	WE	Bomber	5+	N/A	N/A	Bomb Racks	15cm	3BP, Fixed Forward	DC2
						Twin Lascannon	45cm	AT4+, Fixed Forward	Critical: Destroyed
						2x Twin Heavy Bolter	15cm	AA5+	

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Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Megabolter Plasma Blastgun	45cm 45cm	4x AP3+ / AT5+, Forward Arc 2x MW2+, Slow Firing, Forward Arc	Reinforced Armour, Fearless, Walker, DC3. Critical: See datasheet
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo Laser Rocket Launcher	60cm 60cm	4x AP5+ / AT3+, Forward Arc BP3, Fixed Forward Arc	Reinforced Armour, Fearless, Walker, DC6. Critical: See datasheet
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbo Laser Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4x AP5+ / AT4+, Fixed Forward Arc 4x AP4+ / AT4+, Forward Arc MW2+, TK(D3), Forward Arc	Reinforced Armour, Fearless, Walker, DC8, Thick Rear Armour. Critical: See datasheet.

TERRAIN	INFANTRY	VEHICLE	WAR ENGINE
Trenches	4+ Cover Save	Dangerous	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect

Trenches may hold one Infantry Unit per 4cm of length, Gun Emplacements may hold one Unit and Bunkers may hold three Units. Bunkers are Fortifications (See 1.8.4).