

DEATH KORPS OF KRIEG

SIEGE REGIMENT ARMY LIST

The following army list enables you to field an Imperial Guard Death Korps of Krieg army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

THE IMPERIAL GUARD

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium's wars. Wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive feral worlds and hive worlds, from death worlds and savage penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower.

Many units are formed as infantry regiments, with tens of thousands of men. But there are other more specialised regiments, such as those recruited from the world of Krieg. These are siege regiments, with vast resources of infantry and heavy artillery, deployed for bloody trench warfare, often against the strongest enemy defences.

WHY COLLECT THE DEATH KORPS OF KRIEG?

What is the appeal of a Death Korps army? Well, the Death Korps are a variant of the standard Imperial Guard army list, and many of the unit options will be familiar. But the Krieg's doctrines and tactics mark them out from other regiments. They have artillery, lots of artillery and hence access to big bombardments in every game. So if you like big guns, then Krieg should appeal to you.

The infantry (as well as being superb models) are grim relentless warriors, and this is reflected in their morale. They are difficult to break, and when led by their officers, can regroup even when under 50% strength, meaning the infantry will fight on when casualties would have sent other regiments running for cover. Of course casualties are expected amongst the Death Korps, so don't feel too bad if your army takes a heavy beating.

The real draw of the Death Korps is the strong imagery behind the army. Fighting bloody trench warfare in the worst war zones in the galaxy, the look of a Death Korps battlefield easily comes to mind. Blasted wildernesses of shell holes and barbed wire, trenches, dug-outs and sandbags all make for great looking games. From mass infantry attacks to night raids across no-man's land, there are many games to be played across such terrain. The Death Korps are also well-suited to battle scenarios like Bunker Assault, Hold at All Costs and Meat Grinders.

DEATH KORPS TROOP LIST

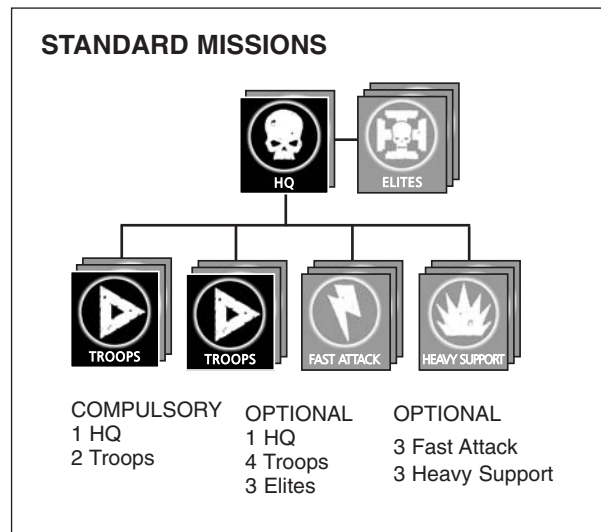
On the following pages you will find an army list that enables you to field a Death Korps of Krieg army for the Siege of Vraks. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides enough information to field Death Korps in scenarios of your own devising or as part of an ongoing campaign.

The heart of this list is the massed men of an infantry company, with artillery in support and other attached elements like grenadier squads and tanks. Other support comes from more specialised equipment such as Cyclops and Death Riders.

This army list is provided for players who wish to use their Imperial Armour models en-masse in games. If you only wish to use one or two models, or a single Death Korps grenadier squad in a Centaur, then it is recommended you stick with the Imperial Guard Codex army list. The rules for each vehicle detail which choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

USING THE ARMY LIST

The Imperial Guard army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.



USING A FORCE ORGANISATION CHART

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. We have included the chart used for Standard Missions above. This army list may be used in conjunction with other missions and scenarios that use the force organisation charts, but please note that play balance may be affected if they are used for anything other than a Standard Mission.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

Each unit entry in the Krieg army list is split into several sections:

Unit Name:

At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile:

This section will show the profile of any models the unit can include.

Unit Composition:

Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

Unit Type:

This section refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding, movement, shooting, assault etc.

Wargear:

This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules:

Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Forces of the Imperial Guard section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

Dedicated Transport:

Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 99. The Transport Vehicles section of the Warhammer 40,000 rulebook explains how these dedicated transport vehicles work.

Options:

This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.

DEATH KORPS OF KRIEG SPECIAL RULES

Hardened Fighters

Indoctrinated from birth in the martial traditions of the Korps, all Death Korps soldiers are experts with the bayonet, and Krieg commanders favour the bayonet charge in battle. All Death Korps guardsmen have +1WS (where appropriate this is already included in the stat lines given).

Iron Discipline

The Death Korps have no fear of death. They will gladly lay down their lives in the name of the Emperor. A Death Korps officer demands and expects nothing less from his men. Any unit that is falling back but has at least one model within 6" of a Krieg officer (of any rank) may attempt to regroup, even if it is reduced to less than half strength.

Die Hards

The Death Korps are so firmly indoctrinated into the Imperial faith that they will stand against any odds. Death Korps units do not count negative modifiers when testing Morale after an assault. They always use their standard Leadership value.

Orders

The Death Korps squads can use the Imperial Guard Orders rules as detailed in the Imperial Guard Codex.

