



DEATH KORPS WATCHMASTER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Boltgun	4	3+	3/4	-
🔫 Plasma pistol (standard)	4	4+	3/5	Range 8", Piercing 1
🔫 Plasma pistol (supercharge)	4	4+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
🔫 Relic laspistol	4	3+	2/4	Range 8", Lethal 5+
⚔️ Bayonet	4	3+	2/3	-
⚔️ Chainsword	4	3+	4/5	-
⚔️ Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, LEADER, WATCHMASTER

25

DEATH KORPS WATCHMASTER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 8

Adaptive Orders: If this operative doesn't issue a **GUARDSMAN ORDER** as a **STRATEGIC GAMBIT**, you can use the Inspirational Leadership firefight play for OCP during this operative's activation.

DEATH KORPS BRUISER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Lasgun	4	4+	2/3	-
⚔️ Trench club	4	3+	3/3	Shock

Bruiser: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, BRUISER

25

DEATH KORPS CONFIDANT

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	4+	3/4	Range 8"
🔫 Boltgun	4	4+	3/4	-
🔫 Lasgun	4	4+	2/3	-
🔫 Relic laspistol	4	4+	2/4	Range 8", Lethal 5+
⚔️ Bayonet	3	4+	2/3	-
⚔️ Chainsword	4	4+	4/5	-

Second in Command: If a friendly **WATCHMASTER** operative is incapacitated and removed from the killzone, you can use this rule. If you do, until the end of the battle, this operative can issue a **GUARDSMAN ORDER** as a **STRATEGIC GAMBIT** (even though it's not a **WATCHMASTER** operative).

RULES CONTINUE ON OTHER SIDE ►

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, CONFIDANT

25



DEATH KORPS CONFIDANT

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

Directive: Whenever this operative is activated, if you haven't used the Second in Command rule during the battle, you can select one other ready friendly **DEATH KORPS** operative visible to and within 6" of it. When this operative is expended, activate that other friendly operative before your opponent activates (if that operative is a **TROOPER**, ignore its Group Activation rule).

DEATH KORPS GUNNER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔥 Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
🔥 Grenade launcher (frag)	4	4+	2/4	Blast 2"
🔥 Grenade launcher (krak)	4	4+	4/5	Piercing 1
🔥 Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
🔥 Plasma gun (standard)	4	4+	4/6	Piercing 1
🔥 Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
🔪 Bayonet	3	4+	2/3	-

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, GUNNER

25

DEATH KORPS MEDIC

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔥 Lasgun	4	4+	2/3	-
🔪 Bayonet	3	4+	2/3	-

Medic! The first time during each turning point that another friendly **DEATH KORPS** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, MEDIC

25

DEATH KORPS MEDIC

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

MEDIKIT 1AP

► Select one friendly **DEATH KORPS** operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.



DEATH KORPS SAPPER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🛡️ Lasgun	4	4+	2/3	-
🛡️ Remote detonator	4	2+	5/6	Heavy (Dash only), Limited 1, Piercing 1, Silent, Detonate*
🔪 Bayonet	3	4+	2/3	-

Mine Layer: This operative is carrying your Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action.

***Detonate:** Don't select a valid target. Instead, shoot against each operative within 2" of your Mine marker, unless Heavy terrain is wholly intervening between that operative and that marker. Each of those operatives cannot be in cover or obscured. Roll each sequence separately in an order of your choice. This weapon cannot be selected if your Mine marker isn't in the killzone. At the end of the action, remove your Mine marker from the killzone. In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, SAPPER

25

DEATH KORPS SNIPER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🛡️ Long-las (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
🛡️ Long-las (mobile)	4	3+	3/4	-
🛡️ Long-las (stationary)	4	2+	3/3	Devastating 3, Heavy
🔪 Bayonet	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, SNIPER

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DEATH KORPS SPOTTER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🛡️ Lasgun	4	4+	2/3	-
🛡️ Mortar barrage	4	4+	3/5	Blast 2", Heavy (Dash only), Silent
🔪 Bayonet	3	4+	2/3	-

SPOT

1AP

► **SUPPORT.** Select one enemy operative visible to this operative. Once during this turning point, when a friendly **DEATH KORPS** operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, SPOTTER

25

DEATH KORPS TROOPER

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🛡️ Lasgun	4	4+	2/3	-
🔪 Bayonet	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **DEATH KORPS** **TROOPER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, TROOPER

25



DEATH KORPS VETERAN

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Lasgun	4	4+	2/3	-
🔪 Bionic arm	3	4+	4/5	-

Veteran Guardsman: Whenever this operative is activated, it can receive one **GUARDSMAN ORDER**.

