

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 (Contact)	AP5+ Assault Wpn, MW, +1A	<i>Supreme Commander</i>
Death Korps Commander	Inf	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	<i>Commander</i>
Death Korps Commissar	—	—	—	—	—	Power Weapon	(Contact)	Assault Wpn, MW, +1A	<i>Inspiring, Fearless, Leader, Character</i>
Death Korps Infantry	Inf	15cm	none	5+	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+ <i>Ignores Cover</i>	This formation loses Scout if it includes a Gorgon Seige Transporter
Death Korps Engineers	Inf	15cm	5+	5+	4+	Mole Launchers	30cm	AP5+, <i>Ignores Cover</i>	
Death Korps Rough Riders	Inf	20cm	6+	4+	6+	Power Lances Chainswords Las pistols	(Contact) (Contact) (15cm)	(Assault Weapons), EA (+1), <i>First Strike</i> . (Assault Weapons) (Small Arms)	Mounted, Infiltrator, Scout. Death Korps Rough Riders purchased as a Core formation lose <i>Scout</i> and gain <i>Walker</i>
Death Korps Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, <i>Ignores Cover</i> 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+, <i>Ignores Cover</i> AT5+ AP4+ / AT4+, <i>Slow Firing</i>	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+, <i>Ignores Cover</i>	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	30cm	1BP, <i>Indirect Fire</i>	
Death Korps Quad Launcher	Inf	5cm	none	6+	6+	Quad Launcher	45cm	2x AP4+, <i>Indirect Fire</i>	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 <i>Indirect Fire</i>	
Death Korps Hydra Platform	LV	0cm	6+	6+	6+	2x Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+	
Death Korps Hydra	AV	30cm	6+	6+	5+	Heavy Bolter 30cm 2x Twin Hydra Autocannon	30cm 45cm	AP5+ 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 <i>Ignore Cover, Disrupt Indirect</i>	
Death Korps Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, <i>Ignores Cover, Slow Firing, Indirect</i> AP5+	
Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2x Twin Heavy Bolters Gorgon Mortars OR 2x Twin Heavy Stubbers	30cm 30cm 30cm	AP4+ 2BP, One-Shot, Indirect, Fwd Arc AP5+	Reinforced Armour, Walker, Transport (10 Inf) DC3. Critical = The Gorgon is Immobilised and D6 infantry units inside the Gorgon take a hit. Further Criticals destroy the Gorgon
Death Korps Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun Heavy Bolter 2x Twin Heavy Bolter 2x Lascannon	45cm 30cm 30cm 30cm	2x MW2+, <i>Slow firing</i> , 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, <i>ignores cover, disrupt</i> , fixed fwd AP5+ AP4+ AP4+, <i>Ignores Cover</i>	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 Heavy Bolter	90cm 30cm	MW2+, <i>Titan killer (d3)</i> Fixed forward AP4+ AP5+	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, <i>Ignores cover</i> 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 OR Vulcan Megabolter 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 Megabolter, not both.
Death Korps Deathstrike Missile Silo	WE	Immobile	4+	6+	5+	2x Deathstrike Missiles 2x Heavy Bolters	Unlimited 30cm	MW2+, TK(D6), One-Shot, Indirect AP5+	DC2. Critical: Destroyed. Units within 5cm take a MW Hit.
Hades Breaching Drill	—	Immobile	—	—	—				<i>Tunneller</i> , Transport (8). Treat as ruins upon surfacing.

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Thunderbolt Fighter	Aircra	FB	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

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Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Megabolter 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
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.

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

Trenches may hold one Infantry Unit per 4cm of length,
Trenches and Razor Wire must be deployed in contiguous segments of at least 20cm in length.
Gun Emplacements may hold one Unit and Bunkers may hold three Units.
Bunkers are Fortifications (See 1.8.4).