

Death Korps of Krieg

Editors note

This is experimental rules, so this requires your opponents acceptance. I'm trying to capture the feeling of the proud regiments of Krieg. There are some new units, their rules are unique for this list. This list is made for large siege battles.

Nothing is game tested.

I would like to thank

The guys behind "Siege of Mossino": Without your work, this list would not be possible. My mum for for her patience with my dyslexia, although she herself has an unsecure orthography in English. My wife for her patience with this work.

Death Corps of Krieg

In 433.M40, the Autarch of the planet Krieg in Segmentum Tempestus declared himself independent from the Imperium and renounced the Emperor as his divine master. Regiments raised on Krieg to crush this rebellion acted with commendable haste and righteous fury. The now infamous Colonel Jurten of the Krieg 33rd unleashed a campaign of atomic cleansing that was to turn into a scourging that lasted five hundred years and transformed Krieg into a toxic, ash-polluted wasteland. The survivors of Jurten's retribution were forced to exist in underground bunkers or deep in the radioactive chem.-wastes, as their descendants do to this day. From the self-annihilation of their home world, the Death Korps was born.

As penance for the Autarchy's heresy, the Death Korps regiments each embarked on their own quest for absolution, constantly requesting transfers to the most lethal warzones throughout the galaxy. Every soldier in the Death Korps is proud of the regiment's part in the purification of Krieg and they despise the cowardice of lesser men that would flinch from such acts. The regimental creed is to eradicate heresy and weakness wherever it is found and on numerous occasions Death-Korps-forces have been reprimanded for their excessive use of force and unsanctioned genocidal campaigns.

The Death Korps are fearless warriors, never flinching even in the face of sudden death, which they see as atonement for the rebellion. They see their deaths fighting in war as penance for the heresy of their ancestors. They are dedicated trench and siege warfare masters, and many times tend to use battalions of Death Riders, a local form of Rough Riders, which are used widely in the Imperium for flash attacks. However, the Death Riders do not ride normal steeds (as their battle brothers); rather, the Death Riders use either heavily "re-built" steeds with metal implants to increase their endurance in battle, or a totally robotic steed.

The Chain of Command

Because the Imperial Guard is so huge it's command structure is very formally and rigidly organized. The Chain of Command rule reflects the way in which orders are passed from regimental commanders to company headquarters to the platoon lieutenant. If this chain is broken the troops become bogged down while they wait for fresh instructions. All Imperial Guard and Planetary Defence Force troops fall under the Chain of Command except titans and praetorians - those units contain commanding officers of their own.

The object of the Chain of Command rule is to make the Imperial Guard work as a tightly integrated force that is dependent upon it's officers. So long as the command structure is intact it is a relatively simple matter to coordinate the different units.

Who Makes Up the Chain of Command?

Sectional Headquarters

Section headquarters are platoon leaders. Every detachment has an SHQ even though it's not specially stated in the army list - it's just understood that one model out of each detachment is an SHQ. Mark this model with a differently-coloured hat or something. That model gains the HQ ability and targeting protection, but otherwise functions just as any other in the detachment.

Company Headquarters

These are the commanding officers of Imperial Guard Companies. They are units of the listed type with the additional special abilities of Command and HQ. For example, a Tactical CHQ is a tactical infantry stand with Command & HQ, a Vindicator CHQ is a Vindicator with Command & HQ, and so on. A CHQ may give orders directly to any detachment that has a unit within 6 cm, or indirectly if the detachment's SHQ is within 25 cm.

Battalion & Regimental Command

These are the commanding officers of large sections of the army and consist of a Major, a Colonel, a Leviathan or a Capitol Imperialis. They are concerned with the big picture and are less involved with the immediate tactical situation. In some instances you may bring them to battle and their close proximity augments the local command and control performance. Be careful though, for their loss will disrupt the entire army.

Battalion and regimental command units may function as CHQ units, and as long as at least one of these command units is on the board the command radius of all CHQ-to-SHQ units is increased to 35 cm. On the downside, if any such command unit is lost there is a period of chaos and confusion while the next person in line takes control. On the turn after one of these units is destroyed, the CHQ command radius is reduced to 6 cm - they may only give orders to units they are in immediate coherency with.

How the Chain of Command Works

Imperial Guard detachments may only be given orders if they are connected to a CHQ unit by the Chain of Command. Units that are outside the chain receive no orders, may not move and fire in the Advance Fire phase. The command radius is measured from the stands and not from the transports.

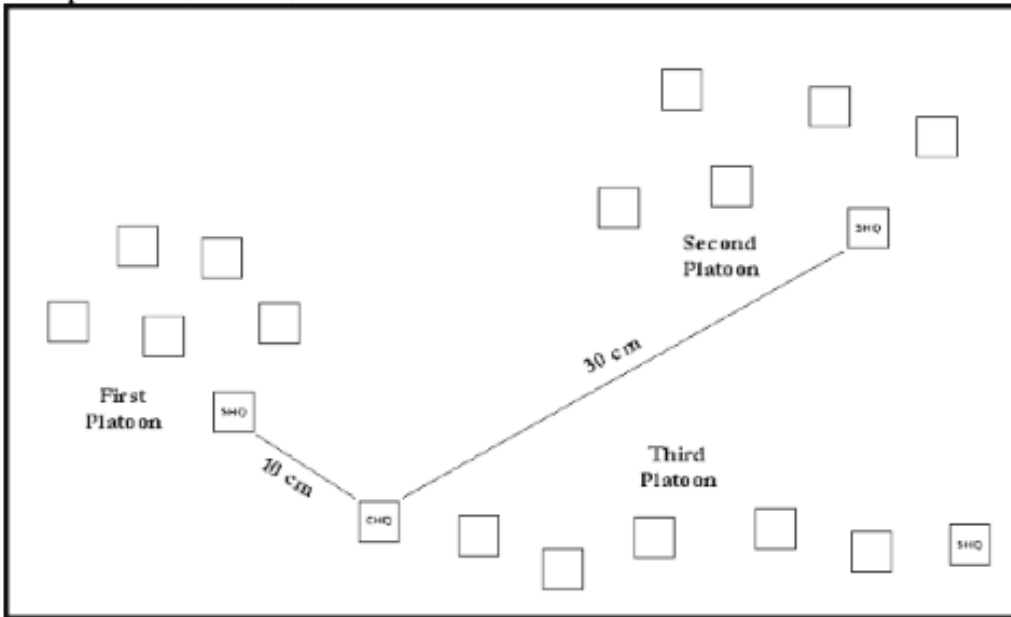
A unit is connected to the Chain of Command under either of two circumstances: 1) The detachment's SHQ is within 25 cm of any CHQ unit. 2) A CHQ unit is within coherency (6 cm) of any unit in the detachment.

The Chain of Command is broken in any of the following circumstances: 1) There are no SHQ or CHQ units with 6 cm. 2) There is an SHQ around, but no CHQ within 25 cm of it. 3) It is the turn after a Battalion or Regimental Command unit died, and there is no CHQ within 6 cm.

Exceptions to the Chain of Command

Unlike other Imperial forces, recon vehicles and cavalry detachments are independent fighting units that may operate outside the Chain of Command radius. These units may receive orders as long as there is either an SHQ or CHQ within coherency. Unfortunately, if they fail any morale test required of them (for any reason) and they are not within the Chain of Command, instead of just breaking they will immediately rout and all the models of the detachment are removed from play.

