DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

"We shall fall upon them as an endless wave; they shall drown beneath our dead."

Major General Jeridan, 5879th Death Korps Regiment

Forces

The Death Korps of Krieg Imperial Guard Army List uses the datasheets from the Death Korps of Krieg Forces section, the Imperial Navy Forces section, and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on a Death Korps of Krieg siege regiment.

Death Korps of Krieg formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations, plus one set of Trenchworks. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. A maximum of one Death Rider Company may be fielded for every full 1,500 points of the army.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Tank platoons and squadrons may be comprised of different Leman Russ variants. The number of variants, along with the maximum number of rare variants, is listed in the "units" column. The variants themselves are listed in the Leman Russ variant and Leman Russ rare variant charts. Each variant taken adds to the cost of the formation or upgrade.

Death Korps of Krieg Imperial Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *Commissars* and *Fortified Positions* rules apply to Death Korps of Krieg Imperial Guard armies (see *Commissars* and *Fortified Positions*).

SPECIAL RULE

Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

SPECIAL RULE

Fortified Positions [1]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

1. Fortified Positions

Q: Do all Fortified Positions purchased need to be set up?

A: No.

Q: Are Fortified Positions counted during tiebreak?

A: No.

Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?

A: No, these are setup with the formation they are part of.

Q: Are the Gun Emplacements that come with certain formations in the formation?

A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

Death Korps of Krieg Imperial Guard armies have a strategy rating of 2. Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

DEATH KORPS OF KRIEG COMPANIES

FORMATION	UNITS	COST
0–1 Death Rider Company per 1500 points	Twelve Death Riders	250 points
Infantry Company	One Commander unit and nineteen Infantry units	300 points
0–1 Regimental HQ	One Supreme Commander unit and nineteen Infantry units	400 points

DEATH KORPS OF KRIEG COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Fire Support Battery	Add four Fire Support units	+75 points
Gorgon Siege Transporters	Add two Gorgons (may not be added to a Death Rider Company)	+200 points
	(add one Gorgon Mortars character to each Gorgon)	(+25 points)
Heavy Tank	Add one Macharius	+125 points
Hellhound Squadron	Add three Hellhounds	+100 points
Infantry Platoon	Add ten Infantry units	+175 points
Tank Squadron	Add any three Leman Russ variants, none of which may be a Leman Russ Vanquisher	+140 points

DEATH KORPS OF KRIEG SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS		COST
Artillery Support Company	Nine Earthshaker Platforms and nine of the following: Gun Emplacements, Trojans		600 points
0–1 Deathstrike Silo	One Deathstrike Silo		250 points
Death Rider Scout Platoon	Six Death Riders		150 points
	Note: All units in the formation have *Scout*		
Engineers Platoon	Eight Engineers and a Hades Breaching Drill		250 points
Grenadiers Platoon	Eight Grenadiers		225 points
	(add one Gorgon or eight Centaurs)		(+75 points)
	Note: When a Gorgon is added all units in the formation **lose** *Scout*		
Heavy Support Battery	Three Gun Emplacements and one of the following options:	Any three of the following: Heavy AA Platform, Hydra Platform	+125 points
		Three Earthshaker Platforms	+200 points
		Three Medusa Platforms	+275 points
	(replace three Gun Emplacements with three Trojans)		(+25 points)
Heavy Tank Platoon	One Macharius Command and two Macharius		325 points
Light Support Battery	Four Heavy Mortars or Quad Launchers, and either four Centaurs or 20cm of Trenches		200 points
Self-Propelled Heavy Support	Three Bombards		250 points
Super-Heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade or Stormsword		200 points
Super-Heavy Tank Support Company	Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormsword		500 points
Tank Platoon	Add any six Leman Russ variants, up to one of which may be a Leman Russ Vanquisher		280 points

LEMAN RUSS VARIANTS

UNIT	COST
Leman Russ	+20 points
Leman Russ Demolisher	+20 points
Leman Russ Vanquisher	+50 points
Thunderer	Free

DEATH KORPS OF KRIEG FORTIFIED POSITIONS

(One may be fielded per each each Regimental HQ or Infantry Company.)

