

DEATH KORPS OF KRIEG SIEGE REGIMENT ARMY LIST

Death Korps armies have a strategy rating of 2. **EXPERIMENTAL PLAYTEST VERSION V10**

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

DEATH KORPS CORE COMPANIES			
FORMATION	UNITS	COST	
0-1: Regimental HQ Company	Nineteen Death Korps Infantry units plus Death Korps Supreme Commander	400 Points	
Infantry Company	Nineteen Death Korps Infantry units plus Death Korps Commander unit	300 Points	
Grenadiers Platoon	Ten Death Korps Grenadier units (May add ten Centaurs) or (May add one Gorgon)	250 Points (+75 Points)	
DEATH KORPS SUPPORT FORMATIONS			
(Two may be taken per Death Korps Core Company)			
FORMATION	UNITS	COST	
Death Rider Company	Twelve Death Korps Rough Rider units	250 Points	
Engineers Platoon	Eight Death Korps Engineer units and a Hades Breaching Drill	250 Points	
Tank Platoon	Six Leman Russ variants (0-1 of which may be a Leman Russ Vanquisher)	280 Points	
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank.	350 Points	
Light Support Battery	Four Quad Launchers or Four Heavy Mortars (Light Support Batteries may have four Centaurs or 20cm of Trenches)	200 Points (Free)	
Heavy Support Battery	Three Hydra platforms or Three Heavy Anti-Aircraft platforms, or a mix of the two. Three Earthshaker platforms Three Medusa platforms (Heavy Support Batteries may have three Trojans or three Gun Emplacements)	125 Points 200 Points 275 Points (Free)	
Self-Propelled Heavy Support	Three Bombards	250 Points	
Super-Heavy Tank Platoon	One Stormblade, Stormsword, Baneblade, or Shadowsword.	200 Points	
Death Rider Scout Platoon	Six Death Korps Rough Rider units (All units in this Formation gain the Scouts ability)	150 Points	
0-1: Deathstrike Silo	One Death Korps Deathstrike Missile Silo	250 points	
Artillery Support Company	Nine Earthshaker platforms (Artillery Support Companies may have nine Trojans or nine Gun Emplacements)	600 Points (Free)	
Super-Heavy Tank Support Company	A formation of three Stormblades, Stormswords, Baneblades, Shadowswords, or any mix of the four types	500 Points	
DEATH KORPS COMPANY UPGRADES			
(Three may be taken per Death Korps Core Company)			
UPGRADE	UNITS	COST	
Tank Squadron	Three Leman Russ variants (May not include Leman Russ Vanquishers)	140 Points	
Hellhound Squadron	Three Hellhounds	125 Points	
Gorgon Siege Transporters	Two Gorgons (May not be added to Death Rider Companies) (both Gorgons may be upgraded with Siege Mortars)	175 Points (+50 Points)	
Infantry Platoon	Ten Death Korps Infantry Units (May have a Gorgon Siege Transporter)	175 Points (+75 Points)	
Heavy Tank	One Macharius tank	125 Points	
Fire Support Battery	Four Fire Support units	75 Points	
DEATH KORPS TRENCHWORKS			
(One may be taken per Infantry Company or Regimental HQ Company)			
Trenchworks	80cm of Trenches, plus 4 bunkers.	100 Points	
LEMAN RUSS VARIANTS			
(When selecting Leman Russ tanks, apply these modifiers to the basic cost of the formation for each tank you select)			
Thunderer	Leman Russ	Demolisher	Vanquisher
0 Points	+20 Points	+20 Points	+50 Points
IMPERIAL NAVY AIR CRAFT		TITAN LEGION BATTLEGROUPS	
FORMATION	COST	FORMATION	COST
Two Thunderbolt Fighters	150 Points	One Warhound Titan	275 Points
One Heavy Marauder Bomber	150 Points	Two Warhound Titans	500 Points
		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+	4+	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	6+	5+	Lasguns	(15cm)	Small Arms	
Death Korps Fire Support Squad	Inf	15cm	none	6+	4+	Twin Heavy Stubber Autocannon	30cm 45cm	AP5+ AP5+ / AT6+	