Example of the Chain of Command



The First Platoon may be given orders as normal. The Second Platoon may not be given orders as the SHQ is farther than 25 cm from the CHQ and no stand is within 6 cm of the CHQ. The Third Platoon may be given order even though the SHQ is beyond 25 cm, as the CHQ is within coherency (6 cm) of the detachment and may give the orders directly without having to relay through the SHQ.

New Special Rules

Death Korps artillery carriage:

After many millennia of trial and error, the forges of Krieg have adopted an ancient design that is cheap and fast to deploy. This means that it can be deployed and redeployed fast, in fact very fast. In game terms does that mean that you can move the artillery piece, and place it, for shooting on advance order. Note, units on advance orders may not fire indirectly.

Death Korps heavy support teams:

The Korps don't use normal heavy troops with man portable weapons. Instead they use heavier weapons on wheeled carriages. They can't move and shoot due to the time it takes to deploy, so it means that it either shoots in the first fire phase, or moves in advance (no fire). Due to the weight of the carriage units may not charge.

Death Korps organization:

The Korps use large formations so company sized units are prevalent. Many detachment cards actually are expansions to the company card, and add their Cost, VP and Break Points to the company card they are attached too. If there is a company card matching the detachment type, that detachment may only be added to a company of the same type (eg. Grenadiers). Tanks can only attach to a tank company and infantry to infantry and so fourth. only exemption is transport that can attach to all.

Death Korps and environment:

After the nuclear holocaust on Krieg, environment-protection has become mandatory. Any DKoK Infantry, Light Artillery, or Cavalry stand gains an Armor save of 6+ against Disease, Radiation, Virus, or other related hazards unless that stand already has an Armor Save of any kind, in which case use the existing save value.

Entrenchment

Krieg troops are equipped with the good old trench spade, and are experts in its use. If a Krieg infantry detachment is given no orders for 1 complete turn (they are unable to move or shoot), they will build 3cm per stand of trench lines. If they are engaged in close combat their work is disrupted. The constructed trench only have a -1 to hit modifier.

Mine Clearing

Krieg troops are able to clear mine fields if you leave a infantry detachment adjacent to a mine field, after one turn (again no moving or shooting) they will destroy the mine field. the mine field will make 1 attack against every stand engaged in the process.

Engineer entrenchment

Engineers can further entrench a position. so if you leave them for a second turn they will construct 6cm barbed wire per stand

Army size

The death Korps prefere massive units therefore you are allowed to ad 8 support cards per company instead of the normal maximum of 5

Recovery

If this Vehicle begins a game turn adjacent to an allied Vehicle that for any reason cannot move this turn (aside from being on First Fire orders), this Vehicle may choose to move the immobile Vehicle along with it as it moves. If it does this, it may only move at half-speed, as allowed by it's orders. The immobile Vehicle will remain adjacent to this Vehicle for this entire turn

UNITS

SPECIAL UNITS

Death Korps Quarter Master: These are trained by priests to preserve the information on every war machine in the Death Core, and are responsible of their continuous function, they are also medically trained. They are HQ units and have the Mechanic and medic ability.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Quatermaster	10	-	+1	laspistol	25cm	1	5+	0	HQ, mechanic, medic

Death Korps Commissar: Commissars are zealous and ruthless officers who encourage bravery and devotion to the Imperial cause, and ensure that cowardice and incompetence are immediately punished. Cowardice is not tolerated, and those who turn tail and run in the face of combat are subject to the justice of an immediate battlefield execution. Commissars are Command, Elite and HQ units, and they can create an exception to the normal chain of command structure. They may join any detachment, and as long as they stay within coherency, the detachment may always be given orders, regardless of the chain of command. Most Death Korps companies give you a free Commissar and a transport vehicle. These models do not count towards a company's Break Point, but your opponent receives 1 VP if the Commissar is killed. The transports is usually a Rhino, but a Commissar attached to a cavalry company comes with similar transport (bike, land speeder, etc.). Commissars attached to mechanized companies will travel in one of these vehicles (you don't get free tanks)

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Commissar	10cm	-	+4	pistol/sword	25cm	2	5+	0	Command, Elite, HQ, Special

Death Korps Confessor: The Confessor's mad rantings and utter devotion to the Emperor drives nearby troops into an unstoppable frenzy. Confessors are HQ units, and may join any infantry detachment. That detachment gains +1CAF, +1 to its Break and Victory Points (to the Company if appropriate), and becomes immune to all morale tests and effects. Soldiers led by a Confessor must be given Charge Orders if they are not within the Chain of Command.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Confessor	10cm	-	+3	laspistol	25cm	1	+5	0	HQ, Special

Death Korps Forward Observer: Both speed and accuracy are vital when calling for artillery support, and the Korps has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Forward Observer	10cm	-	+2	1aspistol	25cm	1	5+	0	HQ, Stealth, Special

Death Korps Sectional Headquarters (SHQ) Unit: These are the commanding officers for a detachment. They have the HQ ability. They otherwise functions exactly as every other stand in the detachment.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Sectional Headquarte r(SHQ)	-	-	-	-	-	-	-	-	Add HQ ability

Death Korps Company Headquarters (CHQ) Unit: These are the commanding officers of Death Korps Companies. They have the Command and HQ abilities, and otherwise functions as any other stand of the appropriate type.

Troop Type	Mov e	Sa ve	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Company Headquaters(CH Q)	-	-	-	-	-	-	-	-	Add Command & HQ

Death Korps Colonel & Major: These are the battalion and regimental commanders. They are Command and HQ units and may act as CHQ units for Chain of Command purposes. Due to their superb tactical experience, they may change the orders of one death Korps detachment that is within 25 cm., immediately after you activate it. Finally, the Colonel's presence on the battlefield inspires all those around him, and models within 25 cm gain a +1 to any morale checks they make.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Colonel	10cm	6+	+2	Pistol/ sword	25cm	2	5+	0	Command, Elite, HQ, Inspirational, Special
Major	10cm	6+	+1	Pistol/ Sword	25cm	2	5+	0	Command, Elite, HQ,Special

Infantry

Death Korps Grenadiers: Sometimes a target will be too tough a nut to crack for the ordinary masses of Kriegsmen, and it is at this point a Death Korps commander will call for his Grenadiers. These elite soldiers of Krieg are specially trained and equipped with superior weaponry and body armour. Most Grenadier formations will operate ahead of the main battle line, taking important objectives in highly mobile Centaur formations, taking valuable objectives and engaging enemies which few other Kriegsmen could stand against. It has also been known for Grenadiers to reinforce the main battle lines too, usually commandeering Gorgons for this purpose.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Grenadier	10cm	-	+2	Flamer/Granades	small teardrop template		4+	0	Ignores cover

Death Korps Heavy support teams: These troops are armed with long-range weapons for supporting the army's advance. They can't shoot and advance at the same time.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Heavy teams	10cm	-	0	Heavy Weapons	50cm	2	5+	-2	

Death Korps Combat Engineer: In the war-torn battlefields it is a valuable ability to create obstacles to slow down the enemy advance while facilitating the advance of friendly units. Combat Engineers have been specially trained to perform these tasks, and scenarios may have other things for them to do.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Engineer	10cm	-	0	Pistol	25cm	1	5+	0	Special

