

DEATH KORPS OF KRIEG

M

6"

T

3

SV

5+

W

1

LD

7+

OC

2

70-135 PTS

Base 25mm



3 BESCHUSS

Bolt pistol Pistol

R

A

BS

S

AP

D

12"

1

4+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Boltgun Rapid Fire 1

R

A

BS

S

AP

D

24"

1

4+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Flamer Ignores Cover Torment

R

A

BS

S

AP

D

12"

D6

N/A

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Lasgun Rapid Fire 1

R

A

BS

S

AP

D

24"

1

4+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Lasipistol Pistol

R

A

BS

S

AP

D

12"

1

4+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Long-las Heavy Precision

R

A

BS

S

AP

D

36"

1

4+

4

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Meltagun Melta 2

R

A

BS

S

AP

D

12"

1

4+

9

-4

D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Grenade launcher - frag BlasT

R

A

BS

S

AP

D

24"

D3

4+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Grenade launcher - krak

R

A

BS

S

AP

D

24"

1

4+

9

-2

D3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Plasma gun - standard Rapid Fire 1

R

A

BS

S

AP

D

24"

1

4+

7

-2

1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Plasma gun - supercharge Rapid Fire 1 Hazardous

R

A

BS

S

AP

D

24"

1

4+

8

-3

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Plasma pistol - standard Pistol

R

A

BS

S

AP

D

12"

1

4+

7

-2

1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Plasma pistol - supercharge Hazardous Pistol

R

A

BS

S

AP

D

12"

1

4+

8

-3

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

5 NAHKAMPF

Chainsword

R

A

WS

S

AP

D

Melee

3

4+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Close combat weapon

R

A

WS

S

AP

D

Melee

1

4+

3

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

Power weapon

R

A

WS

S

AP

D

Melee

2

4+

4

-2

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+

S6+

DS 0

5+

3+

S4-5

DS -1

6+

4+

S3

DS -2

-

5+

S2

DS -3

-

6+

S1

DS -4

-

1

KOMMANDO

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).

2

BEWEGUNG

4

ANGRIFF

VERTEIDIGUNG

∞

IMMER / EINMALIG

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

REGELN & KEYWORDS KURZ

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 (round down).

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...

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 unen...

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 mod...

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 m...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Death Korps of Krieg

Ausrüstung: 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

- 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.
- This model can replace its Laspistol with Bolt pistol or Plasma pistol.
- Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.