

# DEATH KORPS OF KRIEG

## H:OR

### IMPERIAL ARMOUR INDEX: FORCES OF THE ASTRA MILITARUM

This team list uses the special rules, orders and wargear found in *Imperial Armour Index: Forces of the Astra Militarum*. If a rule differs from the book, it will be clearly stated.

The points are intended for the model **WITHOUT** the equipment listed. You need to add the point costs of the wargear found in the Death Korps of Krieg section of the Index / Chapter Approved / FAQ - whichever is most recent.

Note that Death Korps special rules such as Cult of Sacrifice are already included in the model's point cost.

### FACTION KEYWORDS

All models in this list have the **Imperium**, **Astra Militarum**, and **Death Korps of Krieg** keywords.

### THE CULT OF SACRIFICE

Models with this special rule may re-roll failed tests for Nerve.

In addition, a **Death Korps of Krieg** team may not voluntarily fail a Rout test.

### VOICE OF COMMAND

When a model with this special rule issues an order to an eligible target, **Infantry** and **Cavalry** models within 3" of the target that have the **Death Korps of Krieg** keyword are affected.

### VOXCASTER

A team leader within 3" of a model with a voxcaster may extend the range of its Voice of Command to 18". If the model receiving the order also has a vox-caster, it radiates 6" from that model rather than 3".

### AURA OF DISCIPLINE

Each time a friendly non-vehicle model within range of this model's Inspiring Presence suffers a wound, roll a d6. On a 6+, that wound is discarded as the model fights on despite its injuries.

### SUMMARY EXECUTION

Any time a team leader with this special rule fails a Rout or Nerve test, you may choose a friendly infantry or cavalry model within 6" of this model and remove that model as a casualty. The Rout or Nerve test is considered to be successful, and all friendly models within 18" re-roll to hit rolls of 1 until the beginning of the owning player's next turn.

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

## PHILOSOPHIES AND TACTICAL ACTIONS

Death Korps of Krieg teams may choose between the Philosophies and Tactical Actions presented in the main rules, and those shown here. Note that a team may only ever have one philosophy.

PHILOSOPHY	DESCRIPTION
Line Korps	+1 TP. All Core models in your team have the <b>Korpsman, Veteran</b> and/or <b>Heavy Weapon Team</b> keywords.
Blitzkrieg	+1 TP. All Core models in your team have the <b>Grenadier</b> keyword.
Demolition Team	+1 TP. All Core models in your team have the <b>Engineer</b> keyword.
Mounted Assault	+1 TP. All models in your team have the <b>Death Rider</b> keyword.
Rigid Tactics	+2 TP. When you first use the Voice of Command ability, the order you issued is the only one you may use for the rest of the game.
Blessed Martyrs	When 50% of your models have been removed as casualties, if your Leader is still on the battlefield, immediately gain 2 TP.

TACTICAL ACTION	COST	DESCRIPTION
Hostile Environment	1 TP	<p><i>The battlefield is littered with unexploded artillery shells, poison gas, tanglewire and other deadly hazards.</i></p> <p>After deployment zones have been chosen, but before deployment begins, nominate one terrain feature on the battlefield no larger than 6x6". Any model partly or wholly within the terrain feature during any part of its movement phase must roll D6. On a roll of 1, the model suffers a mortal wound.</p> <p>This Tactical Action may be used multiple times.</p>
Inspired Tactics	1 TP	Immediately after issuing an order, the officer may issue a second to a different unit. Note that a unit may only be affected by one order per turn.
Unbending Will	1 TP	When a <b>Death Korps of Krieg</b> unit is the target of an enemy psychic power, you may attempt to Deny the Witch.
Smoke Barrage	2 TP	Until the beginning of your next turn, all Death Korps of Krieg units gain the benefit of cover. Units already in cover gain no extra benefit.
Field Promotion	3 TP	If your leader has been removed as a casualty, you may select a model with the <b>Watch Master, Ridemaster</b> or <b>Ensign</b> keywords still on the battlefield. The model gains the Voice of Command and Inspiring Presence rules for the remainder of the battle.