Death Korps Tactical Infantry: Every Death Korps regiment finds the heart of its strength in the resilient natives of the planet Krieg. Hardened to their fate from birth, these soldiers specialize in close-quarters combat, and their equipment reflects this; most Krieg infantry companies employ Gorgon Siege Transporters to deliver them directly into the heart of the enemy. However, Death Korps infantry doctrine emphasizes short range fire-fights and even close combats over ranged combat, so this lack of capability is rarely missed by commanders.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
death Korps tactical	10cm	-	+1	lasgun	35cm	1	5+	0	

Death Korps Ogryn: Ogryns are extremely large humanoids, that sometimes are taught to serve the Imperium. Although mainly Close Combat troops, they are armed with short-ranged rapid-fire weapons. Devoted to Emperor and willing to lay down their lives without a second thought (or a first thought for that matter), they act as monstrous shock troops on the battlefield, ripping enemy troops limb from limb and decimating entire units with their weapons.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
death Korps Ogryn	10cm	6+f	+6	Ripper Gun	10cm	1	4+	-1	

Death Korps Ratlings Sniper: These are small humanoids that occupy some Imperial worlds and possess uncanny skill with rifles as well as being able to act independently. They operate independently and do not remain in formation, so the normal 6 cm coherency rule does not apply to them. If you purchase multiple units of Ratlings, your enemy will score Victory Points for every 4 stands killed, regardless of which platoon they are from. Ratlings may not move and shoot in the same turn. They may Infiltrate and have the Sniper and Stealth abilities.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
death Korps Ratling sniper	10cm	-	-1	Sniper rifle	75cm	1	5+	0	Infiltrate, Sniper, Stealth, Special

Death Korps Mortar Team: Small mortar teams are equipped with small mortars: They can't fire and move.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Mortar Team	10cm	-	0	Mortar	50cm	BP1@		0	Barage, RoF2

Cavalry

Death Riders: scouts and foragers. These platoons of horse-mounted Death Korps men are known as Death Riders, and they are armed with explosive-tipped lances to increase their Close Combat effectiveness. They are Independent.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Death Riders	20cm	-	+3	Hunting lance	25cm	1	6+	0	Independent

Walkers

Death Korps Sentinels: Sentinel squad consist of one to three lightly-armoured mechanized walkers crewed by a single Guardsman. Armed with a powerful multi-laser or auto cannon, Sentinels are ideal as reconnaissance platforms or as mobile heavy weapon support for infantry and tanks.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Sentinal	25cm	6+	+2	Autocannon	50cm	1	4+	0	

Death Korps Robot: These are cheap, mass-produced mechanical battle machines that must be programmed before the battle. Robots have the abilities of Quick draw, Inorganic and, of course, they are Robotic. Before the battle, fill in the following table. Each turn when the detachment is activated, ask each of the questions in order. If the answer is "yes" for the majority of the models, the robots will perform the programmed action.

Ask the following questions: If the answer is "Yes" then...

1) Are enemies within charge range? 2) Are enemies within weapon range? 3) Are enemies within sight? 4) In any other situation.

A) Charge: Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy you enter Close Combat. No ranged weapons are fired

B) Advance: Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1 cm from them. Fire ranged weapons at them in the Advance Fire Phase.

C) First Fire: No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.

D) Capture: Move between half and normal speed towards the nearest objective counter.

E) Ignore: Ignore the question and move on to the next one.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Robot	10cm	4+	+2	Lascannon	75cm	1	5+	-1	Inorganic, Robotic

Death Korps Cyclops: The Cyclops Demolition Vehicle is used by the Death Korps, and is basically a tiny remote-controlled vehicle packed with explosives, and guided towards a target from a distance with devastating results. It is used for breaching enemy fortifications, such as pillboxes and bunkers.

Cyclops are small vehicles, able to be carried in a Chimera, and controlled by a single Guardsman from a safe and remote distance. They are usually used to remove enemy strong points or bunkers, but are also deployed to clear minefields and to destroy tank traps or razor wire. They are also used to clear out buildings. They are well liked by Guardsmen, as it reduces the number of dangerous jobs they have to do.

They may be activated in the First Fire Segment and will detonate in place. Centre a normal barrage template over the stand. Anything under the template is hit on 4+ with a TSM of 0. Obviously, the Cyclops bomb stand is destroyed. The Cyclops are not bound by the normal command or coherency rules and give only give VP if enemy destroys them before detonation.

The cyclops can be transported in a chimera as infantry.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Cyclops Demolition Vehicle	15cm	-	0	demolition bomb	0cm	6BP @		-2	Special

Vehicles

Death Korps Crab Mine Clearer: The Crab is a minesweeper, which works by a flail that rotates with nearly 20,000 rpm., and a digging depth of a meter. It is use by The Death Korps to clear a way through all obstacles, from mines to barbed-wire an even animy troops. High CAF only applies to front arc.

Troop Type	Mov e	Sav e	CAF	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Crab	20c m	2+	+12/+ 1	-	-	-	-	-	Death Roller

Death Korps “hippogriff” Mobile Construction Crane : The mobile crane is used throughout the empire. Imperial Guard use it for heavy lifts that the sentinel can’t do behind the front line. The military version of the mobile crane is placed on the always versatile chimera chassis. Only Death Korps use it in direct frontline operations.

The Hippogriff is the only unit, that can construct pillboxes and walls. This is done by having a trailer with materials within 5cm of the Hippogriff ,and the Hippogriff calls a construction project and wait 1 turn, next turn place the product (pillbox or wall) within 2 cm. from the hippogriff.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Atlas	20c m	4+	+2	-	-	-	-	-	special, construction,

Death Korps Atlas Recovery Tank: The Atlas Recovery Tank is used by Death Korps armoured regiments as a towing and rescue vehicle for stranded and immobilised tanks, and other Imperial vehicles. Each Atlas is equipped with a heavy duty winch, and rear hydraulic spade to tow vehicles.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Atlas	20c m	4+	+2	-	-	-	-	-	Recovery, Mechaniac

Death Korps Trailer:

The Trailer is found in two configuration the transport and equipment versions. The transport version is straight forward and simple. The equipment variant is a little different and governed by some special rules. When you buy a equipment trailer unit you get materials enough 5 construction orders (aka one set of fortification ie 5 bunkers or 40cm wall(5 trailers))they always start in friendly deployment zone at the edge of the zone (max 5 cm from edge of board) when a the construction order is complete the Trailer is removed with no lose of VP if the Trailer is destroyed before construction order is complete it will count towards VP

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Transport Trailer	-	5+	-	-	-	-	-	-	Transport 2 Open top
Equipment Trailer	-	5+	-	-	-	-	-	-	Special rules, independent

Death Korps Hades Breaching Drill: The Hades Breaching Drill used by Imperial engineers to assault enemy fortifications. If it is in contact with a building, the building must immediately take a save with a -4 modifier. High CAF only applies to front arc.

Troop Type	Mov e	Sav e	CAF	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
HADES	20cm	3+	+12/+1	-	-	-	-	-	Death Roller

Death Korps Bridging Vehicle: These special vehicles can quickly construct a portable bridge to help troops pass through obstacles such as rivers, ravines, barricades and trenches. To build a bridge a vehicle must be on First Fire orders and cannot be in Close Combat. In the End Phase, lay down a 5 cm section of bridge.

