

SECTION 4—GAMING

DEATH KORPS OF KRIEG SIEGE REGIMENT ARMY LIST

Death Korps armies have a strategy rating of 2.

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+.

DEATH KORPS COMPANIES

FORMATION	UNITS	COST
Regimental HQ Company	Nineteen Death Korps Infantry units plus Death Korps Supreme Commander	450 Points
Infantry Company	Nineteen Death Korps Infantry units plus Death Korps Commander unit	350 Points
Death Rider Company	Twelve Death Korps Rough Rider units	250 Points

DEATH KORPS SUPPORT FORMATIONS

(Two may be taken per Death Korps Company)

UPGRADE	UNITS	COST
Grenadiers Platoon	Eight Death Korps Grenadier units (May have eight Centaurs or one Gorgon)	200 Points (+50 Points)
Tank Platoon	Six Lemman Russ variants (May include 0-1 rare Lemman Russ variant)	See Below
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank.	350 Points
Heavy Support Battery	Three Hydra platforms	100 Points
	Three Basilisk platforms	175 Points
	Three Manticore platforms	200 Points
	Three Heavy Anti-Aircraft platforms (Support Batteries may have three Trojans or three Gun Emplacements)	150 Points (+50 Points)
Self-Propelled Heavy Support	Three Bombards.	250 Points
Super-Heavy Tank Platoon or Support Company	A formation of Stormblades, Stormswords, Baneblades or Shadowswords, or any mix of the four types.	200 Points for one 500 Points for three
Death Rider Scout Platoon	Six Death Korps Rough Rider units	150 Points

DEATH KORPS COMPANY UPGRADES

(Three may be taken per Death Korps Company)

UPGRADE	UNITS	COST
Tank Squadron	Three Lemman Russ variants (May not include rare Lemman Russ variants)	See Below
Siege Gun Squadron	Three Medusas	175 Points
Hellhound Squadron	Three Hellhounds	150 Points
Gorgon Siege Transporters	Two Gorgons	100 Points
Light Support Battery	Three Thudd Gun or Heavy Mortars (May have three Centaurs)	100 Points (+25 Points)
Extra Infantry	Ten Death Korps Infantry Units (May have a Gorgon)	175 Points (+50 Points)
Heavy Tank	One Macharius Tank	125 Points

DEATH KORPS TRENCHWORKS

(One may be taken per Infantry Company or Regimental HQ Company)

Trenchworks	Up to 50cm of Trenches, plus up to 3 bunkers.	50 Points
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LEMAN RUSS VARIANTS

(A Lemman Russ variant marked * is a rare variant in Death Korps armies)

Thunderer	Lemman Russ	Demolisher	Vanquisher *
40 Points	60 Points	60 Points	70 Points

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 Points
Two Marauder Bombers	325 Points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One or two Warhound Titans	250 Points each
One Reaver Titan	650 Points
One Warlord Titan	850 Points