HQ

COMPANY COMMAND SQUAD 60 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Coy Commander | 5 | 4 | 3 | 3 | 3 | 3 | 3 | 9 | 5+ |
| Veterans | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Vet Wpns Team | 4 | 4 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ |

Unit Composition:

- 1 Company Commander
- 4 Veteran Guardsmen

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Officer has Laspistol instead)
- Close combat weapon
- Frag grenades

Special Rules:

- Senior Officer (Company Commander only)
- Iron Discipline
- Die Hards
- Hardened Fighters

Dedicated Transport:

- If the squad numbers five members, it may select a Centaur (see page 139 for points costs)

OPTIONS:

- The Company Commander may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol or boltgun2 points
 - Plasma Pistol10 points
 - Power weapon10 points
 - Power fist15 points
- The Company Commander may take:
 - Melta bombs5 points
- Any Veteran may replace his lasgun with:
 - Laspistolfree
- One Veteran may carry: Regimental Standard .15 points
- One other Veteran may carry a Vox Caster .5 points
- Replace two other Veteran Guardsmen with a Veteran Heavy Weapons team armed with one of the following:
 - Heavy bolter10 points
 - Autocannon10 points
 - Twin-linked heavy stubbers15 points
- Up to one Veteran Guardsman that has not been upgraded with one of the options above may replace their lasgun with:
 - Flamer or grenade launcher5 points
 - Meltagun10 points
 - Plasma gun15 points
- Entire squad (including advisors) may have:
 - Carapace armour20 points
 - Krak grenades5 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------|----|----|---|---|---|---|---|----|----|
| Astropath | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Mstr of Ordnance | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Off of the Fleet | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Bodyguard | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 7 | 5+ |

Regimental Advisors

- The squad may be joined by any of the following:
 - One Astropath30 points
 - One Master of Ordnance30 points
 - One Officer of the Fleet30 points
 - Up to two Bodyguards15 points per model

ASTROPATH

Wargear:

- Flak armour
- Laspistol
- Close-combat weapon
- Frag grenades

Special Rules:

- Telepathic Relay

OFFICER OF THE FLEET

Wargear:

- Flak armour
- Laspistol
- Close-combat weapon
- Frag grenades

Special Rules:

- Intercept Reserves

MASTER OF ORDNANCE

Wargear:

- Flak armour
- Laspistol
- Close-combat weapon
- Frag grenades

Special Rules:

- Artillery Bombardment

BODYGUARD

Wargear:

- Flak armour
- Laspistol
- Close-combat weapon
- Frag grenades

Special Rules:

- Look out – Arghh!

HQ

COMMISSAR-GENERAL 70 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Commissar-Gen | 5 | 5 | 3 | 3 | 3 | 3 | 3 | 10 | 5+ |

Unit Composition:

- 1 Commissar-General

Unit Type:

- Infantry

Wargear:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor Field

Special Rules:

- Independent Character
- Stubborn
- Summary Execution
- Aura of Discipline

Dedicated Transport:

- A Commissar-General may select a Centaur (see page 139 for points costs)

OPTIONS:

- The Commissar-General may exchange his bolt pistol and/or close combat weapon for:
 - Boltgunfree
 - Power weapon10 points
 - Plasma pistol10 points
 - Power fist15 points
- The Commissar-General may take any of the following:
 - Carapace armour10 points
 - Camo cloak10 points
 - Melta bombs5 points

DEATH KORPS QUARTERMASTER 60 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Quartermaster | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 9 | 5+ |
| Servitor | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |

Unit Composition:

- 1 Quartermaster
- 3 Medicae-servitors

Unit Type:

- Infantry

Wargear:

- Laspistol
- Close combat weapon
- Medi-pack

Special Rules:

- Medicae-servitor
- Mindlock

Dedicated Transport:

- A Quartermaster may select a Centaur (see page 139 for points costs)

Medicae-servitor

Each turn one squad with a member within 2" of the Quartermaster or any of his servitors may use the Feel No Pain universal special rule. This ability may not be used if the Quartermaster is in base contact with an enemy model, or has been removed as a casualty.

Mindlock

The altered and fragmented brain of a Medicae-servitor requires constant instruction from the Quartermaster to function correctly.-

Unless led by the Quartermaster a unit of Medicae-servitors must roll a D6 at the start of each friendly turn. If the result is a 1, 2 or 3 the unit may not move or assault that turn, though it will fight in close combat if already engaged

DEATH RIDER COMMAND SQUAD 100 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|-------|
| Coy Commander | 5 | 4 | 3 | 3 | 3 | 3 | 3 | 9 | 5+/6+ |
| Veterans | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+/6+ |
| Commissar | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 9 | 5+/6+ |

Unit Composition:

- 1 Company Commander
- 4 Veteran Death Riders

Unit Type:

- Cavalry

Wargear:

- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance (not Commissar)
- Frag grenades
- Krak grenades

Special Rules:

- Junior Officer
- Iron Discipline
- Die Hards
- Hardened Fighters
- Death Rider Mount

OPTIONS:

- The squad may be joined by a Commissar ...35 points
- One Veteran may carry a Platoon Standard ...15 points
- The Company Commander and/or Commissar may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol2 points
 - Plasma Pistol10 points
 - Power weapon10 points
- The Company Commander and/or Commissar may take melta bombs5 points per model

Death Rider Mounts

Genetically enhanced and surgically altered to survive the worst battlefields in the galaxy, Death Rider Mounts confer a 6+ invulnerable save. They may also re-roll Difficult Terrain tests, but must accept the second roll, even if it is worse than the first.