Troop Type	Mov e	Sa ve	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
BridgingVahicle	20cm	3+	0	-	-	-	-	-	PD(1), Special

Death Korps Trojan support vehicle: A popular modification of the seemingly endlessly mutable chimera chassis. The Trojan support vehicle is the logistical backbone of any Death Korps operation. Trojans are rarely seen on the battlefield itself, as it lack direct battlefield utility, but behind the front lines they scuttle in convoys that can stretch many miles, moving ammunition and troops on trailers up to the front. It has been said by many Imperial Analyticae that it was only due to a lack of Trojan support vehicles that the planet Taros was lost to the Tau. Although the Imperial forces outnumbered the Xenos several times, the Tau's campaign concentrated on covert strikes and aerial attacks against Trojan columns. As the numbers of Trojans in active service decreased, the war faltered. Krieg armies tend to protect their supply lines by entrenching every mile from the depot to the front, and since the trench lines will often lie static for months the Trojans normally remain safe. Transport.non, tow, one piece, PD 1.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Trojan	20c m	3+	+1	-	-	-	-	-	PD(1), tow 1

Death Korps of Krieg grenadier Centaur light assault carrier: the grenadier centaur light assault carrier is one of many Centaur variants, designed to manoeuvre and deploy small squads of grenadiers to exploit weaknesses in the enemy line. Transports two stands and tow one artillery piece.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Centaur	25c m	4+	+2	RipperGun	35c m	2	5+	0	Transport 1, open top

Death Korps Chimera Armoured Troop Carrier: This is the main armoured personnel carrier for the Tech-Guard. The Chimeradon, Chimerax and Chimerro variants carry several different heavier weapons systems to better support the infantry they carry. All variants have turreted weapons and may transport two infantry stands.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attack Dice	To-Hit Roll	TSM	Notes
Chimera APC	20c m	3+	+1	multi-laser	25cm	1	4+	0	Transport 2, Turret
Chimerado n	20c m	3+	+1	Battlecanno n	50cm	1	4+	-2	Transport 2, Turret
Chimerax	20c m	3+	+1	Autocannon	50cm	2	5+	0	Transport 2, Turret
Chimerro	20c m	3+	+1	Multi-Laser Hunter Missile	50cm 25cm	1 1	4+ 5+	0 -2	Transport 2, Turret

Death Korps Demolisher Close-Assault Tank: Built on a Lemman Russ chassis, this tank has shorter-ranged weapons but increased power to support close-in combats.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Demolisher	20cm	3+	+3	Thunderer* Melta-Gun	50cm 25cm	1 1	4+ 3+	-3 -2	Ignores Cover & Turret

Death Korps Hellhound: This vehicle carries a large flamethrower with volatile fuel to burn its targets to ashes. Use the large teardrop template, and hit any unit underneath on a 4+ at 0 TSM. This weapon ignores cover modifiers to hit.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attac k Dice	To- Hit Roll	TS M	Notes
Hellhound	15cm	3+	0	Fire Thrower	Template		4+	0	Ignores cover

Death Korps Salamander: The Salamander Scout Vehicle is a small reconnaissance vehicle used by the Imperial Guard and based on the Chimera chassis. It is designed primarily for reconnaissance duties and is lightly armed and armoured but very fast.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attac k Dice	To- Hit Roll	TS M	Notes
SaLemande r	20cm	5+	+1	Flamer	Template		5+	0	Ignores cover

Death Korps Lemman Russ Tank: The rugged Lemman Russ is the main battle tank of the Imperial Guard and makes up the bulk of the army's armoured attack forces. Whether deployed in an acidic swamp or airdropped into the freezing temperatures of a sub-zero ice planet, the Lemman Russ functions equally well no matter what the terrain or conditions. The tank has Point Defence (1) and a turret for the primary weapon.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attac k Dice	To- Hit Roll	TS M	Notes
Lemman Russ	20cm	3+	+2	Battlecanno n* Heavy Bolters	75cm 75cm	1 1	5+ 5+	-2 -1	*Turret PD(1)

Death Korps Leman Russ Vanquisher: The Vanquisher uses a long version of the standard Battle Cannon. It has greater velocity and range, but is much more expensive to produce. They are usually assigned to taking out enemy armour. The main gun is turret-mounted and Penetrating +1, and it has Point Defence (1).

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Vanquisher	2cm	3+	+2	Vanquisher Cannon* Lascannon	100cm 75cm	1 1	5+ 5+	-2 -1	*Turret, Penetrating +1 PD(1)

Death Korps Leman Russ Executioner: The Executioner is one of the rarest variants of Leman Russ, due to difficulties in reproducing the magnetic containment field equipment required for the turret-mounted plasma gun. It has Point Defence (1).

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Executioner	20	3+	+2	Plasma Destroyer Lascannon	40cm 75cm	1 1	3+ 5+	-4 -1	*Turret PD(1)

Death Korps Leman Russ Exterminator: This is a common variant of the basic Leman Russ design. Instead of a Battle Cannon, the tank carries a turret with twin-linked Autocannons, capable of laying down a withering hail of fire. It has Point Defence (1).

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Exterminator	20cm	3+	+2	Autocannon* Heavy Bolters	75cm 50cm	1 3	4+ 5+	-1 0	*Turret PD(1)

Death Korps Mole: These are intermediate-sized tunnellers capable of transporting an Imperial Guard tactical detachment(10 stands). They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Mole	15cm	3+	+3	Multi Launcher Heavy Bolter	50cm 25cm	6BP 4	4+ 6+	0 0	Tunneler, Transports 10

Death Korps Termite: These are the smallest of the tunnellers and may transport two infantry stands. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Termite	15cm	4+	+1	Lascannon	75cm	1	5+	-1	Tunneler, Transport 2

Death Korps Thunderer Assault Gun: When a Destroyer Tank-Hunter is disabled it is usually converted to a Thunderer by replacing the Laser Destroyer with a Demolisher Cannon and adding bolters. The main gun ignores cover modifiers, and it has Point Defence (2).

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Thunderer	20cm	3+	+1	Demolisher Cannon	75cm	1	4+	-3	Ignores Cover

Light Artillery

Death Korps Tarantula: This is a robotic point defence weapon that rapidly identifies and suppresses suitable targets. Tarantulas may not be given Advance Orders, and if on First Fire Orders they may fire in both the First Fire and Advance Fire Phases (firing twice in the same turn, but in different phases). The shot in the First Fire Phase may Snap Fire normally, and benefits from the Quickdraw advantage. Tarantulas are Inorganic and Robotic.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Tarrantula	5cm	-	-3	Lascannon	75cm	1	5+	-2	Inorganic, robotic, Quickdraw, RoF2

Death Korps Thudd Gun: This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive 'thud-thud-thud' noise, hence the name of the gun. On Death Korps mobile carriage

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Thudd Gun	5cm	-	-3	Thudd Gun	75cm	2BP@		0	

Death Korps Heavy mortars: The Death Korps Heavy Mortar is of the same STC-pattern as the Griffon Mortar Carrier's main weapon. The Heavy Mortar is a reliable workhorse, easy to deploy and rugged enough to withstand the normal stresses of active duty with a combat unit. Although it is the same weapon as is carried by the unpopular Griffon, Heavy Mortars enjoy a considerably higher reputation, even though they lack the armoured protection of a vehicle. This is likely due to the simple fact that Griffons are more expensive, and thus less available, with the resultant effect being that barrages unleashed by Griffon formations are simply less destructive. Mounted on Death Korps mobile carriage.