# TEAM LEADERS

## FIELD OFFICER

23

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Field Officer	6"	3+	3+	3	3	3	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- The Cult of Sacrifice</li> <li>- Voice of Command</li> <li>- Refractor Field</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May choose a single item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- May take up to three <i>Commendations</i>.</li> </ul>								
KEYWORDS	<b>Character, Infantry, Officer, Field Officer</b>								

## COMMISSAR

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commissar	6"	3+	3+	3	3	3	3	8	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- The Cult of Sacrifice</li> <li>- Aura of Discipline</li> <li>- Summary Execution</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May choose a single item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- May take up to two <i>Commendations</i>.</li> </ul>								
KEYWORDS	<b>Character, Infantry, Commissar, Officio Prefectus</b>								

## DEATH RIDER COMMANDER

38

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Rider Commander	10"	3+	3+	3	4	4	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Death Korps Hunting Lance</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Rides a Krieg Steed that attacks with savage claws</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- The Cult of Sacrifice</li> <li>- Augmented Mount</li> <li>- Warstrider</li> <li>- Voice of Command</li> <li>- Refractor Field</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May replace their Death Korps hunting lance with an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take a demolition charge.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- May take up to two <i>Commendations</i>.</li> </ul>								
KEYWORDS	<b>Character, Cavalry, Officer, Death Rider, Death Rider Commander</b>								

## DEATH RIDER COMMISSAR

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Rider Commissar	10"	3+	3+	3	4	4	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Rides a Krieg Steed that attacks with savage claws</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- The Cult of Sacrifice</li> <li>- Augmented Mount</li> <li>- Warstrider</li> <li>- Aura of Discipline</li> <li>- Summary Execution</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May exchange their laspistol for a bolt pistol or plasma pistol.</li> <li>- May replace their chainsword with an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- May take up to two <i>Commendations</i>.</li> </ul>								
KEYWORDS	<b>Character, Cavalry, Officer, Death Rider, Death Rider Commissar, Officio Prefectus</b>								

# CORE

For every 4 Korpsmen on your team, you may include a Korpsman Watch Master.

KORPSMAN WATCH MASTER									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watch Master	6"	3+	3+	3	3	1	2	7	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> <li>- <b>Chain of Command:</b> If an officer issues an order to this model, the effects of the order radiate 6" instead of 3".</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their lasgun with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list and an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- One Korpsman Watch Master on your team may take a single <i>Commendation</i>.</li> </ul>								
KEYWORDS	<b>Infantry, Korpsman, Watch Master, Korpsman Watch Master</b>								

KORPSMAN									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Korpsman	6"	3+	4+	3	3	1	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One Korpsman on your team may take a vox-caster.</li> <li>- For every 5 models with the <b>Korpsman</b> keyword on your team, one that is not upgraded as above may replace their lasgun with a choice from the <i>Death Korps of Krieg Special Weapons</i> list.</li> <li>- Any number of models may take a bayonet.</li> </ul>								
KEYWORDS	<b>Infantry, Korpsman</b>								

## VETERAN

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	3+	3+	3	3	1	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One Veteran on your team may take a vox-caster.</li> <li>- Another Veteran on your team may take a team standard for 5 points.</li> <li>- For every 3 models with the <b>Veteran</b> keyword on your team, one that is not upgraded as above may replace its lasgun with a choice from the <i>Death Korps of Krieg Special Weapons</i> list.</li> <li>- One Veteran on your team may take a single <i>Commendation</i>.</li> <li>- Any number of models may take a bayonet or carapace armour.</li>   <li>- <b>Team Standard:</b> All friendly <b>Death Korps of Krieg</b> units within 6" of a model with a Death Korps team standard add 1 to their Leadership when taking Morale tests.</li> </ul>								
KEYWORDS	<b>Infantry, Veteran</b>								

Your team may include up to 3 models with the **Heavy Weapon Team** keyword.

## HEAVY WEAPON TEAM

5

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Heavy Weapon Team	6"	3+	4+	3	3	2	2	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- This model must take a choice from the <i>Death Korps of Krieg Heavy Weapons</i> list.</li> </ul>								
KEYWORDS	<b>Infantry, Heavy Weapon Team</b>								

For every 4 Grenadiers on your team, you may include a Grenadier Watch Master.