ELITES

DEATH KORPS GRENADIER SQUAD90 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Watchmaster | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 4+ |
| Grenadier | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 4+ |
| Grn Wpns Team | 4 | 4 | 3 | 3 | 2 | 3 | 2 | 7 | 4+ |

Unit Composition:

- 1 Watchmaster
- 4 Grenadiers

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Hotshot lasgun (Watchmaster has a hotshot laspistol instead)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Iron Discipline
- Die Hards
- Hardened Fighters

Dedicated Transport:

- If the squad numbers five members, it may select a Centaur.

Centaur used by Grenadier squads must be upgraded with extra armour (see page 139 for points costs).

OPTIONS:

- May have up to five additional Grenadiers:+18 pts per model
- The Watchmaster may exchange his hotshot laspistol and/or close combat weapon for:
 - Bolt pistol or boltgunfree
 - Plasma Pistol10 points
 - Power weapon10 points
- One Grenadier may carry a Vox Caster5 points
- Replace two other Grenadiers with a heavy weapons team armed with one of the following:
 - Heavy flamer15 points
 - Heavy stubber10 points
- Up to two Grenadiers that have not been upgraded with an option above may replace their lasgun with:
 - Flamer or grenade launcher5 points
 - Meltagun10 points
- One remaining Grenadier that has not been upgraded with one of the options above may take:
 - Demolition charge20 points

HEAVY MORTAR BATTERY50 POINTS PER MODEL

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------|----|----|---|---|---|---|---|----|----|
| Crew | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

Unit Composition:

- 1- 4 Heavy Mortars each with 3 crew

Unit Type:

- Artillery

Wargear:

- Heavy Mortar
- Flak armour
- Laspistol or lasgun
- Frag grenades

Special Rules:

- Iron Discipline
- Die Hards
- Hardened Fighters
- Accurate Bombardment
- Immobile

Dedicated Transport:

- Each Heavy Mortar may take a Centaur carrier as a towing vehicle (see page 139 for points costs)

OPTIONS:

- May have up to two additional crew per Mortar: 6 points per model

HEAVY MORTAR

| Range | Str | AP | Type |
|--------|-----|----|------------------------------|
| 12-48" | 6 | 4 | Ordnance Barrage 1, 5" Blast |

A Heavy Mortar cannot fire directly.

Accurate Bombardment

The Heavy Mortars' lighter shells afford greater accuracy than that of larger field artillery. When a Heavy Mortar fires the controlling player can re-roll the scatter dice if they wish.

Immobile

Unless towed, an artillery gun is immobile and cannot be moved once deployed.

ELITES

HEAVY QUAD LAUNCHER BATTERY50 POINTS PER MODEL

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------|----|----|---|---|---|---|---|----|----|
| Crew | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

OPTIONS:

- May have up to two additional crew per Launcher:
..... 6 points per model

Unit Composition:

- 1- 4 Heavy Quad Launchers each with 3 crew

Unit Type:

- Artillery

Wargear:

- Heavy Quad Launcher
- Flak armour
- Laspistol or lasgun
- Frag grenades

Special Rules:

- Iron Discipline
- Die Hards
- Hardened Fighters
- Slow Rate of Fire
- Shell Shock
- Immobile

Dedicated Transport:

- Each Quad Launcher may take a Centaur carrier as a towing vehicle (see page 139 for points costs)

HEAVY QUAD LAUNCHER

| Range | Str | AP | Type |
|--------|-----|----|--------------------------------------|
| 12-60" | 5 | 5 | Heavy 4, Blast, Barrage, Shell Shock |

Slow Rate of Fire
It takes time to reload each quad launcher between volleys. The quad launcher can fire for two turns but must then miss a turn whilst it reloads, ie, it can fire, fire again, then next turn it cannot fire. A Heavy Quad Launcher may reload whilst it is moved.

Shell Shock
Due to the repeated impact of shells, pinning tests against Heavy Quad Launcher attacks are at -1 to the target's Leadership.

Immobile
Unless towed, an artillery gun is immobile, it cannot be moved once deployed.



TROOPS

INFANTRY PLATOON

Composition: 1 Platoon Command squad, 2-6 Infantry squads, 0-3 Heavy Weapons squads.

Each Infantry Platoon counts as a single Troops choice on the force organisation chart when deploying, and is rolled for collectively when rolling for reserves.

PLATOON COMMAND SQUAD* 40 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| Plat Commander | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Guardsmen | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Commissar | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 9 | 5+ |

Unit Composition:

- 1 Platoon Commander
- 4 Guardsmen

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Platoon Commander has laspistol instead, Commissar has bolt pistol instead)
- Close combat weapon
- Frag grenades

Special Rules:

- Junior Officer (Platoon Commander only)
- Stubborn (Commissar only)
- Summary Execution (Commissar only)
- Iron Discipline
- Die Hards
- Hardened Fighters

Dedicated Transport:

- A Platoon Command squad may select a Centaur (see page 139 for points costs)

OPTIONS:

- The squad may be joined by a Commissar:35 points
- The Platoon Commander may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol2 points
- The Platoon Commander may take:
 - Melta bombs5 points
- The Platoon Commander and/or Commissar may exchange his laspistol/bolt pistol and/or close combat weapon for:
 - Plasma pistol10 points
 - Power weapon10 points
 - Power fist15 points
- One Guardsman may carry a Platoon Standard ..15 points
- One other Guardsman may carry: Vox Caster5 points
- Up to two Guardsmen that have not been upgraded with an option above may replace their lasgun with:
 - Flamer or grenade launcher5 points
 - Meltagun10 points
 - Plasma gun15 points
- The entire squad may have Krak grenades ..5 points

INFANTRY SQUAD* 60 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Watchmaster | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Guardsmen | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Commissar | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 9 | 5+ |

Unit Composition:

- 1 Watchmaster
- 9 Guardsmen

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Watchmaster has laspistol instead, Commissar has bolt pistol instead)
- Close combat weapon
- Frag grenades

Special Rules:

- Combined Squad
- Iron Discipline
- Die Hards
- Hardened Fighters
- Stubborn (Commissar only)
- Summary Execution (Commissar only)

OPTIONS:

- The squad may be joined by a Commissar:35 points
- The Watchmaster may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol2 points
- The Watchmaster may take:
 - Melta bombs5 points
- The Watchmaster and/or Commissar may exchange his laspistol/bolt pistol and/or close combat weapon for:
 - Plasma pistol10 points
 - Power weapon10 points
 - Power fist15 points
- Any Guardsman may replace his lasgun with:
 - Laspistolfree
- One Guardsman may carry a Platoon Standard ..15 points
- One other Guardsman may carry: Vox Caster5 points
- One Guardsmen that has not been upgraded with an option above may replace their lasgun with:
 - Flamer or grenade launcher5 points
 - Meltagun10 points
 - Plasma gun15 points
- The entire squad may have Krak grenades ..10 points

**Note that these units may not be chosen individually- only as part of an Infantry Platoon*

TROOPS

HEAVY WEAPONS SQUAD* 65 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Hvy Weap Team | 4 | 3 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ |

Unit Composition:

- 3 Heavy Weapons Teams

Unit Type:

- Infantry

Wargear:

- Flak armour
- Mortar
- Lasgun
- Close combat weapon
- Frag grenades

Special Rules:

- Combined Squad
- Iron Discipline
- Die Hards
- Hardened Fighters

OPTIONS:

- Any Heavy Weapons Squad may exchange its three mortars for:
 - 3 Heavy bolters15 points
 - 3 Autocannons15 points
 - 3 Twin-linked heavy stubbers15 points
 - 3 Lascannons30 points
- The entire squad may have Krak grenades5 points

**Note that these units may not be chosen individually- only as part of an Infantry Platoon*

DEATH KORPS ENGINEER SQUAD 60 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Watchmaster | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 4+ |
| Engineer | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 4+ |
| Hvy Weap Team | 4 | 3 | 3 | 3 | 2 | 3 | 2 | 7 | 4+ |

Unit Composition:

- 1 Watchmaster
- 4 Engineers

Unit Type:

- Infantry

Wargear:

- Carapace armour
- Shotgun
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Iron Discipline
- Die Hards
- Hardened Fighters

OPTIONS:

- May have up to five additional Engineers:
 -+10 pts per model
- The Watchmaster may take:
 - Melta bombs5 points
- One Engineer may carry a Vox Caster5 points
- Two other Engineers may form a heavy weapons team with:
 - Mole Launcher5 points
- One Engineer that has not been upgraded with one of the options above may take:
 - Demolition charge20 points
- The entire squad may take:
 - Gas Grenades20 points

MOLE LAUNCHER

| Range | Str | AP | Type |
|-------|-----|----|----------------------------|
| 24" | 5 | 5 | Heavy 1, 3" Blast, Barrage |

To fire the Mole Launcher, first place a marker on the table as its target point. This can be anywhere on the table. Next measure the distance from the Mole Launcher to the target point. If the target point is further away than 24" then the torpedo is lost and has no effect. If the target point is less than 12" away then resolve the attack immediately. If the target point is between 12" and 24" then the attack is resolved in the player's next Shooting phase. This does not stop the team from firing again.

Hits from Mole Launcher against vehicles always target the vehicle's side (actually the underneath) armour. When used to attack bunkers, buildings or other structures roll 2D6 and add the dice together when rolling for penetration.

GAS GRENADES

Engineers can carry a small canister grenade containing lethal acidic gas. These are thrown into the enemy's positions to thin the enemy's numbers before an assault.

After declaring that an Engineer squad will assault an enemy unit roll a D6 – this is the number of hits the target unit takes. Next, roll another D6 – this is the Strength of the hits. Roll to wound as normal. The enemy may take armour saves against the gas attack, but no cover saves are allowed. Remove any casualties. The Engineers may now continue to assault as normal. After making a gas grenade attack, the Engineers count as attacking with an Initiative of 10.

Gas grenades may only be used once per game.