Troop Type	Mov e	Sa ve	CA F	Weapons	Range	Attac k Dice	To-Hit Roll	TS M	Notes
Heavy Mortar	-	-	-3	Heavy Mortar	25-100cm	2BP@		0	Ignores Cover, 12cmTemplate

Heavy Artillery

Death Korps Earthshaker Platform: As the Death Korps' method of war is more ponderous than most Imperial armies, they have little need for self-propelled artillery, as the battlefield moves forwards only slowly, if at all. This makes stationary weapons platforms well suited to the Death Korps, as their use releases resources which can then be spent elsewhere. During the final days of the siege of the traitorous Hive Mantioch on Axelon, it was said that Death Korps Earthshaker platforms, lined up side-by-side for six full miles, fired more than eight million shells in a constant barrage of one sector of the Hive walls for thirty days and nights. When the whistles were blown and the Infantry charged, what little resistance remained was swiftly pushed aside, and the eight month campaign to enter the Hive was won. Mounted on Death Korps mobile carriage.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attack Dice	To-Hit Roll	TS M	Notes
Earthshaker	-	-	-3	Earthshaker Cannon	150cm	2BP@		-2	RoF2

Death Korps Manticore Platform: When an Earthshaker strike fails to route the enemy from their position, heavier artillery is needed. Normally, the quickest way a Commander can call in this heavier bombardment is through the use of Manticore missiles, which may remain on standby behind the front for days at a time, awaiting specific calls to action. During the first weeks of the 3rd war for Armageddon, the two Death Korps Regiments assigned to protect Hive Volcanus' Adjunct Nine came under immense pressure from seemingly inexhaustible hordes of Ork Warbands, which arose each morning from a sheltered valley two kilometres distant from the Hive. On the morning of day 19 of the Death Korps operation, the entire valley was saturated by Manticore fire, effectively rendering this safe approach to the Hive impassable for two weeks.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attac k Dice	To-Hit Roll	TS M	Notes
Rocket Platform	-	-	-3	Rockets	200cm	6BP@		0	RoF ½, Special

Death Korps Hydra Platform: The main Anti-Aircraft STC design currently in production in the Imperium is the Hydra long-barrelled Autocannon system.

While markedly superior missile based anti-aircraft weapons do exist, the STC templates for them are confined mostly to a few smaller Forge Worlds which specialise in archaic construction techniques not best suited for mass-production, and only a few well-equipped Skittarii Regiments have been known to make active use of them.

Thus, until more efficient production methods are re-discovered for these weapons, the less arcane Hydra will have to suffice as the backbone of Imperial anti-aircraft defences.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attac k Dice	To- Hit Roll	TS M	Notes
Hydra Platform	-	-	-3	Autocannon	100cm	4	5+	-1	AA

Korps Heavy Anti-Aircraft Platform: The Heavy Anti-Aircraft Platform, as it is officially known, is a relatively new STC discovery, having been recovered from the data-banks of the corrupted Space Hulk Divinatus Sanctifico at some point between 747.M.41 and 752.M.41 Warp distortions make a precise timing of the discovery impossible, and since the expedition was lost before the conclusion of its research further information is unlikely to be forthcoming. Several data-packets transmitted by the Explorators were received and properly analysed however, which led to Mars sanctioning the construction of this modified version of the Earthshaker cannon (Or 'Skysaker', as crews have begun to call them) as a reliable counterpart for the Hydra. Of the Divinatus Sanctifico nothing more is known, both it and the entirety of Explorer fleet Phaeton-CXXII fell into a Warp storm before the completion of their mission, and the Mechanicus ships have now not been observed in more than two hundred years.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attac k Dice	To- Hit Roll	TS M	Notes
Heavy AA Gun	-	-	-3	Skysaker	125cm	1	4+	-1	AA

Death Korps Bombard Platform: This unit fires large shells in a high arc, and has a minimum range of 50 cm. These rounds destroy buildings on a single unsaved hit, instead of merely damaging them. on Death Korps mobile carriage.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attac k Dice	To- Hit Roll	TS M	Notes
Bombard Platform	-	-	-3	Siege Mortar	50-150cm	1	4+	-3	Destroys Buildings

Death Korps Medusa Platform: What the Medusa lacks in range it more than makes up for in sheer firepower; no mass-produced Imperial artillery can fire such destructive ordinance. The main strength of Medusas is not in acting as deployed artillery during a sustained engagement, as even with modifications to the cannon they lack the range of dedicated artillery pieces and are consequently quite vulnerable to counter-battery fire. Instead the Medusa's niche is in being deployed comparatively closely to the enemy, utterly shattering their defences and providing supporting fire to Infantry forces as they capture the targeted area. Medusas are not only of use during offensive actions however; During the siege of Firnos, eight unsupported Medusas(Along with their Trojan transport vehicles) held off a force of over two thousand Chaos cultists for more than four hours by using prepared corridors of fire and previously chosen fallback positions, until they were finally destroyed. During their extended delaying action, tens of thousands of loyal Imperial Citizens were given the time to evacuate the area, before the Chaos traitors overwhelmed the Death Korps gunners and ransacked the area. On Death Korps mobile carriage.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attac k Dice	To- Hit Roll	TS M	Notes
Medusa Platform	-	-	-3	Howitzer	100cm	1	4+	-3	-6 TSM vs Structures

Fliers

Marauder Fighter-Bomber: This flier is armed with heavy weapons and is suited for dogfighting and strafing runs.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To- Hit Roll	TS M	Notes
Marauder	75cm	3+	+2	Battlecannon	50cm	1	4+	-2	Flier
				Lascannon	50cm	3	5+	-1	
				Missiles	50cm	4BP	5+	-2	

Marauder Destroyer: The Destroyer is a more heavily armed and armoured variant of the Marauder. The Melta bombs are dropped directly below the Destroyer.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Marauder Destroyer	70cm	2+	+2	Battlecannon Lascannon Melta bombs	50cm 50cm	2 4 6BP	4+ 5+ 4+	-2 -1 -3	Flier

Thunderbolt Fighter: These are the air superiority fighters of the Imperium.

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Thunderbolt	100cm	4+	+4	Autocannon Rockets	25cm 25cm	3 4BP	5+ 5+	-1 -1	Flier

Superheavies

Superheavy companies consist of three detachment of one vehicle each. Two are normal, one is the CHQ and there are no SHQs.

Death Korps Baneblade: This type of superheavy tank is armed with many medium-ranged anti-tank weapons. However, with their many bolters and respectable close combat capability, Baneblades are flexible enough to be used in multiple roles ranging from anti-armour support to frontal assaults.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attack Dice	To-Hit Roll	TS M	Notes
BaneBlade	10cm	1+	+8	Battlecannon* Lascannon	75cm 75cm	2 2	4+ 4+	-2 -1	*turret PD(10)

Death Korps Gorgon Assault Transport: The Gorgon transport is mainly used in sieges to transport troops directly to heavily fortified enemy positions. Due to the protective plate in front the Gorgon has two armour saves if the shot is coming in from the front arc. It must fail both saves to be destroyed. Gorgons ignore penalties for moving wooded and difficult terrain. If moving through woods, rough ground and minefields, it leaves a corridor behind it that counts as normal terrain. Gorgons are also useful for removing obstacles like barricades, trenches and buildings. An adjacent note, is that the Krieg Gorgon is able to transport a full tactical platoon of 12 stands

Troop Type	Mov e	Sav e	CA F	Weapons	Ran ge	Attac k Dice	To-Hit Roll	TS M	Notes
Gorgon	10cm	1+/ 1+	+4	Mine Thrower	15cm	1	4+	-3	Transeprot 12, PD(4), Special

