

DEATH KORPS OF KRIEG - IMPERIUM -  
ASTRA MILITARUM

70–135 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
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| <div><div>AUFSTELLUNG</div><div>1x Death Korps of Krieg (25mm)</div><div>Equipped with: Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Long-las, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon</div><div>Wargear Options:<ul style="list-style-type: none"><li>■ This model can replace its 1 Death Korps Watchmaster and 9 Death Korps Troopers with 2 Death Korps Watchmaster and 18 Death Korps Troopers.</li><li>■ This model can be equipped with 1x Death Korps of Krieg Medi-pack or 1x Vox-caster.</li><li>■ Up to 2 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.</li><li>■ This model can replace its Laspistol and chainsword with Boltgun and close combat weapon.</li><li>■ This model can replace its Chainsword with Power weapon.</li><li>■ This model can replace its Laspistol with Bolt pistol or Plasma pistol.</li><li>■ Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.</li></ul></div></div> <div><div>KEYWORDS: Death Korps of Krieg, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon</div><div>FACTION KEYWORDS: Astra Militarum</div></div> |
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⦿ RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S | AP | D  |
|-------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>PISTOL                                 | 12"   | 1  | 4+  | 4 | 0  | 1  |
| Boltgun<br>RAPID FIRE 1                               | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER, TORRENT                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Lasgun<br>RAPID FIRE 1                                | 24"   | 1  | 4+  | 3 | 0  | 1  |
| Laspistol<br>PISTOL                                   | 12"   | 1  | 4+  | 3 | 0  | 1  |
| Long-las<br>HEAVY, PRECISION                          | 36"   | 1  | 4+  | 4 | -2 | 2  |
| Meltagun<br>MELTA 2                                   | 12"   | 1  | 4+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                    | 24"   | D3 | 4+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                             | 24"   | 1  | 4+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1               | 24"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>RAPID FIRE 1, HAZARDOUS | 24"   | 1  | 4+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL                  | 12"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>HAZARDOUS, PISTOL    | 12"   | 1  | 4+  | 8 | -3 | 2  |

✂ MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Chainsword          | Melee | 3 | 4+ | 3 | 0  | 1 |
| Close combat weapon | Melee | 1 | 4+ | 3 | 0  | 1 |

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## AUFSTELLUNG

1x Death Korps of Krieg (25mm)

**Equipped with:** Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Long-las, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon

### Wargear Options:

- This model can replace its 1 Death Korps Watchmaster and 9 Death Korps Troopers with 2 Death Korps Watchmaster and 18 Death Korps Troopers.
- This model can be equipped with 1x Death Korps of Krieg Medi-pack or 1x Vox-caster.
- Up to 2 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.
- This model can replace its Laspistol and chainsword with Boltgun and close combat weapon.
- This model can replace its Chainsword with Power weapon.
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- Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.

**KEYWORDS:** Death Korps of Krieg, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon

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Power weapon

Melee

2

4+

4

-2

1

## ABILITIES

### Death Korps of Krieg Medi-pack

At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Death Korps Troopers to this unit (if this unit contains two models equipped with a Death Korps medi-pack, return up to D3+1 destroyed Death Korps Troopers to this unit instead).

### Grim Demeanour

Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

### Unit Composition

*This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

### Vox-caster

Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

## WEAPON ABILITIES

### Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

### Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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**Melta**  
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.  
*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

**Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

**Precision**  
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

**Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

**Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.