TROOPS

HADES BREACHING DRILL50 POINTS

You may take one Hades Breaching Drill for every Death Korps Engineer Squad in your army

| | Armour | | | |
|-----------------------|--------|-------|------|------|
| | BS | Front | Side | Rear |
| Hades Breaching Drill | 3 | 11 | 10 | 10 |

Unit Composition:

- 1 Hades Breaching Drill

Unit Type:

- Vehicle (Tank)

Wargear:

- Melta-cutter

Special Rules:

- Power-cutter Assault
- Subterranean Assault
- Lumbering

MELTA-CUTTER

| Range | Str | AP | Type |
|-------|-----|----|-----------------------|
| 12" | 8 | 1 | Heavy 1, Blast, Melta |

1: Each Hades Drill must also be accompanied by at least one squad of Engineers². Other squads of Engineers may be attached to the drill and arrive behind it. Squads are attached to the drill must be declared or noted down before the game begins.

2: Some regiments such as the Death Korps of Krieg have extensive specialised formations of engineers (see Imperial Armour Volume Six) that make use of the Hades, but for other Imperial Guard armies, use the Veterans entry in the Imperial Guard Codex to represent Engineers. These squads may not however take the Forward Sentries doctrine, and may not take a Chimera as a dedicated transport.

Special Rules

Power Cutter Assault: The Hades is not a true battlefield weapon but a piece of heavy engineering equipment, however it can be very effective in an assault.

- Against Infantry: The breaching drill counts as a tank and may Tank Shock units using the normal rules.
- Against Vehicles: The Hades may make a special ram attack, this always counts as a Strength 10 hit on the vehicle being rammed. This attack also has the Melta special rule. Damage against the drill itself is worked out as normal.
- Against Buildings/Bunkers, etc: The breaching drill scores an automatic hit at Strength 10.

Lumbering: The breaching drill can only move a maximum of 6" per turn, but it may always fire its melta-cutter.

Subterranean Assault

Deployment: The Breaching Drill always begins play in Reserve along with at least one squad of Engineers and will always arrive in play via the Deep Strike special rules below. In games of Apocalypse, the Drill and any Engineers are automatically placed into the owning player's Strategic Reserve (see page 23 of Warhammer 40,000 Apocalypse) but are dealt with separately. The Hades Drill enters play on the second game turn, while the Engineers enter on the third turn following the special Deep Strike rules below:

Deep Strike: The Hades Drill arrives on the table using a variation of the standard Deep Strike rules that represent it burrowing up from under the ground.

Firstly place the large (5") blast marker where you wish the drill to emerge and roll to scatter. If a hit is scored then the drill emerges on target, if an arrow is rolled it deviates 2D6" in that direction.

If there are no enemy models under the template, then place the drill centred on the point it emerges from.

If any models (including bastions, etc) are touched by the template, they are hit by the breaching drill's melta-blast and whirling powerblades as it emerges, and each model suffers a single Strength 10, AP 1 hit with the Melta special rule. Vehicles which are hit are struck against their side armour value. The drill is then centred on the point it emerges from and any surviving models caught in the blast are moved 1" away from the drill. Squads should be moved so they retain squad coherency.

Dangerous or Difficult terrain has no effect on the emerging drill as it is shredded by the blast and cutters, and small removable terrain should be taken off the table. In the case of large pieces of terrain, move the drill as it emerges so it is as close to the target point as you can get it.

Follow-up Attack: Any Engineer squads attached to the drill will automatically arrive the turn after it emerges, and may be moved on the table from the point from which the drill emerged. These squads may move, shoot and assault as normal on the turn they arrive and do not count as having arrived via Deep Strike.

DEDICATED TRANSPORTS

Many Death Korps units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any force organisation chart selections, but otherwise function as separate units. See the vehicles section of the *Warhammer 40,000 rulebook* for details of how the transport vehicles operate.

CENTAUR40 POINTS PER MODEL

| | BS | Armour | | |
|---------|----|--------|------|------|
| | | Front | Side | Rear |
| Centaur | 3 | 11 | 10 | 10 |

Unit Composition:

- 1 Centaur

Unit Type:

- Vehicle
(tank, open topped, fast)

Wargear:

- Heavy Stubber

Special rules:

- Hull Weapon Mount
- Artillery Tractor

Transport Capacity

- 5 models

OPTIONS:

- May take any of the following:
 - Searchlight1 point per model
 - Smoke launchers5 points per model
 - Dozerblade10 points per model
 - Extra armour15 points per model
 - Camo netting20 points per model

Hull Weapon Mount

A Centaur may hull mount a special or heavy weapon carried by a transported squad member. This weapon is crewed by a passenger.

Artillery Tractor

When used as a tractor to tow an artillery piece, the Centaur is no longer a fast vehicle. It moves as a normal vehicle when towing a gun.

The towed guns are deployed and hitched-up to the Centaur in exactly the same manner as infantry embarking or disembarking from the vehicle

FAST ATTACK

HELLHOUND SQUADRON

Unit Composition: Vehicle squadron composed of 1-3 of the following tanks, in any combination:

- HELLHOUND130 POINTS PER MODEL
- DEVIL DOG120 POINTS PER MODEL
- BANE WOLF130 POINTS PER MODEL

| | BS | Armour | | |
|-----------|----|--------|------|------|
| | | Front | Side | Rear |
| Hellhound | 3 | 12 | 12 | 10 |
| Devil Dog | 3 | 12 | 12 | 10 |
| Bane Wolf | 3 | 12 | 12 | 10 |

Unit Type:

- Vehicle (Tank, Fast)

Wargear:

- Heavy bolter
- Inferno cannon (Hellhound only)
- Melta cannon (Devil Dog only)
- Chem cannon (Bane Wolf only)

OPTIONS:

- Any model may replace heavy bolter with:
 - Heavy flamerfree
 - Multi-melta15 points per model
- Any model may take any of the following:
 - Searchlight1 point per model
 - Pintle mounted heavy stubber* ..10 points per model
 - Pintle mounted storm bolter* ..10 points per model
 - Hunter-killer missile10 points per model
 - Dozer blade10 points per model
 - Extra armour15 points per model
- The entire squadron may take:
 - Smoke launchers5 points per model
 - Camo netting20 points per model

* May take a pintle mounted storm bolter or a heavy stubber.