Death Korps Macharius Heavy Tank: Sometimes known as second-generation Baneblades. Macharius Heavy Tanks are a popular vehicle in the Death Korps. It is comparatively faster to produce, than many of the Imperium's other large tank designs, and therefore more numerous than some of the more famous super-heavy tank variants. The reduction in armour (And consequentially, battlefield longevity) associated with the smaller Macharius hull, compared to the Baneblade, is of only minor concern to the Death Korps, as their method of warfare is more concerned with quantity than quality. The Death Korps battlefield ethos is always rooted somewhat in attritional behaviour, no matter how valuable the asset being deployed. The Macharius is at its most effective, when it is close to medium range and can open fire with a fusillade of antipersonnel fire from its heavy bolters and heavy stubbers. Whilst it is still a potent tank at longer ranges, its lack of speed hinders its effectiveness in situations that require rapid mobility. Twenty-two Macharius heavy tanks were deployed during the siege of Mossino, of which eleven were ultimately destroyed outright. Only three Macharius tanks survived the campaign without requiring extensive repairs of one sort or another. Although the double battlecannon armament is the most common, other turret variants of the Macharius heavy tank chassis also exists, including Hydra-equipped anti-aircraft platforms, while there also are some more extensive modifications of the Macharius hull including a multiple mortar launcher configuration, but these variants are rarely deployed by the Death Korps due to their more specialised nature; For example, what need does the Death Korps have for mobile Hydra-armed Machariuses, when in most fields of battle all of the Death Korps assets in the area will already be excellently protected by static anti-aircraft platforms?

Troop Type	Move	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Macharius	12cm	2+	+6	Battlecannons* Heavy Bolters Heavy Stubber	50cm 25cm 35cm	2 2 1	4+ 5+ 5+	-2 0 -1	*Turret PD(4)
Macharius Vulcan	12cm	2+	+6	Vulcan Cannon* Heavy Bolters Heavy Stubber	50cm 25cm 35cm	6 2 1	5+ 5+ 5+	0 0 -1	*Turret PD(4)
Macharius Vanquisher	12cm	2+	+6	Vanquisher Cannon* Heavy Bolters Heavy Stubber	100cm 25cm 35cm	2 2 1	5+ 5+ 5+	-1 0 -1	*Turret PD(4)

Death Korps Malcador Heavy Tank: Named after a mysterious figure from the Imperium's earliest days, Malcador the Sigillite (-a close advisor to the Emperor during the Battles of Unification, and the man credited with founding the Administratum of Terra), the tank is a mobile fortress, heavily armed and armoured but slow. Mounting a limited-traverse Twin-linked Lascannon, side-sponson weapons and a Demolisher Cannon in a hull mount.

Troop Type	Mov e	Sa ve	CAF	Weapons	Rang e	Attack Dice	To-Hit Roll	TSM	Notes
Malcador	10cm	2+	6+	Demolisher Cannon Heavy stubber	50cm 35cm	1 2	4+ 5+	-3 -1	Ignores Cover PD(6)
Malcador With Battle cannon	10cm	2+	4+	Battlecannon* Heavy stubber	50cm 75cm	1 3	4+ 5+	-2 -1	*Limited Travers PD(3)
Malcador With Lascannon	10cm	2+	4+	Lascannons* Demolisher Cannon Heavy stubber	75cm 50cm 35cm	2 1 2	5+ 4+ 5+	-2 -3 -1	*Limited Travers Ignores Cover PD(3)
Valdor Tank Hunter	10cm	2+	4+	Neutron Laser Projector	120cm	1	4+	-3	PD(3)

Death Korps Minotaur: Based on the chassis of the Malcador the Minotaur provides self propelled artillery.

Troop Type	Mov e	Sav e	CA F	Weapons	Rang e	Attac k Dice	To-Hit Roll	TS M	Notes
Minotaur	10cm	2+	4+	earth shaker cannon	150cm	4BP@		-2	ROF 2

Death Korps Shadowword: This tank wields a huge gun normally mounted on Titans/ Praetorian known as a Volcano Cannon. This gun has mainly an anti-Titan/Praetorian role, and more than enough to destroy any enemy armoured vehicle. The long range of the gun enables the Shadowwords to deploy safely behind the front line and hunt down enemy from a distance.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Shadowword	10cm	1+	+6	Volcano Cannon* Lascanon	100cm 75cm	1 2	3+ 5+	-4 -1	*penetrating +3PD(6)

Death Korps Stormblade: Stormblades are the Titan-hunters of the Imperium. These special super heavy tanks are armed with enough firepower to engage most types of Titans and Praetorians on even ground. The tank is armed with a plasma blastgun (that is identical to those often used by Reaver and Warhound Titans) as well as several longer-ranged one-shot missiles. To power its arsenal the Stormblade has a plasma reactor, which will detonate if the tank is destroyed. The radius of the explosion is D6 cm and all those in range are hit on a 4+ and must make an unmodified armour save to avoid destruction.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Stormblade	10cm	1+	+6	Plasma Blastgun	50cm	2	3+	-4	PD(8) *One-Shot & penetrating +2
				Battlecannon	50cm	1	4+	-2	
				Helion Missile*	75cm	1	3+	-4	
				Hunter/Killer Missile	75cm	4	3+	-1	

Death Korps Stormhammer: This tank is armed with shorter ranged -but nevertheless effective - weapons and is more suited for a close assault role. Due to its close assault role the Stormhammer possesses heavy armour in front and sides. When targeted from the rear the Stormhammer receives only a -1 penalty to its save; from the side – no modifier. Stormhammers also have many sponson turrets for bolters which make it a living hell to approach the tank for the enemy infantry and light vehicles.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Stormhammer	10cm	1+	+10	Battlecannon	50cm	4	4+	-2	*2 on Turret, PD(14), Special

Death Korps Stormsword: The Stormsword is made for direct assault against fortified positions. Its large bore Thunder cannon ignores cover due to the size of the shell.

Troop Type	Mov e	Sav e	CA F	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Stormsword	10cm	1+	+7	Thundercannon*	75cm	1	3+	-4	*Ignores Cover PD(6)
				Lascannon	75cm	2	5+	-1	
				Heavy Bolters	25cm	8	5+	0	

Praetorians

Death Korps Hellbore: This is a gigantic tunneler capable of transporting a full company of Imperial Guard infantry into battle. They are Tunneler and may initially appear anywhere on the board as per the Deep Strike rules. Victory Points are scored for the infantry, the Commissar and the Hellbore itself. The spotting Rhino is worth no Victory Points. When the Hellbore surfaces the surrounding ground is turned to slag. To represent this, use the 12cm airburst template. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. The Multi-launchers possess a 360° arc of fire and may fire twice, at the same or different targets.

Hellbore Template

Move	CAF	Repair	Notes
15 cm	+12	4+	Practorian, Tunneler Transport one infantry Company-level Army Card. Tunneler. When it surfaces the surrounding area is turned to slag. To represent this, center the 12 cm template on the surface point. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. Transported units may leave the turn the Hellbore surfaces.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Multi-Launchers	50 cm	6 BP	4+	-1	360° arc of fire, fires twice
Point Defence	15 cm	8	6+	0	

	Weapon 3+	Hull 1+	Bridge 1+	Weapon 3+	Digger 2+		
Engine 4+	Engine 3+	Reactor 1+	Hull 1+	Hull 1+	Hull 1+	Digger 2+	Digger 1+
	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Digger 2+		

Note: Shots fired from directly behind will hit the Engine (4+), while shots from directly in front will hit the Digger (1+). Roll scatter normally, and any scatter indicates a miss.