DEATH KORPS OF KRIEG REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Death Korps Supreme Commander	Inf	15cm	5+	3+	5+	Twin Heavy Stubber Power Weapon	30cm (Base Contact)	AP5+ Assault Wpn, MW, +1A	Supreme Commander
Death Korps Commander	Inf	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	Commander
Death Korps Commissar	—	—	—	—	—	Power Weapon	(Base Contact)	Assault Wpn, MW, +1A	Inspiring, Fearless, Leader, Character
Death Korps Infantry	Inf	15cm	none	5+	5+	Twin Heavy Stubber	30cm	AP5+	One Twin Heavy Stubber per two units
Death Korps Grenediers	Inf	15cm	5+	5+	4+	Heavy Flamers	15cm (15cm)	AP4+ and (Small Arms)	Ignore Cover Ignore Cover
Death Korps Rough Riders	Inf	20cm	6+	4+	6+	Power Lances	(Base Contact)	Assault Wpn, First Strike, +1A	Mounted, Infiltrators. (May have Scout)
Death Korps Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Death Korps Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon Heavy Bolter	75cm 45cm 30cm	AP4+ / AT4+ AT5+ AP5+	Reinforced Armour
Death Korps Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher Lascannon 2x Plasma Cannon	30cm 45cm 30cm	AP3+ / AT4+, Ignore Cover Slow Firing	Reinforced Armour
Death Korps Leman Russ Vanquisher	AV	20cm	4+	6+	5+	Vanquisher Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+ / AT2+ AT5+ AP5+	Reinforced Armour
Death Korps Leman Russ Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+ / AT4+, Ignore Cover	Reinforced Armour
Death Korps Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	Transport (1)Mortar, Thudd, Rapier, Grenedier
Death Korps Heavy Mortar	Inf	10cm	none	6+	6+	Heavy Mortar	30cm	1BP, Indirect	Mounted
Death Korps Thudd Gun	Inf	10cm	none	6+	6+	Thudd Gun	45cm	AP4+ / AT6+, Indirect	Mounted, May fire non-bp weapon indirect.
Death Korps Trojan	AV	30cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	Transport (1 Weapon Platform)
Death Korps Earthshaker Platform	LV	0cm	6+	6+	6+	Earthshaker	120cm	AP4+ / AT4+ OR 1BP Indirect	
Death Korps Manticore Platform	LV	0cm	6+	6+	6+	Rocket Launcher	150cm	2BP, Indirect, Slow Firing, Disrupt	
Death Korps Hydra Platform	LV	0cm	6+	6+	6+	2x Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+	
Death Korps Heavy AA Platform	LV	0cm	6+	6+	6+	Heavy AA gun	60cm	AP5+ / AT5+ / AA5+	
Death Korps Medusa	AV	20cm	5+	6+	5+	Medusa Siege Gun Heavy Bolter	30cm 30cm 30cm	1BP Ignore Cover, Disrupt Indirect OR MW4+, Ignore Cover AP5+	
Death Korps Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2x Twin Heavy Stubbers Gorgon Mortars	30cm 30cm	AP5+ 2BP, One-Shot, Indirect, Fwd Arc	Reinforced Armour, Walker, Transport (10 Inf) DC3. Critical = See datasheet.
Death Korps Stormblade	WE	15cm	4+	6+	4+	Plasma Blastgun Heavy Bolter 2x Twin Heavy Bolter 2x Lascannon	45cm 30cm 30cm 30cm	2x MW2+, Slow firing, fixed forward AP5+ / AT6+ AP4+ AT5+	Reinforced Armour, DC3. Critical = Destroyed. Units within 5cm take a MW hit on a 6+
Death Korps Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2x Twin Heavy Bolter 2x Heavy Flamer	30cm 30cm 30cm AP4+ AP4+	BP3, ignore cover, disrupt, fixed fwd AP5+ / AT6+ AP4+ AP4+, Ignore Cover	Reinforced Armour, DC3. Critical = Destroyed. Units within 5cm take a hit on a 6+
Death Korps Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Twin Heavy Bolter	90cm 30cm	MW2+, Titan killer (d3) Fixed forwrd AP5+	Reinforced Armour, DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Baneblade	WE	15cm	4+	6+	4+	Baneblade Cannon Autocannon Demolisher Cannon 3x Twin Heavy Bolter 2x Lascannon	75cm 45cm 30cm 30cm 45cm	AP3+ / AT3+ AP5+ / AT6+ AP3+/AT4+, Ignore Cover, fixed fwd AP4+ AT5+	Reinforced Armour, DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AP4+ / AT4+ AP5+ AP5+	Reinforced Armour, DC2. Critical: Destroyed.
Macharius Command Heavy Tank	WE	15cm	4+	6+	4+	2x Vanquishers 2x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AP4+ / AT2+ AP6+ AP5+	Reinforced Armour, DC2. Critical: Destroyed.
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Megabolter Plasma Blastgun	45cm 45cm	4x AP3+ / AT5+, Forward Arc 2x MW2+, Slow Firing, Forward Arc	Reinforced Armour, Fearless, Walker, DC3. Critical: See datasheet
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo Laser Rocket Launcher	60cm 60cm	4x AP5+ / AT3+, Forward Arc BP3, Fixed Forward Arc	Reinforced Armour, Fearless, Walker, DC6. Critical: See datasheet
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbo Laser Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4x AP5+ / AT4+, Fixed Forward Arc 4x AP4+ / AT4+, Forward Arc MW2+, TK(D3), Forward Arc	Reinforced Armour, Fearless, Walker, DC8, Thick Rear Armour. Critical: See datasheet.
Thunderbolt Fighter	Aircraft	Fighter Bomber	6+	N/A	N/A	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, Fixed Forward AP5+/AT6+/AA5+, Fixed Forward AT4+, Fixed Forward	
Marauder Bomber	Aircraft	Bomber	6+	N/A	N/A	Bomb Racks Twin Lascannon Twin Heavy Bolter Twin Heavy Bolter	15cm 45cm 15cm 15cm	3BP, Fixed Forward AT4+ / AA4+, Fixed Forward AA4+ AA4+, Rear Arc	Critical Hit Effect: The Bomber is destroyed.