FAST ATTACK

DEATH RIDER SQUADRON 90 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|-------|
| Ridemaster | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+/6+ |
| Death Rider | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+/6+ |

Unit Composition:

- 1 Ridemaster
- 4 Death Riders

Unit Type:

- Cavalry

Wargear:

- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance
- Frag grenades
- Krak grenades

Special Rules:

- Iron Discipline
- Die Hards
- Hardened Fighters
- Death Rider Mount

OPTIONS:

- May have up to five additional Death Riders:
.....+16 pts per model
- The Ridemaster may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol2 points
 - Plasma pistol10 points
 - Power weapon10 points
- The Ridemaster may take:
 - Melta bombs5 points

Death Rider Mounts

Genetically enhanced and surgically altered to survive the worst battlefields in the galaxy, Death Rider Mounts confer a 6+ invulnerable save. They may also re-roll Difficult Terrain tests, but must accept the second roll, even if it is worse than the first.

CYCLOPS DEMOLITION SQUADRON25 POINTS PER MODEL

| | Armour | | |
|---------|--------|------|------|
| | Front | Side | Rear |
| Cyclops | 10 | 10 | 10 |

| | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Operator | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

Unit Composition:

- 1 -3 Cyclops Remote Control Demolition Vehicles each with one operator

Unit Type:

- Vehicle

Wargear (Cyclops):

- Demolition Charge

Wargear (Operator):

- Flak armour
- Lasgun
- Close combat weapon

Special rules:

- Remote Control
- Operator
- Explosive
- Iron Discipline
- Die hards
- Hardened Fighters

Remote Control

The Cyclops is a remote controlled demolition charge. It may move to within 1" of an enemy model in the Movement phase. In the Imperial Guard Shooting phase place the template centred on the Cyclops. Do not roll for scatter. Anything under the template is hit as normal. Do not halve the demo-charges' strength: it always attacks at full strength. The Cyclops is destroyed in the explosion, remove it from play.

Operator

The operator is a single Death Korps guardsman. He guides the Cyclops to its target by remote control. The Cyclops cannot function more than 48" away from the operator. If they become separated the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, the Cyclops can do nothing (including detonate).

Explosive

The Cyclops is destroyed by any glancing or penetrating hit. In addition, when rolling for armour penetration against a Cyclops, a roll of a 6, that inflicts in a penetrating hit, causes the demolition charge to explode! Place the template centred on the Cyclops as if detonating as normal. Alternatively a D6 result of 6 that causes a glancing hit will cause the Cyclops to explode (Destroyed-Explodes! result).

HEAVY SUPPORT

LEMAN RUSS SQUADRON

Unit Composition: Vehicle squadron composed of 1-3 of the following tanks, in any combination:

| | |
|-------------------------------|----------------------|
| LEMAN RUSS | 150 POINTS PER MODEL |
| LEMAN RUSS EXTERMINATOR | 150 POINTS PER MODEL |
| LEMAN RUSS VANQUISHER | 155 POINTS PER MODEL |
| LEMAN RUSS ERADICATOR | 160 POINTS PER MODEL |
| LEMAN RUSS DEMOLISHER | 165 POINTS PER MODEL |
| LEMAN RUSS PUNISHER | 180 POINTS PER MODEL |
| LEMAN RUSS EXECUTIONER | 190 POINTS PER MODEL |
| LEMAN RUSS ANNIHILATOR | 130 POINTS PER MODEL |
| LEMAN RUSS CONQUEROR | 130 POINTS PER MODEL |

| | Armour | | | |
|-------------------------|--------|-------|------|------|
| | BS | Front | Side | Rear |
| Leman Russ | 3 | 14 | 13 | 10 |
| Leman Russ Exterminator | 3 | 14 | 13 | 10 |
| Leman Russ Vanquisher | 3 | 14 | 13 | 10 |
| Leman Russ Eradicator | 3 | 14 | 13 | 10 |
| Leman Russ Demolisher | 3 | 14 | 13 | 11 |
| Leman Russ Punisher | 3 | 14 | 13 | 11 |
| Leman Russ Executioner | 3 | 14 | 13 | 11 |
| Leman Russ Annihilator | 3 | 14 | 13 | 10 |
| Leman Russ Conqueror | 3 | 14 | 13 | 10 |

Unit Type:

- Vehicle (tank)

Wargear (All):

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear:

- **Leman Russ:** Battle cannon
- **Leman Russ Exterminator:** Exterminator autocannons
- **Leman Russ Vanquisher:** Vanquisher cannon
- **Leman Russ Eradicator:** Eradicator nova cannon
- **Leman Demolisher Russ:** Demolisher siege cannon
- **Leman Russ Punisher:** Punisher gatling cannon
- **Leman Russ Executioner:** Executioner plasma cannon
- **Leman Russ Annihilator:** Twin-linked lascannon
- **Leman Russ Conqueror:** Conqueror battle cannon
Co-axial storm bolter