<b>GRENADIER WATCH MASTER</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grenadier Watch Master	6"	3+	3+	3	3	1	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hot-shot Laspistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> <li>- <b>Chain of Command:</b> If an officer issues an order to this model, the effects of the order radiate 6" instead of 3".</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their hot-shot laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May replace their chainsword with an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- One Grenadier Watch Master on your team may take a single <i>Commendation</i>.</li> </ul>								
KEYWORDS	<b>Infantry, Grenadier, Watch Master, Grenadier Watch Master</b>								

<b>GRENADIER</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grenadier	6"	3+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hot-shot Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One Grenadier on your team may take a vox-caster.</li> <li>- For every 5 models with the <b>Grenadier</b> keyword on your team, one that is not upgraded as above may replace may replace their hot-shot lasgun with a heavy stubber or a choice from the <i>Death Korps of Krieg Special Weapons</i> list.</li> <li>- Any number of models may take an infra-red scope.</li> <li>- One Grenadier on your team may take a single <i>Commendation</i>.</li> </ul>								
KEYWORDS	<b>Infantry, Grenadier</b>								

## GRENADE HEAVY FLAMER TEAM

16

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Heavy Flamer Team	6"	3+	3+	3	3	2	2	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Flamer</li> <li>- Hot-shot Lasgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	- The Cult of Sacrifice								
KEYWORDS	<b>Infantry, Heavy Weapon Team, Grenadier Heavy Flamer Team</b>								

For every 4 Engineers on your team, you may include an Engineer Watch Master.

## ENGINEER WATCH MASTER

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Engineer Watch Master	6"	3+	3+	3	3	1	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Krieg Combat Shotgun</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Acid Gas Bomb</li> </ul>								
RULES	<p>- The Cult of Sacrifice</p> <p>- <b>Chain of Command:</b> If an officer issues an order to this model, the effects of the order radiate 6" instead of 3".</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their Krieg combat shotgun with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May replace their chainsword with an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take a melta bomb.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- One Engineer Watch Master on your team may take a single <i>Commendation</i>.</li> </ul>								
KEYWORDS	<b>Infantry, Engineer, Watch Master, Engineer Watch Master</b>								



## ENGINEER

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Engineer	6"	3+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Krieg Combat Shotgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Acid Gas Bomb</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- One Engineer on your team may take a vox-caster.</li> <li>- One Engineer on your team may take a demolition charge.</li> <li>- For every 5 models with the <b>Engineer</b> keyword on your team, one that is not upgraded as above may replace their Krieg combat shotgun with a choice from the <i>Death Korps of Krieg Special Weapons</i> list.</li> <li>- Up to 5 models with the <b>Engineer</b> keyword on your team may take the Subterranean Assault option from the <i>Armoury</i>.</li> </ul>								
KEYWORDS	<b>Infantry, Engineer</b>								

## ENGINEER MOLE LAUNCHER TEAM

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mole Launcher Team	6"	3+	3+	3	3	2	2	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Mole Launcher</li> <li>- Krieg Combat Shotgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Acid Gas Bomb</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> </ul>								
KEYWORDS	<b>Infantry, Engineer, Heavy Weapon Team, Engineer Mole Launcher Team</b>								

For every 4 Death Riders on your team, you may include a Death Rider Ridemaster.

<b>DEATH RIDER RIDEMASTER</b>									
<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Death Rider Ridemaster	10"	3+	4+	3	4	2	3	7	4+
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Death Korps Hunting Lance</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Rides a Krieg Steed that attacks with savage claws</li> </ul>								
<b>RULES</b>	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> <li>- Augmented Mount</li> <li>- Warstrider</li> <li> </li> <li>- <b>Chain of Command:</b> If an officer issues an order to this model, the effects of the order radiate 6" instead of 3".</li> </ul>								
<b>OPTIONS</b>	<ul style="list-style-type: none"> <li>- May replace their laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May replace their Death Korps hunting lance with an item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- One Death Rider Ridemaster on your team may take a single <i>Commendation</i>.</li> </ul>								
<b>KEYWORDS</b>	<b>Cavalry, Death Rider, Ridemaster, Death Rider Ridemaster</b>								

<b>DEATH RIDER</b>									
<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Death Rider	10"	3+	4+	3	4	2	2	6	4+
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Death Korps Hunting Lance</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Rides a Krieg Steed that attacks with savage claws</li> </ul>								
<b>RULES</b>	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> <li>- Augmented Mount</li> <li>- Warstrider</li> </ul>								
<b>KEYWORDS</b>	<b>Cavalry, Death Rider</b>								

# SPECIAL

Your team may include a single Quartermaster Revenant.