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

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

CHANGELOG

Version 1.4—

- Changed Rough Riders from 250 to 300 points.
- Changed Towed Artillery from 100 to 175 points.
- Changed Stormsword main gun from 45 to 30cm.
- Medusa given no minimum range for its indirect fire.

Version 1.41-

- Leman Russ Destroyer FF corrected to 6+
- Leman Russ Conquerer, Executioner & Thunderer FF changed to 5+
- Leman Russ Demolisher typo corrected (Added 2x to plasma cannon entry)
- Medusa stats rewritten to mesh with the background.
- Hydra typo corrected (Now 2x shots)
- Gorgon 'gains' *Weak Rear Armour* special rule.

Version 1.42-

- Adopted the aircraft rules from the Elysian Drop Troops army list.
- Added a few more unit descriptions.

Version 1.5-

- Added the Heavy Mortar & Centaur units.
- Moved Thudd Guns to Support Formation status.

Version 1.6-

- Added the Centaur Grenadier-carrier variant.
- Added the Rapier Laser Destroyer.
- Moved Thudd & Heavy Mortars back to Company Upgrade status, but implemented a 0-1 restriction per Company to stop cheap & resilient Upgrade spamming.
- Attached Heavy Support Platforms also given the same restriction.
- Increased the Centaur's speed to 35cm
- Command Salamanders limited to 0-1 per Company.
- A whole bunch more unit descriptions added.

Version 1.7

- The *Great Cull*; Number of model types in the list reduced by about a third in an effort to make the list more Infantry-centric.

Version 1.71

- Lance special rule removed
- Leman Russ Destroyer given AT3+ (Sniper) shot instead as a consequence.
- Trojan FF down to 6+
- Death Riders moved back to Company status.

Version 1.8

- Heavy Support Battery points costs nudged (175/75 to 200/50).
- Light Support Battery points costs nudged (75/75 to 100/50)
- Gorgons changed from 200 to 100 points.
- Sentinels removed from the list (Currently we've no proof that the Death Korps use them).

Version 1.81

- Death Riders lose scout, but drop by 50 points to 250.
- Gorgons increase to 150 points.

Version 1.82

- Gorgons lose the special save rules.
- Medusas given Heavy Bolters.
- Rough Rider Scout support formation added.

Version 1.83

- Leman Russ Destroyer goes from 80 to 100 points.
- Leman Russ Destroyer goes from AT3+ to AT4+
- *Fatalistic* Special Rule removed.
- Added the Extra Infantry choice at 175 Points.

Version 1.84

- Attached Medusa upgrade dropped from 100 to 75 points.
- Storm Troopers Heavy Flamers given (firefight) *Ignore Cover*.
- Points costs given independently for the three heavy platforms.
- Heavy AA platform (New FW model) added.
- Super-Heavy Tanks now allowed as detachments of 1-3 tanks.
- 'May not fire when moved' note removed from all platforms except the AA guns.

Version 1.85

- Changed Leman Russ Destroyer to AT4+ TK1
- Started the unit pictures revamp.

CHANGELOG

Version 1.9

- Vanquisher stats changed to match the standard IG Vanquisher with sponson weapons.
- Gorgon firefight changed from 4+ to 5+.
- Changed the Commissars rule to '1 commissar per 500pts'
- Gorgon critical-hit table modified to become harsher.
- Added more flavour text and unit pictures.

Version 1.91

- Provisional Baneblade stats adopted.
- Hydra battery goes from 150 to 100pts.
- Heavy AA gun goes from 200 to 150pts.
- Extra Infantry given the option to take a Gorgon.
- Centaur upgrade for Light Support Batteries goes from 50 to 25pts.
- Gorgon changed from 75 to 50pts.
- Gorgon changed from 15cm move to 20cm move.
- Gorgon critical hit table made less-harsh.
- Changed Medusa main gun to be closer to the background (More useful in a bunker-busting role than as a bombardment gun).
- Removed the Lemman Russ Destroyer.
- Restricted access to the rare Lemman Russ variants.
- Trenchworks added.
- Stormsword main gun loses MW status, but gains *Disrupt*.
- Mossino Campaign pages added to main document.
- *May not fire when moved* removed from AA guns.
- Added Reference Sheet
- Centaur changed to LV status.
- Proposed Marauder Bomber stats adopted (In reference sheet, not yet in main document).