Special Rules:

- Lumbering Behemoth (Except Conqueror)
- Co-axial weapon (Conqueror only)

OPTIONS:

- Any model may replace Heavy bolter with:
 - Heavy flamerfree
 - Lascannon15 points per model
- Any model may take a pair of sponsons armed with:
 - Heavy bolters20 points per model
 - Heavy flamers20 points per model
 - Multi-meltas30 points per model
 - Plasma Cannons40 points per model
- Any model may take any of the following:
 - Pintle-mounted heavy stubber* ..10 points per model
 - Pintle-mounted storm bolter* ..10 points per model
 - Hunter-killer missile10 points per model
 - Dozer blade10 points per model
 - Extra armour15 points per model
- The entire squadron may take:
 - Camo netting20 points per model
- Vanquisher tanks may be equipped with a co-axial storm bolter or heavy stubber for +10 points per model.

* May take a pintle mounted storm bolter or a heavy stubber.

| CONQUEROR BATTLE CANNON | | | |
|-------------------------|-----|----|-------------------|
| Range | Str | AP | Type |
| 48" | 8 | 3 | Heavy 1, 3" Blast |

Co-axial Weapon
A co-axial weapon must be fired at the same target as the main weapon (ie. the weapon it is attached to), and any damage result that affects the main weapon affects it as well. If the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll the scatter dice for the main weapon.

THUNDERER SIEGE TANK SQUADRON140 POINTS PER MODEL

| | Armour | | | |
|-----------|--------|-------|------|------|
| | BS | Front | Side | Rear |
| Thunderer | 3 | 14 | 13 | 11 |

Unit Composition:

- 1-3 Thunderer Siege Tanks

Unit Type:

- Vehicle (Tank)

Wargear:

- Demolisher cannon
- Searchlight
- Smoke Launchers

OPTIONS:

- Any Thunderer may take any of the following:
 - Pintle-mounted heavy stubber* ..10 points per model
 - Pintle-mounted storm bolter* ..10 points per model
 - Hunter-killer missile10 points per model
 - Dozer blade10 points per model
 - Extra armour15 points per model
- The entire squadron may take:
 - Camo netting20 points per model

* May take a pintle mounted storm bolter or a heavy stubber.

HEAVY SUPPORT

ORDNANCE BATTERY

Unit Composition: Artillery battery composed of 1-3 of the following weapons, in any combination:

- EARTHSHAKER75 POINTS PER MODEL
- MEDUSA SIEGE GUN100 POINTS PER MODEL

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------|----|----|---|---|---|---|---|----|----|
| Crew | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

Unit Composition:

- 1-3 Artillery Guns each with 4 Guardsmen crew

Unit Type:

- Artillery

Wargear:

- Earthshaker cannon or Medusa siege gun
- Flak armour
- Laspistol or lasgun
- Close combat weapon

Special Rules:

- Immobile
- Big Guns
- Iron Discipline
- Die Hards
- Hardened Fighters

Dedicated Transport:

- Each Earthshaker cannon or Medusa siege gun may take a Trojan as a towing vehicle for free. The Trojan counts as part of the Heavy Support choice of the Earthshaker or Medusa siege gun. The Trojan is still worth Victory points/Kill points should it be destroyed (The rules and points value for a Trojan and Trailer can be found in *Imperial Armour Volume 1: Imperial Guard*).

OPTIONS:

- Each artillery gun may take up to three extra crew:6 points per model
- A Medusa may take basion-breachers shells . .5 points

EARTHSHAKER CANNON

| Range | Str | AP | Type |
|---------|-----|----|------------------------------|
| 36-240" | 9 | 3 | Ordnance Barrage 1, 5" Blast |

MEDUSA SIEGE GUN

| Range | Str | AP | Type |
|---------|-----|----|------------------------------|
| 24-120" | 10 | 2 | Ordnance Barrage 1, 5" Blast |

Immobile
Unless towed, an artillery gun is immobile. It cannot be moved once deployed.

Big Guns
The Earthshaker and Medusa are heavy guns and have an Armour value of 11 rather than 10. Any glancing or penetrating hit will still destroy the gun.

BOMBARD BATTERY145 POINTS PER MODEL

| | Armour | | | |
|---------|--------|-------|------|------|
| | BS | Front | Side | Rear |
| Bombard | 3 | 12 | 10 | 10 |

Unit Composition:

- Vehicle squadron of 1 -3 Bombards

Unit Type:

- Vehicle (tank)

Wargear:

- Bombard Heavy Siege Mortar
- Searchlight
- Smoke launchers

Special rules:

- Slow
- Slow Rate of Fire

Slow
The Bombard can only move slowly. It is limited to a maximum move of 6" per turn. It cannot move and fire in the same turn, it must remain stationary to fire.