QUARTERMASTER REVENANT									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Quartermaster	6"	3+	3+	3	3	2	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hot-shot Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- Medi-pack</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- The Cult of Sacrifice</li> <li>- Vitae Mortis</li> </ul> <p>- <b>Medi-pack:</b> At the end of any of your Movement phases, a model with a medi-pack can attempt to heal a multi-wound model. Select a friendly <b>Death Korps of Krieg Infantry</b> or <b>Cavalry</b> model within 3" and roll a D6. On a roll of 4+, the model recovers a wound lost earlier in the battle.</p> <p>Alternatively, a model with a medi-pack can attempt to revive a single-wound model that has been removed as a casualty. When removing casualties from the battlefield, mark the model's exact position with a token or marker. These markers can be targeted with a medi-pack, but are ignored for all other rules purposes. On a roll of 4+, the model represented by the marker is revived.</p> <p>A unit can only be the target of this ability once per turn.</p> <p>When playing a campaign, a Death Korps Quartermaster may take the Medical Gear battle honour for 10 points, instead of the usual 20.</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their hot-shot laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list.</li> <li>- May choose a single item from the <i>Death Korps of Krieg Melee Weapons</i> list.</li> <li>- May take items from the <i>Armoury</i>.</li> <li>- May take a single <i>Commendation</i>.</li> </ul>								
KEYWORDS	<b>Character, Infantry, Quartermaster Cadre, Quartermaster Revenant</b>								

## MEDICAE SERVITOR

2

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medicae Servitor	6"	5+	5+	3	3	1	1	6	4+
EQUIPMENT	- Medical Scalpels								
RULES	- The Cult of Sacrifice - Mindlock								
KEYWORDS	<b>Infantry, Quartermaster Cadre, Medicae Servitor</b>								

Your team may include a single Ensign.

## ENSIGN

17

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ensign	6"	3+	3+	3	3	2	1	7	5+
EQUIPMENT	- Laspistol - Frag Grenade - Krak Grenade - Ensign's Banner								
RULES	- The Cult of Sacrifice  - <b>Ensign's Banner:</b> All friendly <b>Death Korps of Krieg infantry</b> and <b>cavalry</b> units within 6" of a model with an Ensign's Banner add 1 to their Leadership and Attacks.  <i>The point cost of the Ensign's Banner is already included in the model's point cost.</i>								
OPTIONS	- May take items from the <i>Armoury</i> . - May take a single <i>Commendation</i> .								
KEYWORDS	<b>Infantry, Officer, Ensign</b>								

## DEATH KORPS SNIPER

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sniper	6"	3+	3+	3	3	2	1	6	5+
EQUIPMENT	- Sniper Rifle - Frag Grenade								
RULES	- The Cult of Sacrifice  - <b>Grim Watchfulness:</b> At the end of each of your turns, if the Death Korps Sniper has neither moved nor shot, it gains an Aim Counter. Note that the model can Hide and still generate Aim Counters, as long as it doesn't move or shoot.  For each Aim Counter the sniper has, it receives a +1 bonus to rolls to wound. Note that a roll of 1 to wound always fails and can never inflict an additional mortal wound.  At the end of each of your turns, if the Death Korps Sniper moved or shot that turn, remove all Aim Counters from the model.								
OPTIONS	- May take items from the <i>Armoury</i> . - May take a single <i>Commendation</i> .								
KEYWORDS	<b>Infantry, Death Korps Sniper</b>								

Your team may include a single Ordnance Specialist.

## ORDNANCE SPECIALIST

22

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ordnance Specialist	6"	3+	3+	3	3	2	1	6	5+
EQUIPMENT	- Laspistol - Frag Grenade								
RULES	- The Cult of Sacrifice  - <b>Augmented Gunnery:</b> At the beginning of the Shooting Phase, choose up to two <b>Death Korps of Krieg</b> infantry models that are armed with heavy weapons within 6" of this model. These models re-roll hit and wound rolls of 1 for the duration of the phase. The Ordnance Specialist may never use this ability on himself.  - <b>Mortar Bombardment:</b> The Ordnance Specialist counts as being armed with a mortar.  <i>Note: the point cost of the Mortar Bombardment is already included in the model's point cost as it is an ability, not equipment.</i>								
OPTIONS	- May take a single <i>Commendation</i> .								
KEYWORDS	<b>Infantry, Ordnance Specialist</b>								

Your team may include a single Techpriest Engineer.

