

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	30cm	AP5+	Supreme Commander
						Power Weapon	(Contact)	Assault Wpn, MW, +1A	
Death Korps Commander	Inf	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	Commander
Death Korps Commissar	—	—	—	—	—	Power Weapon	(Contact)	Assault Wpn, MW, +1A	Inspiring, Fearless, Leader, Character
Death Korps Infantry	Inf	15cm	none	5+	5+	Lasguns	(15cm)	Small Arms	
Death Korps Fire Support Squad	Inf	15cm	none	6+	4+	Twin Heavy Stubber	30cm	AP5+	
						Autocannon	45cm	AP5+ / AT6+	
Death Korps Grenadiers	Inf	15cm	5+	5+	4+	Heavy Flamers	15cm	AP4+ Ignores Cover	This formation loses Scout if it includes a Gorgon Seige Transporter
Death Korps Engineers	Inf	15cm	5+	5+	4+	Mole Launchers	30cm	AP5+, Ignores Cover	
Death Korps Rough Riders	Inf	20cm	6+	4+	6+	Power Lances	(Contact)	(Assault Weapons), EA (+1), First Strike.	Mounted, Infiltrator, Scout.
						Chainswords	(Contact)	(Assault Weapons)	Death Korps Rough Riders purchased as a Core formation lose Scout and gain Walker
						Las pistols	(15cm)	(Small Arms)	
Death Korps Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, Ignores Cover	
						Heavy Bolter	30cm	AP5+	
Death Korps Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+ / AT4+	Reinforced Armour
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Death Korps Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+ / AT4+, Ignores Cover	Reinforced Armour
						Lascannon	45cm	AT5+	
						2x Plasma Cannon	30cm	AP4+ / AT4+, Slow Firing	
Death Korps Leman Russ Vanquisher	AV	20cm	4+	6+	5+	Vanquisher	75cm	AP4+ / AT2+	Reinforced Armour
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
						Autocannon	45cm	AP5+ / AT6+	
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	45cm	2BP, Ignores Cover, Slow Firing, Indirect	
						Heavy Bolter	30cm	AP5+	
Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2x Twin Heavy Bolters	30cm	AP4+	Reinforced Armour, Walker, Transport (10 Inf) DC3. Critical = The Gorgon is Immobilised and D6 infantry units inside the Gorgon take a hit. Further Criticals destroy the Gorgon
						Gorgon Mortars OR	30cm	2BP, One-Shot, Indirect, Fward Arc	
						2x Twin Heavy Stubbers	30cm	AP5+	
Death Korps Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun	45cm	2x MW2+, Slow firing, fixed forward	Reinforced Armour, DC3.
						Heavy Bolter	30cm	AP5+	Critical = Destroyed. Units within 5cm take a MW hit on a 6+
						2x Twin Heavy Bolter	30cm	AP4+	
						2x Lascannon	30cm	AT5+	
Death Korps Stormsword	WE	15cm	4+	6+	4+	Siege Cannon	45cm	BP3, ignores cover, disrupt, fixed fwd	Reinforced Armour. DC3.
						Heavy Bolter	30cm	AP5+	Critical: Destroyed. Units within 5cm take a hit on a 6+
						2x Twin Heavy Bolter	30cm	AP4+	
						2x Heavy Flamer	15cm	AP4+, Ignores Cover	
Death Korps Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, Titan killer (d3) Fixed forward AP4+	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
						2x Heavy Bolter	30cm	AP5+	
Death Korps Baneblade	WE	15cm	4+	6+	4+	Baneblade Cannon	75cm	AP3+ / AT3+	Reinforced Armour. DC3.
						Autocannon	45cm	AP5+ / AT6+	Critical: Destroyed. Units within 5cm take a hit on a 6+.
						Demolisher Cannon	30cm	AP3+ / AT4+, fixed fwd, Ignores cover	
						3x Twin Heavy Bolter	30cm	AP4+	
						2x Lascannon	45cm	AT5+	
Death Korps Macharius Heavy Tank	WE	20cm	4+	6+	4+	2x Battlecannons	75cm	AP4+ / AT4+	Reinforced Armour. DC2. Critical: Destroyed.
						2x Heavy Bolters	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Death Korps Macharius Heavy Tank (Command variant)	WE	20cm	4+	6+	4+	2x Vanquishers OR	75cm	AP4+ / AT2+	Reinforced Armour. DC2. Critical: Destroyed.
						Vulcan Megabolter	45cm	4x AP3+ / AT5+	May have 2x Vanquishers or a Vulcan Megabolter, not both.
						2x Heavy Bolters	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Death Korps Deathstrike Missile Silo	WE	Immobile	4+	6+	5+	2x Deathstrike Missiles	Unlimited	MW2+, TK(D6), One-Shot, Indirect	DC2. Critical: Destroyed. Units within 5cm take a MW Hit.
						2x Heavy Bolters	30cm	AP5+	

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Thunderbolt Fighter	Aircraft	FB	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	45cm	4x AP3+ / AT5+, Forward Arc	Reinforced Armour, Fearless, Walker, DC3.
						Plasma Blastgun	45cm	2x MW2+, Slow Firing, Forward Arc	Critical: See datasheet
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo Laser	60cm	4x AP5+ / AT3+, Forward Arc	Reinforced Armour, Fearless, Walker, DC6.
						Rocket Launcher	60cm	BP3, Fixed Forward Arc	Critical: See datasheet
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbo Laser	60cm	4x AP5+ / AT4+, Fixed Forward Arc	Reinforced Armour, Fearless, Walker, DC8,
						Gatling Blaster	60cm	4x AP4+ / AT4+, Forward Arc	Thick Rear Armour.
						Volcano Cannon	90cm	MW2+, TK(D3), Forward Arc	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,  
Trenches and Razor Wire must be deployed in contiguous segments of at least 20cm in length.  
Gun Emplacements may hold one Unit and Bunkers may hold three Units.  
Bunkers are Fortifications (See 1.8.4).