Bionics: Normal Dmg of 3 or more inflicts 1 less damage on this operative.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, VETERAN

25

DEATH KORPS VOX-OPERATOR

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Lasgun	4	4+	2/3	-
🔪 Bayonet	3	4+	2/3	-

Relay Orders: Once per turning point, when this operative receives a **GUARDSMAN ORDER**, if it's not within control range of enemy operatives, it can relay that order. Whenever an order is relayed, all friendly **DEATH KORPS** operatives in the killzone receive that order, then subtract 1 from this operative's APL stat until the end of its next activation.

SIGNAL

1AP

▶ **SUPPORT.** Select one other friendly **DEATH KORPS** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, VOX-OPERATOR

25

DEATH KORPS ZEALOT

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Lasgun	4	4+	2/3	-
🔪 Bayonet	3	4+	2/3	-

The Emperor Protects: Whenever an operative is shooting this operative, you can re-roll any of your defence dice.

Uplifting Primer: SUPPORT. Whenever a friendly **DEATH KORPS** operative is within 3" of this operative, that friendly operative's weapons have the Severe weapon rule.

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, ZEALOT

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NOTES:



DEATH KORPS KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

- 1 **DEATH KORPS** **WATCHMASTER** operative with the following:

- Boltgun; bayonet

Or one option from each of the following:

- Bolt pistol, plasma pistol or relic laspistol
- Chainsword or power weapon

- 4 **TROOPER** operatives*

- 9 **DEATH KORPS** operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** with one of the following options:
 - Boltgun or lasgun; bayonet
 - Bolt pistol or relic laspistol; chainsword
- **GUNNER** with bayonet and flamer
- **GUNNER** with bayonet and grenade launcher

CONTINUES ON OTHER SIDE ▶

- **GUNNER** with bayonet and meltagun
- **GUNNER** with bayonet and plasma gun
- **MEDIC**
- **SAPPER**
- **SNIPER**
- **SPOTTER**
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALOT**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* Up to four times, instead of selecting one of these **TROOPER** operatives, you can select one **DEATH KORPS** play to cost you 0CP for the battle.

DEATH KORPS FACTION RULE

GUARDSMEN ORDERS

The soldiers of the Death Korps of Krieg are unquestioningly loyal to their officers, following barked orders with a speed and efficiency that is the envy of many other regiments.

STRATEGIC GAMBIT and **SUPPORT**. A friendly **DEATH KORPS** **WATCHMASTER** operative can issue a **GUARDSMAN ORDER**. Whenever it does, select one **GUARDSMAN ORDER** for all friendly **DEATH KORPS** operatives within 6" of it to receive.

Whenever a friendly operative receives a **GUARDSMAN ORDER**, apply its rules until the end of the turning point. Operatives cannot benefit from more than one **GUARDSMAN ORDER** at once; they only benefit from the most recent order they received during the turning point.

GUARDSMEN ORDERS OPTIONS ARE
PRESENTED ON THEIR OWN CARDS

DEATH KORPS FACTION RULE

GUARDSMEN ORDERS

Take Aim!



Outfitted and trained for attritional infantry combat, the soldiers of Krieg have undertaken endless hours of lasgun drills.

Ranged weapons of operatives that received this order (excluding mortar barrage and remote detonator) have the Ceaseless weapon rule.

Fix Bayonets!



The kind of warfare undertaken by the Death Korps of Krieg requires their troopers to be well versed in close-quarters fighting and trench clearance.

Melee weapons of operatives that received this order have the Ceaseless weapon rule.



DEATH KORPS FACTION RULE

GUARDSMEN ORDERS

Dig In!



Obstinate to the last, the soldiers of Krieg establish defensive positions and hold them with grim determination.

Whenever an operative is shooting a friendly operative that's received this order, if you can retain any cover saves, you can re-roll any of your defence dice results of one result (e.g. results of 2).

Move! Move! Move!



Responding to a barked order from their Watchmaster, the soldiers of Krieg pick up the pace and hustle towards their next objective.

Whenever an operative that's received this order is performing the **Reposition** action, add 1" to its Move stat.