<b>TECHPRIEST ENGINEER</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techpriest Engineer	6"	4+	3+	3	3	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Omnissian Axe</li> <li>- Laspistol</li> <li>- Servo Arm</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Master of Machines</li> <li>- Bionics</li> </ul> <p style="text-align: center;"><i>Note: the rules for this model can be found in Codex: Astra Militarum.</i></p>								
OPTIONS	- May take items from the <i>Armoury</i> .								
KEYWORDS	<b>Infantry, Techpriest Engineer, Adeptus Mechanicus, Cult Mechanicus</b>								

25

Your team may include a single Salvaged Scout Sentinel.

<b>SALVAGED SCOUT SENTINEL</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+
EQUIPMENT	- Heavy Flamer								
RULES	<ul style="list-style-type: none"> <li>- Explodes</li> <li>- Scout Vehicle</li> <li>- Smoke Launchers</li> </ul> <p style="text-align: center;"><i>Note: the rules for this model can be found in Codex: Astra Militarum.</i></p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its heavy flamer with an autocannon or lascannon.</li> <li>- May take a heavy stubber.</li> </ul>								
KEYWORDS	<b>Vehicle, Salvaged Scout Sentinel</b>								

30

Your team may include a single Cyclops Demolition Vehicle.

<b>CYCLOPS DEMOLITION VEHICLE</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyclops	10"	6+	4+	4	6	4	1	7	3+
EQUIPMENT	- Cyclops Demolition Charge								
RULES	<p>- Cyclops Demolition Charge</p> <p>- Explodes</p> <p>- <b>Mechanised Bomb:</b> Ignore this model for the purposes of Rout tests and other rules that rely on the proportion of casualties sustained (such as the Blessed Martyrs philosophy or the <i>Last Stand</i> mission's victory conditions). I.e. don't count the Cyclops Demolition Vehicle towards the total number of models on your team, or the number of models 'still alive'.</p> <p>For the purposes of victory conditions based on the vehicle being removed as a casualty, these only count if the Cyclops Demolition Vehicle was destroyed by your opponent e.g. <i>First Blood</i>, or the point cost of casualties in <i>Escalating Skirmish</i>.</p> <p>A Cyclops Demolition Vehicle may not hold an objective, control a building, or carry an objective or artefact. In the <i>Doomsday Device</i> scenario, this vehicle may find the device, but not control it.</p> <p>A Cyclops Demolition Vehicle may score <i>Linebreaker</i> or trigger a Nerve test as normal, but is unaffected by nerve tests itself..</p> <p>In a campaign, a Cyclops Demolition Vehicle may not take any Battle Honours.</p>								
KEYWORDS	<b>Vehicle, Cyclops Demolition Vehicle</b>								



# ARMOURY

ITEM	POINTS	DESCRIPTION
Antax Pattern Armour	5 pts	<b>Leader only.</b> Bestows a re-rollable 4+ armor save on the bearer.
Bayonet	1 pts	This upgrade may only be taken by models armed with a regular Lasgun (Hot-shot Lasguns do not have a bayonet lug). A model with a bayonet adds +1 to their strength in Close Combat if they charged or were charged that turn.
Carapace Armour	2 pts	Provides the wearer with a 4+ armour save
Field Glasses	5 pts	<b>Leader only.</b> Instead of shooting in the shooting phase, nominate a model within 6". The range of that model's shooting attacks is increased by 6" until the end of the phase.
Infra-Red Scope	4 pts	This upgrade may only be taken by models armed with a Hot-shot Lasgun or Sniper Rifle. The scope allows the user to see thermal images of the enemy. They may shoot at hidden models and ignore cover saves granted by Smoke Grenades when shooting.
Laud Hailer	10 pts	Increases the range of the bearer's Inspiring Presence, Summary Execution and/or Voice of Command by 6".
Mannheim's Spite	4 pts	<b>Commissars only.</b> A bolt pistol with the type Pistol 1D3.
Marksman's Honour	4 pts	The bearer re-rolls 1s to hit when shooting.
Master-Crafted Weapon	4 pts	Choose a non-named weapon this model is carrying. Improve its AP by 1.
Memento Mori	8 pts	The first time the bearer of this item would suffer multiple wounds from the same attack, it suffers a single wound instead.
Moribund Cherub	5 pts	<b>Quartermaster only.</b> See profile below.
Refractor Field	10 pts	The model gains a 5+ invulnerable save.
Smoke Grenade	5 pts	One use only. During the shooting phase, place a marker within 8" of this unit. No models, friend or foe, may draw line of sight through an imaginary cloud 3" around this marker. Models can shoot in and models can shoot out. Any model even partially in the area of effect gains the benefits of cover.
Stun Grenade	2 pts	One use only. During the shooting phase, choose an enemy model within 8" of the bearer and roll a d6. On a 3+, that model and any enemy models within 3" of it may not fire overwatch during the next charge phase.
Subterranean Assault	2 pt	<b>Engineers only.</b> The model has gained access to a sewer or tunnel system. The unit may enter the game from reserve anywhere 9" or more from enemy models, but only at ground level.
Uplifting Primer	6 pts	The bearer increases their Leadership by 1.
Venner's Steel	8 pts	<b>Leader only.</b> A light, finely-crafted power sword, in the sabre style favoured by Death Korps officers. Str: User, AP -3, D: 1. When attacking with this sword, the user may re-roll to hit rolls of 1.