Slow Rate of Fire
The bombard takes along time to reload its huge shells. It may only fire every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

OPTIONS:

- Each Bombard may take:
 - Trojan and Trailer*free
- Any model may take any of the following:
 - Pintle mounted heavy stubber . .10 points per model
 - Pintle mounted storm bolter . .10 points per model
 - Hunter-killer missile10 points per model
 - Dozerblade10 points per model
 - Extra armour15 points per model
- The entire squadron may take:
 - Enclosed crew compartment . .15 points per model
 - Camo netting20 points per model

* Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombards ammunition vehicle. The Trojan counts as part of the Heavy Support choice of the Bombard. The Trojan is still worth Victory points/Kill points should it be destroyed. The rules for a Trojan and Trailer can be found in *Imperial Armour Volume 1: Imperial Guard*.

BOMBARD HEAVY SIEGE MORTAR

| Range | Str | AP | Type |
|---------|-----|----|------------------------------|
| 36-240" | 8 | 3 | Ordnance 1, Barrage 7" Blast |

HEAVY SUPPORT

HEAVY WEAPONS PLATOON

Composition: 1 Platoon Command squad, 1-4 Heavy Weapons squads

Each Heavy Weapons Platoon counts as a single Heavy Support choice on the force organisation chart when deploying, and is rolled for collectively when rolling for Reserves.

PLATOON COMMAND SQUAD* 40 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| Plat Commander | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Guardsmen | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Hvy Wpns Team | 4 | 3 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ |
| Commissar | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 9 | 5+ |

Unit Composition:

- 1 Platoon Commander
- 4 Guardsmen

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun (Platoon Commander has laspistol instead, Commissar has bolt pistol instead)
- Close combat weapon
- Frag grenades

Special Rules:

- Junior Officer (Platoon Commander only)
- Stubborn (Commissar only)
- Summary Execution (Commissar only)
- Iron Discipline
- Die Hards
- Hardened Fighters

Dedicated Transport:

- A Platoon Command squad may select a Centaur (see page 139 for points costs)

OPTIONS:

- The squad may be joined by a Commissar:35 points
- The Platoon Commander may exchange his laspistol and/or close combat weapon for:
 - Bolt pistol2 points
- The Platoon Commander may take:
 - Melta bombs5 points
- The Platoon Commander and/or Commissar may exchange his laspistol/bolt pistol and/or close combat weapon for:
 - Plasma pistol10 points
 - Power weapon10 points
 - Power fist15 points
- One Guardsman may carry a Platoon Standard . .15 points
- One other Guardsman may carry:Vox Caster 5 points
- Up to two Guardsmen that have not been upgraded with an option above may replace their lasgun with:
 - Flamer or grenade launcher5 points
 - Meltagun10 points
 - Plasma gun15 points
- The entire squad may have krak grenades . . .5 points

HEAVY WEAPONS SQUAD* 65 POINTS

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| Hvy Weap Team | 4 | 3 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ |

Unit Composition:

- 3 Heavy Weapons Teams

Unit Type:

- Infantry

Wargear:

- Flak armour
- Mortar
- Lasgun
- Close combat weapon
- Frag grenades

Special Rules:

- Combined Squad
- Iron Discipline
- Die Hards
- Hardened Fighters

OPTIONS:

- Any Heavy Weapons Squad may exchange its three mortars for:
 - Heavy bolters15 points
 - Autocannons15 points
 - Twin-linked heavy stubbers15 points
 - Lascannons30 points
- The entire squad may have krak grenades . . .5 points

*Note that this unit may not be chosen individually- only as part of an Heavy Weapons Platoon

SUPER HEAVY DETACHMENTS

SUPER HEAVY VEHICLE SQUADRON

SUPER HEAVY TANK SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following vehicles, in any combination:

Baneblade (*Apocalypse rulebook*)
Shadowword (*Imperial Armour Apocalypse rulebook*)
Stormsword (*Imperial Armour Apocalypse rulebook*)
Stormblade (*Imperial Armour Apocalypse rulebook*)
Stormlord (*Apocalypse rulebook*)
Hellhammer (*Apocalypse rulebook*)
Doomhammer (*Games-Workshop website*)
Banesword (*Games-Workshop website*)
Banehammer (*Games-Workshop website*)

MACHARIUS SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following vehicles, in any combination:

Macharius (*Imperial Armour Apocalypse rulebook*)
Macharius Vanquisher (*Imperial Armour Apocalypse rulebook*)
Macharius Vulcan (*Imperial Armour Apocalypse rulebook*)

GORGON SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following vehicle.

Gorgon (*Imperial armour 5, Imperial Armour Apocalypse rulebook*)

MALCADOR SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following vehicles, in any combination:

Malcador (*Imperial Armour 6*)
Malcador Defender (*Imperial Armour 6*)
Malcador Annihilator (*Imperial Armour 6*)

MINOTAUR BATTERY

Composition: Super heavy detachment composed of 1-3 of the following vehicle.

Minotaur (*Imperial armour 7*)

VALDOR BATTERY

Composition: Super heavy detachment composed of 1-3 of the following vehicles.

Valdor (*Imperial armour 7*)

MARAUDER SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following vehicles, in any combination:

Marauder Bomber (*Imperial Armour Apocalypse rulebook*)
Marauder Destroyer (*Imperial Armour Apocalypse rulebook*)

WARHOUND TITAN SQUADRON

Composition: Super heavy detachment composed of 1-3 of the following Titan.

Warhound Titan (*Apocalypse rulebook*)

REAYER TITAN MANIPLE

Composition: Super heavy detachment composed of 1-3 of the following Titan.

Reaver Titan (*Imperial Armour 6 rulebook*)