DEATH KORPS MARKER/TOKEN GUIDE



Remote
Detonator
token



Spot token



Medic token



Bruiser token



Take Aim token



Fix Bayonets
token



Move Move
Move token



Dig In token



Mine marker



Gas marker

DEATH KORPS STRATEGY PLOY

SIEGE WARFARE

Death Korps infantry are at home in the dreadful grind of siege warfare, repelling their foes with overlapping fields of withering fire.

Friendly **DEATH KORPS** operatives' ranged weapons have the Saturate and Accurate 1 weapon rules.

DEATH KORPS STRATEGY PLOY

TAKE COVER

Used to fighting in the close confines of trenches and tunnels, Krieg soldiers make excellent use of whatever meagre cover they can find.

Whenever an operative is shooting a friendly **DEATH KORPS** operative, if you can retain any cover saves, improve that friendly operative's Save stat by 1.



DEATH KORPS STRATEGY PLOY

CLEAR THE LINE

Should the enemy break through, the soldiers of Krieg are disciplined enough to retain their composure and repel the foe.

Friendly **DEATH KORPS** operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly **DEATH KORPS** operative is fighting wholly within your territory, or whenever it's retaliating, its melee weapons also have the Severe weapon rule.

DEATH KORPS STRATEGY PLOY

REGROUP

Even in the confusion of combat, the Death Korps of Krieg retain their focus, returning to formation as they destroy the enemy with accurate las fire.

SUPPORT. Select one friendly **DEATH KORPS** operative that's more than 3" from enemy operatives. Each other friendly **DEATH KORPS** operative within 5" of that operative and not within control range of enemy operatives can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move closer to that operative. Note that a Comms Device from universal equipment only affects the second distance of this rule.

You cannot use this ploy and the Chronometer faction equipment **STRATEGIC GAMBIT** during the same turning point.

DEATH KORPS FIREFIGHT PLOY

INSPIRATIONAL LEADERSHIP

The greatest officers lead by example, issuing orders with calm precision even as they cut down their foes.

SUPPORT. Use this firefight ploy during a friendly **DEATH KORPS** **WATCHMASTER** or **DEATH KORPS** **CONFIDANT** operative's activation, before or after it performs an action. It issues a **GUARDSMAN ORDER**.

DEATH KORPS FIREFIGHT PLOY

COMBINED ARMS

Precisely coordinated fire is capable of taking down even the most potent of enemies.

Use this firefight ploy after rolling your attack dice for a friendly **DEATH KORPS** operative, if it's shooting an enemy operative that's been shot by another friendly **DEATH KORPS** operative during this turning point. You can re-roll any of your attack dice.



DEATH KORPS👤 FIREFIGHT PLOY

IN LIFE, SHAME

The Cult of Krieg demand sacrifice in the name of the Emperor, so those who are yet to give their lives must atone by achieving ever greater feats upon the battlefield.

Use this firefight ploy when a friendly **DEATH KORPS👤** operative is activated and given an Engage order. It receives every **GUARDSMAN ORDER**. This takes precedence over the normal rule that operatives cannot benefit from more than one **GUARDSMAN ORDER** at once.

DEATH KORPS👤 FIREFIGHT PLOY

IN DEATH, ATONEMENT

All soldiers of Krieg are destined to die in battle. The Cult of Sacrifice teaches that in death they will earn forgiveness for the sins of their forebears.

Use this firefight ploy when a ready friendly **DEATH KORPS👤** operative is incapacitated, if it isn't within control range of enemy operatives. Before it's removed from the killzone, it can immediately perform one free action. Note that friendly operative is injured for the duration of that action.

DEATH KORPS👤 FACTION EQUIPMENT

CHRONOMETER

Krieg combat operations are performed to strict schedules. Synchronised chronometers ensure operatives adhere to the time frames laid down by command.

Once per battle **STRATEGIC GAMBIT** in the first or second turning point. Each friendly **DEATH KORPS👤** operative wholly within your territory can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move closer to an opponent's drop zone or killzone edge.

You cannot use this **STRATEGIC GAMBIT** and the Regroup strategy ploy during the same turning point.

DEATH KORPS👤 FACTION EQUIPMENT

COMM-BEADS

Vox-casters and receivers allow Death Korps soldiers to remain in contact even as they are separated in the confusion of battle.