MORIBUND CHERUB									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Moribund Cherub	6"	6+	-	2	4	1	1	3	6+
EQUIPMENT	- None								
RULES	<p>- <b>Only in Death:</b> Once per game, when an Infantry model within 3" of a Moribund Cherub is killed as a result of an enemy shooting attack, that model may immediately make a shooting attack of its own. The model and cherub are then removed.</p> <p>A Moribund Cherub is an armoury item. Ignore it for the purposes of model counts and availability, First Blood and Linebreaker, and rout and nerve tests. It may not hold an objective, control a building, or carry an objective or artefact. It must stay within 6" of another <b>Quartermaster Cadre</b> model at all times. If this is not possible, the cherub is removed from the game.</p>								
KEYWORDS	<b>Infantry, Quartermaster Cadre, Moribund Cherub</b>								

## COMMENDATIONS

*If a Krieg officer or guardsman lives long enough, he may be decorated for his service to the God-Emperor of Mankind. These medals and awards represent a lifetime of experience and skill.*

Where two point costs are given, the first is for single-wound models and the second is for multi-wound models.

### Honorifica Imperialis (8 points)

*The bearer survived a gruelling and bloody campaign. And official scrutiny of his actions.*

A single wound model with this Commendation gains a wound. Multi-wound models may not benefit from this.

### Medallion Crimson (2/5 points)

*Continuing to fight despite horrific injuries, the bearer of this medal will fight to the bitter end.*

Recipients of the Medallion Crimson frequently have extensive augmetics. When a model with this Commendation loses a wound, roll a d6. On a 6+, the wound is discarded.

### Macharian Cross (8 points)

*Awarded for effective application of the *Tactica Imperialis*.*

Leader only. A kill team led by a living model with this Commendation may spend a tactical point any time the opponent spends one or more tactical points. If it does so, the opponent must spend an additional tactical point, or the action fails and the opponent's points are wasted.

### Duelist's Brassard (5/10 Points)

*Awarded to those who have displayed conspicuous skill at arms while engaging a "significant threat."*

Enemy units attempting to attack a unit with this Commendation in the Fight phase suffer a -1 to hit.

### Crimson Skull (10 points)

*The crimson skull is awarded to combat medics who have rendered aid under fire, usually to an officer who went on to survive the battle.*

Quartermaster only. When this model heals a multi-wound character, it heals d3 wounds instead of a single wound. This model can also revive multi-wound models that have been removed as

casualties as though they were single wound models.  
They return to the mission with a single wound.

**Winged Skull** (6 points)

*Earned by those who have shown inspirational leadership and initiative.*

A unit with this Commendation may, once per game, issue an order as though it had the Voice of Command special rule.

**Valoris Imperator** (10 points)

*Also known as the madman's medal, the Valoris Imperator is awarded for 20 standard years of service. Old men are rare in the Korps, and rightly feared.*

One per team. A model with this commendation gains a 5+ invulnerable save. Also, in campaign play, this model may re-roll its injury result if it was removed as a casualty.