<p>Bridge</p> <p>1-2 Damaged. CAF halved and Command ability lost. 3 Damaged. CAF halved. 4 Crippled. CAF halved and Command ability lost. 5-6 Bridge destroyed. Crew abandon vehicle.</p>	<p>Reactor</p> <p>1-3 Damaged. 3-4 Crippled. 5-6 Reactor explodes!</p>
<p>Engine</p> <p>1-2 Damaged. Half speed. 3-4 Damaged and Crippled. No movement until repaired and only half speed even then. 5-6 Destroyed. No movement. Roll for damage to the reactor.</p>	<p>Hull</p> <p>1-5 Add +1 to future damage rolls on the hull. 6 Bridge or engine hit; bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.</p>
<p>Weapon</p> <p>1-2 Damaged. 3-5 Destroyed. 6 Weapon destroyed and roll for damage on the hull.</p>	<p>Digger</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain. 3-4 Damaged as above and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below). 5 Destroyed. No movement. 6 Destroyed as above and roll damage to the hull.</p>

Fortifications

Trench systems is the backbone of any Krieg operation, often they can be up to 50 kms deep, and they can be fortified by hundreds of pill boxes, dozens of strongholds, thousands of kms of barbed wire and hundreds of mine fields. For game purposes you can buy trenches so they are present at the start of the game, or you can make your troops build them in-game.

Entrenchments: Entrenchments are battlefield fortifications designed to shield infantry from the worst effects of artillery or incoming fire. They range from hastily improvised foxholes and trenches to well prepared concrete fortification protected by minefields and razor wire.

Entrenchments provides a -2 to hit modifier against any incoming fire that traces a line of sight across the front of the entrenchment.

Infantry stands or models behind entrenchments that are attacked either from the side or behind the entrenchment do not benefit from this modifier.

Price point: You can place a strip of entrenchments up to 50cm for 125 points

Pillboxes: they differ from other trench works due to your need of raw material, you can buy complete pillboxes to place in the start of the game. Each Pillbox can hold up to two stands. The pillbox's thick walls confer a -2 to hit modifier and a saving throw of 4+ to any stands inside it. If the model already has a saving throw, use the better of the two.

While in a pillbox the stands have their fire arc reduced 180 degree through the front of the pillbox just like a vehicle. The pillbox can be destroyed in the same way as a building, and have a saving throw of 3+ on 2D6.

Price point: you get five pillboxes for 125 points.

Turret Emplacements: Turret Emplacements is a generic name for any turret built into the ground for use by the Imperial Guard and containing three guardsmen as gunners. They can be armed in many ways.

Price point: you get 4 Turret Emplacements for 125 points, with a maximum of 1 Battle Cannon Turret.

Building Type	Save	Weapons	Range	Attack Dice	To-Hit Roll	TS M	Notes
Heavy Bolter Turret	3+	Heavy Bolter	50 cm	2	5+	0	Turret
Heavy flamer Turret	3+	Heavy Flamer	Large teardrop templet		4+	0	Turret
Battle Cannon Turret	3+	Battle Cannon	75 cm	1	5+	-2	Turret

Razor Wire or barbed wire: is an entangling mesh of razor sharp wires. Razor wire can only be crossed by units that have advance orders. Units with charge orders may not cross razor wire entanglements.

The exception to this rule are models that clear a path through difficult terrain such as Gorgons or surfaced tunnellers. These may pass through the razor wire while on charge orders. Gorgons or tunnellers leave a gap wide enough for a single infantry stand or model to pass through.

Skimmers, titans and gargants can pass directly over the wire and therefore ignore it.

Price point: you get 100cm by 2,5cm worth of razor wire for 125 points

Mine fields: Mine fields are some of the deadliest contraptions known to man, they are the sneaky contraptions lurking in the dirt with the promise of death and carnage to anybody who venture in to their grasp.

Any model that enters a minefield is immediately attacked and will be hit on a roll of 4+ with a -2 save modifier if hit. Units that start a turn in minefield will be attacked as soon as they move. If they remain stationary, they will be safe from further minefield attacks.

Minefield can attack any number of different models in a turn, but will only attack each model once. The mines jumps into the air before they explode so they can hit skimmers and any location on a titan. Mine attacks ignore power fields and void shields as they explodes inside them. Choose the location on a titan, and roll the aiming dice as normal. The titan is still allowed an armour saving roll on that location but with the -2 modifier.

Models that clear a path through difficult terrain, such as Gorgons and surfaced tunnellers, are still attacked by mines. If they survive the attack, they leave a gap through the mines wide enough for a single infantry stand or model to pass through.

Price point: Mine fields can only be bought and placed at the start of the game. You get 4 minefields, each 12,5cm long by 5cm wide at a cost of 125 points. The minefields are not secret and must be shown on the table. You must leave a gap of at least 5cm between each minefield.

Stronghold: The stronghold is essentially a large building, and all the normal building rules apply to this. The thick walls of a stronghold confer a 4+ saving throw to any model completely inside this. In addition, any model inside a stronghold receives the benefit of the -2 to hit modifier shown on the terrain effects table for being inside a building.

Stronghold can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6.

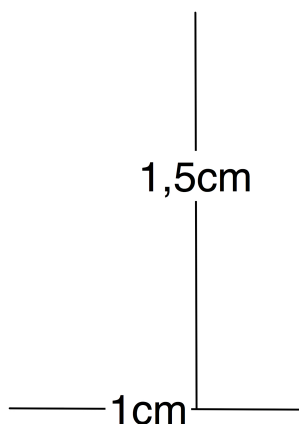
The points cost for a stronghold includes one super heavy defense turret, which can be fitted with any weapon that can be attached to a titan (with the exception of plasma weapons, which require the titans plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1.

Price point: Strongholds can only be bought and placed at the start of the game. You can place a single stronghold for 125 point + weapon cost.

Wall: the slapcreeet modular wall is a versatile innovation. It can be used to make a strong point in no time, it can be used for added security around fuel or ammo dumps. It can even be used to channel the enemy in to death traps. In prolonged engagement walls usually will shoot up like mushrooms just behind the frontline.

The wall gives a impenetrable structure with a 3+ save on 2d6 units cant fire through it (no Los).