Whenever a friendly **DEATH KORPS👤** **WATCHMASTER** or friendly **DEATH KORPS👤** **CONFIDANT** operative issues a **GUARDSMAN ORDER**, you can use this rule. If you do, instead of each friendly **DEATH KORPS👤** operative within 6" of it receiving that order, you can select one friendly **DEATH KORPS👤** operative to receive that order.




DEATH KORPS FACTION EQUIPMENT

HAND AXES

Issued primarily as tools rather than weapons, these sharp-bladed axes can be utilised in melee should close confines prevent the use of bayonets.

Friendly **DEATH KORPS** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
 Hand axe	3	4+	3/4

DEATH KORPS FACTION EQUIPMENT

GAS BOMBARDMENT

Calling for artillery support, the Death Korps request a chemical barrage, knowing full well that even enviro-sealed uniforms will not protect them from the poisonous fumes.

Once per battle **STRATEGIC GAMBIT**. Place your Gas marker in the killzone; it cannot be placed underneath Vantage terrain. Whenever an operative is within 3" of that marker, subtract 1 from its APL stat. In the Ready step of the next Strategy phase, remove that marker. Note that an operative's APL stat is only changed while it's within 3" of that marker. If it moves more than 3" from that marker, its APL stat is no longer changed by this rule.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** 🗡️ **FLY**, **MANDRAKE** 🗡️ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



DEATH KORPS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

NOVEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

SAPPER OPERATIVE, DETONATE WEAPON RULE

Additional text added to end of paragraph:

'In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.'

PREVIOUS ERRATAS

MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **DEATH KORPS** operative would be **incapacitated** while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining **and cannot be incapacitated for the remainder of the action. After that action**, that friendly operative can **then** immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, **or if it's a Shoot action and this operative would be a primary or secondary target.**

FIREFIGHT PLOYS, IN DEATH, ATONEMENT

Final sentence changed to read:

'Note that friendly operative is injured for the duration of that action.'

FACTION RULES, GUARDSMEN ORDERS

Relevant orders changed to read:

'**Take Aim!**: Ranged weapons of operatives that received this order (excluding mortar barrage and remote detonator) have the **Ceaseless** weapon rule.'

'**Fix Bayonets!**: Melee weapons of operatives that received this order have the **Ceaseless** weapon rule.'

'**Dig In!**: Whenever an operative is shooting a friendly operative that's received this order, if you can retain any cover saves, you can re-roll **any of your defence dice results of one result (e.g. results of 2).**

STRATEGY PLOYS, SIEGE WARFARE

Changed to read:

'Friendly **DEATH KORPS** operatives' ranged weapons have the Saturate **and Accurate 1** weapon rules.'

STRATEGY PLOYS, CLEAR THE LINE

Changed to read:

'Friendly **DEATH KORPS** operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly **DEATH KORPS** operative is fighting wholly within your territory, or whenever it's retaliating, its melee weapons also have the Severe weapon rule.'

DEATH KORPS OPERATIVES

Grim, fatalistic and utterly uncompromising, the Death Korps of Krieg are famed for their endurance and ability to do battle in the most horrific conditions. Death Korps kill teams are made up of veteran specialists who have seen more fighting than many Astra Militarum soldiers will experience in their entire lifetime.

DEATH KORPS TROOPER

2

These Troopers have a great deal of combat experience, gained over harsh fighting for months or even years. Armed with lasguns and bayonets, they have faced down terrible danger time and time again.

DEATH KORPS WATCHMASTER

Watchmasters command squads of Death Korps in battle. Calm under pressure and unphased by the horrors of war, they are solid combat leaders who will fight tooth and nail to achieve victory as well as see their comrades survive to fight another day.

DEATH KORPS SNIPER

Expert marksmen, their skills honed in the harsh conditions of numerous battlefields, Death Korps Snipers are sharpshooters who specialise in cutting down key enemy troops at extreme ranges – all unseen by the foe.

DEATH KORPS GUNNER

With experience and skills in wielding a whole host of specialist weapons, Death Korps Gunners are called whether a Watchmaster needs a xenos nest burned to nothing, a bunker reduced to melted sludge or to bring down heavy enemy infantry that lasguns are insufficient for.

DEATH KORPS CONFIDANT

Even the best Watchmasters need to call on solid tactical advice – and their Confidants are experts. Experienced troops and capable leaders themselves, they can be trusted to carry out the Watchmaster's orders in the field as well as contribute to the formulation of a solid battle plan.