TYPE	NOTES	COST
Trenchworks	Four Bunkers and 80cm of Trenches	+75 points

IMPERIAL ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Heavy Marauder	One Marauder Heavy Bomber	150 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

DEATH KORPS OF KRIEG FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Gorgon Mortars	CH	n/a	n/a	n/a	n/a	Gorgon Mortars	30cm	2BP, FwA, Ind, SS	*Replace the 2× Twin Heavy Bolter with Gorgon Mortars and reduce the unit's firefight to 6+.*
Commander	INF	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	*Commander.*
Death Riders	INF	20cm	5+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Walker.*
						Power Lances	(bc)	Assault Weapons, FS	
Engineers	INF	15cm	5+	4+	5+	Mole Launcher	30cm	AP5+, IC	
Fire Support	INF	15cm	-	5+	4+	Twin Heavy Stubber	30cm	AP5+	
						Autocannon	45cm	AP5+/AT6+	
Grenadiers	INF	15cm	5+	5+	4+	Heavy Flamer	15cm	AP4+, IC	*Scout.*
						and	(15cm)	Small Arms, IC	
Heavy Mortar	INF	5cm	-	6+	6+	Heavy Mortar	30cm	1BP, Ind	
Infantry	INF	15cm	-	5+	5+	Lasguns	(15cm)	Small Arms	
Quad Launcher	INF	5cm	-	6+	5+	Quad Launcher	45cm	2× AP4+, Ind	
Supreme Commander	INF	15cm	5+	4+	5+	Twin Heavy Stubber	30cm	AP5+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	*Transport. May transport one infantry unit with Jump Packs or Mounted. If transporting a Heavy Mortar or Quad Launcher the unit's speed is reduced to 20cm.*
Earthshaker Platform	LV	Immobile	6+	6+	6+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
Heavy AA Platform	LV	Immobile	6+	6+	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+	
Hydra Platform	LV	Immobile	6+	6+	6+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Medusa Platform	LV	Immobile	6+	6+	6+	Medusa Siege Gun	60cm	1BP, D, IC, Ind	
						or	30cm	MW4+, IC	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour, Thick Rear Armour.*
Trojan	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	*Transport. May transport one of the following units: Earthshaker Platform, Heavy AA Platform, Hydra Platform, Medusa Platform.*

Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Deathstrike Silo	WE	Immobile	4+	6+	4+	Deathstrike Missiles	Unlimited	2× MW2+, Ind, SS, TK(D6)	*Damage Capacity 2. Critical Hit Effect: Destroyed. All units within 5cm take a MW4+ hit.*
Gorgon	WE	20cm	4+	6+	5+	2× Twin Heavy Stubber	30cm	AP5+	*Damage Capacity 3, Reinforced Armour, Transport, Walker. May transport ten infantry units without Jump Packs or Mounted. Critical Hit Effect: Immobilized and D6 units being transported are hit. Subsequent critical hits destroy the unit.*
						2× Twin Heavy Bolter	30cm	AP4+	
Macharius	WE	15cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Macharius Command	WE	15cm	4+	6+	4+	0–1× 2× Vanquisher	75cm	AP4+/AT2+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed. Armed with either a Vulcan Megabolter or two Vanquisher.*
						0–1× Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun	45cm	2× MW2+, FxF, Slw	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Lascannon	45cm	AT5+	
						2× Twin Heavy Bolter	30cm	AP4+	
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon	45cm	3BP, FxF, D, IC	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Heavy Flamer	15cm	AP4+, IC	
						and	(15cm)	Small Arms, IC	
						2× Twin Heavy Bolter	30cm	AP4+	
Marauder Heavy Bomber	AC/ WE	Bomber	5+	n/a	n/a	Bomb Racks	15cm	3BP, FxF	*Damage Capacity 2. Critical Hit Effect: Destroyed.*
						Twin Lascannon	45cm	AT4+, FxF	
						2× Twin Heavy Bolter	15cm	AP4+/AA5+	
Hades Breaching Drill	Special	Immobile	n/a	n/a	n/a	-			*Transport, Tunneler. May carry 8 Death Korps Engineer units. Note that the Hades Breaching Drill is not a unit and so may not be shot at nor have hits applied to it. It is in all respects simply a marker. No Blast Marker is generated for its parent Hades Breach Drill leaving the formation behind during the game.*

SPECIAL RULE

Death Korps of Krieg Fortified Positions

Bunker: Counts as Fortifications (see Terrain Effects). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see Infantry Cover Saves). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Trenchworks Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2× Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4× AP4+/AT4+, FwA 4× AP5+/AT3+, FxF	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

SPECIAL RULE

Imperial Void Shields[2]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

2. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.