Price point: you can buy 40cm worth of wall to be placed at the start of the game for 125 points



Dimension of an example modular wall

Special Cards

Type	Centents	Break point	Morale	Victory Points	Cost
Quarter Master	2 Quarter Masters & Command Chimera	2	-	5	500
Confessor	1 Confessor	+1	-	1	75
Forward Observer	2 Forward Observer & Command Chimera	2	-	1	100
Battalion Command	Major stand, 5 death Korps tactical stands & 3 chimeras	major	3	2	200
Regimental Command	Colonel stand, 5 death Korps tactical stands & 3 chimeras	Colonel	2	3	250
Titans					
Reaver Titan	Reaver Titan hull	model	-	Varies	300
Warhound titans unit	2 Warhound titans hull	model	-	Varies	250
Warlord Titan	Warlord Titan hull	model	-	Varies	500

Company Cards

Infantry	Centents	Break point	Morale	Victory Points	Cost
Death Korps Grenadiers company	2 Grenadier CHQ stands 3 Grenadiers Platoons	10	4	6	550
Death Korps Tactical Company	2 Tactical CHQ stands 3 Death Korps Tactical Platoons	21	4	9	850
Death Korps Tactical Mole Company	2 Tactical CHQ stands & Command Termite 3 Death Korps Tactical Mole Platoon	18	4	8	800
Death Korps Tactical Hellbore Company	2 Tactical CHQ stands Death Korps 3 Tactical Platoons 1 Hellbore	22	4	12	1175

Armor					
Death Korps Hellhound Company	Hellhound CHQ 3 Hellhound Squadrons	5	4	4	375
Death Korps Destroyer Company	Destroyer CHQ, 3 Destroyer Squadrons	5	4	6	600
Death Korps Thunderer Company	Thunderer CHQ, 3 Thunderer Squadrons	5	4	5	450
Death Korps Leman Russ Company	Leman Russ CHQ 3 Leman Russ Squadrons	5	4	6	550
Cavalry					
Death Riders Company	2 Death Riders CHQ stands 3 Death Riders Platoons	16	4	6	600
Artillery					
Death Korps Light Artillery Company	2 Tactical CHQ stands 2 Death Korps Thudd Gun Batteries 1 Death Korps Heavy Mortar Batteries	8	4	5	450
Death Korps Artillery Company	2 Tactical CHQ stands 1 Death Korps bombard Battery 2 Death Korps Earthshaker Batteries	6	4	6	600
Death Korps Rocket Company	2 Tactical CHQ stands 3 Death Korps Manticore Batteries	6	4	6	600
Death Korps Anti-Air Company	2 Tactical CHQ stands 1 Death Korps Hydra Batteries 2 Death Korps Heavy Anti-Aircraft Batteries	6	4	7	650
Super Heavy Armor					
Death Korps Macharius Company	Death Korps Macharius CHQ 2 Marcarius Variant Squadron	2	4	7	525
Death Korps Malcador Company	Death Korps Malcador CHQ 2 Malcador Variant Squadron	2	4	5	400

Support Cards

Infantry	Centents	Break point	Morale	Victory Points	Cost
Death Korps Grenadiers Platoon	6 Grenadiers stands	+3	4	+2	+175
Death Korps Engineer Platoon	5 Engineer stands	+3	4	+1	+100
Death Korps Cyclops Platoon	4 Cyclops stands	+4	4	+2	+200
Death Korps Tactical Platoon	13 death Korps tactical Stands	+6	4	+3	+275
Death Korps mortar team	4 mortar team stands	+2	4	+1	+75
Death Korps orgryn platoon	4 ogryn stands	+2	3	+1	+125
Death Corps Heavy Weapons Platoon	5 Heavy Weapons stands	+3	4	+3	+250
Cavalry					
Death Riders Platoon	10 Death Riders stands	+5	4	+2	+200
Walkers					
Sentinal Platoon	5 Sentinals	+3	4	+2	+150
Robot Squad	4 Robots	4	-	1	100
Vehicles					
Leman Russ Squadron	3 Leman Russ Tanks	+2	4	+2	+200
Leman Russ Vanquisher Squadron	3 Leman Russ Vanquisher Tanks	+2	4	+2	+200
Centaur Squadron	6 Centaur Vehicles	+3	4	+2	+200
Engineering construction unit	1 Hipogrif 2 Trojans	+2	4	+1	+100
Engineering demolition unit	1 hades drill 2 thundere	+2	4	+2	+150
Engineering recovery unit	3 Atlas's	+2	4	+1	+125
Engineering mine clering unit	3 Crabs	+2	4	+1	+100
Equipment Trailer unit	5 trailers	3	4	1	75

Transport Trailer Unit	3 Trailers	+2	-	+1	+25
Trojan Squadron	3 Trojans	+3	4	+2	+150
Bridging Team	2 Bridging Vehicle	+1	4	+1	+50
Chimera Squadron	3 Chimeras	+2	4	+1	+100
Chimera Variant Sqd	3 Chimera Variants	+2	4	+2	+175
Leman Russ Demolisher Squadron	3 Demolisher tanks	+2	4	+3	+150
Death Korps Salamander Squadron	3 salamanders	+2	4	+1	+100
Hellhound Squadron	3 Hellhounds	+2	4	+2	+125
Leman Russ Executioner Squadron	3 Leman Russ Executioners	+2	4	+3	+200
Leman Russ Exterminator Squadron	3 Leman Russ Exterminators	+2	4	+2	+175
Thunderer Squadron	3 Thunderers	+2	4	+2	+150
Destroyer Squadron	3 Destroyers	+2	4	+2	+200
Death Korps Recovery Squad	3 Atlas vehicles	+2	4	+1	+100
Mechanized Infantry					
Death Korps Tactical Mole Platoon	10 Tacticals Stand & 1 Mole	+4	4	+3	+250
Death Korps grenader Termite Platoon	6 grenader Stands & 3 Termites	+6	4	+2	+175
Light Artillery					
Thudd Gun Battery	4 Thudd Guns	+2	4	+1	+100
Death Korps Heavy mortar Battery	4 Heavy mortars	+2	4	+3	+250
Tarantula Support Battery	10 Tarantulas	+5	4	+4	+350
Heavy Artillery					
Korps Earthshaker Battery	3 Earthshaker Platforms	+2	4	+2	+200
Death Korps Manticore Battery	3 Manticore Platforms	+2	4	+2	+200

Death Korps Hydra Battery	3 Hydra Platforms	+2	4	+3	+300
Death Korps Heavy Anti-Aircraft Battery	3 Heavy Anti-Aircraft Platform	+2	4	+2	+150
Death Korps Bombard Battery	3 Bombard Platform	+2	4	+2	+200
Death Korps Medusa Battery	3 Medusa Platform	+2	4	+2	+200
Flyers					
Marauder Squadron	5 Marauders	3	4	6	600
Marauder Destroyer Squadron	5 Marauder Destroyer	3	4	7	700
Thunderbolt Squadron	5 Thunderbolt	3	4	5	450
Super Heavy Tanks					
Death Korps Macharius Squadron	1 Macharius	+1	4	+2	+150
Death Korps Macharius Vulcan Squadron	1 Macharius Vulcan	+1	4	+2	+150
Death Korps Macharius Vanquisher Squadron	1 Macharius Vanquisher	+1	4	+3	+200
Death Korps Malcador Battle Cannon Squadron	2 Malcadors Battle Cannon	+1	4	+2	+125
Death Korps Malcador Squadron	2 Malcadors	+1	4	+2	+125
Death Korps Malcador With Lascannon	2 Malcadors With Lascannon	+1	4	+2	+150
Death Korps Valdor squadron	2 Valdors	+1	4	+2	+150
Death Korps Minutauer Squadron	2 Minutauers	+1	4	+2	+125
Death Korps gorgon squadron	1 gorgon	+1	4	+2	+150
Death Korps Baneblade Squadron	1 Baneblade	+1	4	+2	+225
Death Korps Shadowsword squadron	1 shadowsword	+1	4	+2	+225
Death Korps stormblade Squadron	1 stormblade	+1	4	+3	+275

Death Korps Stormhammer Squadron	1 Stormhammer	+1	4	+2	+225
Death Korps Stormsword Squadron	1 Stormsword	+4	4	+2	+200