DEATH KORPS SAPPER

Whether blowing up ammo dumps or cracking open defences, many kill teams need explosives experts. Death Korps Sappers are such troops. Naturally daring, they often have to put themselves in harm's way to plant their remote mines at the optimum point to blow their target into smithereens.

DEATH KORPS ZEALOT

Death Korps Zealots are deeply spiritual warriors, often claiming their survival through the horrifying battlefields they've experienced is only thanks to the direct intervention of the Emperor himself.

DEATH KORPS MEDIC

The efforts of the Medic is all that stands between life and miserable death for the troops of his squad. Equipped with little more than basic medical equipment, they strive to keep their comrades alive in the most hazardous conditions.





DEATH KORPS VOX-OPERATOR

Vox-operators are consummate professionals, accompanying their leaders wherever required whilst carrying heavy equipment, all to receive and transmit communications that are vital for their comrades and superiors to understand the inevitable confusion of battle.

DEATH KORPS BRUISER

For some, war and fighting just agrees with them. Bruisers are such people. They look the galaxy's endless malevolent threats in the eye with a trench club in their hand, ready to bludgeon anything and everything to death.

DEATH KORPS VETERAN

Death Korps Veterans are resilient above and beyond even their peers. These troops are steel in body as well as in mind, with bionics in the place of body parts lost in battle. Despite the horrific wounds they have suffered, they fight on still, unbowed.

DEATH KORPS SPOTTER

To direct battle-winning heavy fire, forward observers form a part of kill teams. Spotters possess great focus, accurately guiding salvos of mortar fire from safe lines even when under immense pressure. With this they can stymie enemy attacks or pin them down in their defences.

'THE ENTIRE 232ND INFANTRY WAS WIPED OUT ON THE TEARFLESH MASSIF YESTERDAY. A GOOD DEATH, THEY WERE DOWN TO THE LAST POWER PACK AND THROWN ROCK. THE STENCH OF ROTTING ORK DEAD COULD BE SMELLED FIFTY MILES AWAY. I BREATHED DEEP OF IT. IT IS THE SMELL OF VICTORY AND REPENTANCE. I CAN ONLY PRAY MY END IS AS GLORIOUS.'

- Colonel Thraust Von Tounos,
675th Death Korps Infantry

DEATH KORPS KILL TEAM

4

DEATH KORPS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **DEATH KORPS** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

➤ 1 **DEATH KORPS** **WATCHMASTER** operative with the following:

- Boltgun; bayonet

Or one option from each of the following:

- Bolt pistol, plasma pistol or relic laspistol
- Chainsword or power weapon

➤ 4 **TROOPER** operatives*

➤ 9 **DEATH KORPS** operatives selected from the following list:

- | | |
|---|------------------------------|
| • BRUISER | • GUNNER with bayonet |
| • CONFIDANT with one of the following options: | • and plasma gun |
| • Boltgun or lasgun; bayonet | • MEDIC |
| • Bolt pistol or relic laspistol; chainsword | • SAPPER |
| • GUNNER with bayonet and flamer | • SNIPER |
| • GUNNER with bayonet and grenade launcher | • SPOTTER |
| • GUNNER with bayonet and meltagun | • TROOPER |
| | • VETERAN |
| | • VOX-OPERATOR |
| | • ZEALOT |

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

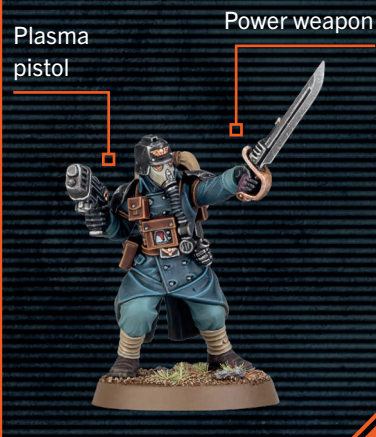
* Up to four times, instead of selecting one of these **TROOPER** operatives, you can select one **DEATH KORPS** play to cost you 0CP for the battle.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

WATCHMASTER



BRUISER



CONFIDANT



MEDIC

Lasgun



SAPPER

Remote detonator

Lasgun



SNIPER

Long-las



SPOTTER

Lasgun



GUNNER

Meltagun



Flamer



Grenade launcher



Plasma gun



VETERAN

Bionic arm

Lasgun



VOX-OPERATOR

Lasgun



ZEALOT

Lasgun



TROOPER

Lasgun