Death Korps Grenadiers	Inf	15cm	5+	5+	4+	Heavy Flamers	15cm	AP4+ Ignores Cover	This formation loses Scout if it includes a Gorgon Siege Transport
Death Korps Engineers	Inf	15cm	5+	5+	4+	Mole Launchers	30cm	AP5+, Ignores Cover	
Death Korps Rough Riders	Inf	20cm	5+	4+	6+	Power Lances	(Base Contact)	(Assault Weapons), EA (+1), First Strike	Mounted, Infiltrators. (May have Scout)
Death Korps Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignores Cover AP5+	
Death Korps Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x 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+, Ignores Cover AT5+ AP4+ / AT4+, Slow Firing	Reinforced Armour
Death Korps Leman Russ Vanquisher	AV	20cm	4+	6+	5+	Vanquisher Lascannon 2x Heavy Bolter Autocannon	75cm 45cm 30cm 45cm	AP4+ / AT2+ AT5+ AP5+ AP5+ / AT6+	Reinforced Armour
Death Korps Leman Russ Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+ / AT4+, Ignores Cover	Reinforced Armour
Death Korps Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	Transport (1)Mortar, Quad Gun, Grenadier
Death Korps Heavy Mortar	Inf	5cm	none	6+	6+	Heavy Mortar	45cm	1BP, Indirect Fire	
Death Korps Quad Launcher	Inf	5cm	none	6+	6+	Quad Launcher	45cm	2x AP4+ / 2x AT5+, Indirect Fire	May fire non-bp weapon indirect.
Death Korps Trojan	AV	20cm	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 Fire	
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 Platform	LV	0cm	6+	6+	6+	Medusa Siege Gun	60cm	1BP Ignore Cover, Disrupt Indirect	
Death Korps Bombard	AV	20cm	6+	6+	5+	Heavy Bolter Siege Mortar	30cm 45cm	2BP, Ignores Cover, Slow Firing, Indirect	
Death Korps Gorgon Siege Transporter	WE	20cm	4+	6+	6+ (5+)	2x Twin Heavy Stubbers Gorgon Mortars OR 2x Twin Heavy Bolters	30cm 30cm 30cm	AP5+ 2BP, One-Shot, Indirect, Fward Arc AP4+	Reinforced Armour, Walker, Transport (10 Inf) DC3. Critical = See datasheet. Heavy Bolters upgrade Firefight stat to 5+
Death Korps Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun Heavy Bolter 2x Twin Heavy Bolter 2x Lascannon	45cm 30cm 30cm 30cm	2x MW2+, Slow firing, fixed forward AP5+ 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	45cm 30cm 30cm 15cm	BP3, Ignores cover, disrupt, fixed fwd AP5+ AP4+ AP4+, Ignores 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 forward AP4+	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Death Korps 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+, fixed fwd, Ignores cover AP4+ AT5+	Reinforced Armour. DC3. Critical: Destroyed. Units within 5cm take a hit on a 6+.
Death Korps 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.
Death Korps Macharius Heavy Tank (Command variant)	WE	15cm	4+	6+	4+	2x Vanquishers Vulcan Megaboler 2x Heavy Bolters Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+ / AT2+ 4x AP3+ / AT5+ AP5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed. May have 2x Vanquishers or a Vulcan Megaboler, not both.
Death Korps Deathstrike Silo	WE	Immobile	+	6+	5+	2x Deathstrike Missile	Unlimited	MW2+, TK(D6), One-Shot, Indirect	DC3. Critical: The silo is destroyed and all units within 5cm take a MW4+ hit.
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
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	
Heavy Marauder Bomber	WE	Bomber	5+	N/A	N/A	Bomb Racks Twin Lascannon 2x Twin Heavy Bolter	15cm 45cm 15cm	3BP, Fixed Forward AT4+, Fixed Forward AA5+	DC2 Critical: Destroyed
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Megaboler 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

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

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).