DEATH KORPS MARSHAL KARIS VENNER

4

Death Korps Marshal Karis Venner is a unit that contains 1 model. It is equipped with: Officer Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Death Korps Marshal Karis Venner	6"	3+	3+	1	1	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Command-in-Chief: Friendly **Death Korps of Krieg** units can use this unit's Leadership characteristic instead of their own whilst they are within 12" of this unit.

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Momento Mori: When multiple blast markers would be placed next to this unit, half that number are placed (rounding up).

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Character, Officer, Death Korps Marshal Karis Venner

DEATH KORPS MARSHAL

3

A Death Korps Marshal is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Marshal	6"	3+	3+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- This unit can have a Momento Mori (**Power Rating +1**). If this unit has a Momento Mori, it:
  - Has the following additional abilities: **Momento Mori**.

ABILITIES

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Momento Mori: When multiple blast markers would be placed next to a unit that has a Momento Mori, half that number are placed (rounding up).

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Light, Infantry, Character, Officer, Death Korps Marshal

DEATH KORPS FIELD OFFICER

2

A Death Korps Field Officer is a unit that contains 1 model. It is equipped with: Field Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Field Officer	6"	3+	3+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Field Officer Weapons	Melee	Melee	User	11+	11+	-

ABILITIES

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Character, Officer, Death Korps Field Officer

DEATH KORPS DEATH RIDER SQUADRON COMMANDER

3

A Death Korps Death Rider Squadron Commander is a unit that contains 1 model. It is equipped with: Close Combat Weapons; Death Korps Hunting Lance.

	M	WS	BS	A	W	Ld	Sv
Death Korps Death Rider Squadron Commander	10"	3+	3+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death Korps Hunting Lance	Melee	Melee	User	9+	9+	One Use Only
Close Combat Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Augmented Mount: If this unit has no Ignore Damage abilities, each time you fail a saving throw for this unit, roll one D12; on a 12, no damage marker is placed next to this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Light, Cavalry, Character, Officer, Death Riders, Death Korps Death Rider Squadron Commander

DEATH KORPS INFANTRY SQUAD

3

A Death Korps Infantry Squad is a unit that contains 10 models. It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Infantry Squad (10 models)	6"	3+	4+	2	2	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- This unit can have a Platoon Standard (**Power Rating +1**). If this unit has a Platoon Standard, it has the following additional abilities: **Platoon Standard**.

ABILITIES

Platoon Standard: Add 1 to the Leadership characteristic of **Death Korps of Krieg** units whilst they are within 6" of any friendly **Death Korps of Krieg** units with a Platoon Standard.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Death Korps Infantry Squad

DEATH KORPS GRENADIER STORM SQUAD

2

A Death Korps Grenadier Storm Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 4**). It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Hot-shot Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Grenadier Storm Squad (4/5 models)	6"	3+	3+	1	1	5	8+
Death Korps Grenadier Storm Squad (9/10 models)	6"	3+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Hot-shot Lasguns	Small Arms	18"	User	6+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- If this unit contains a weapons team model, it is also equipped with 1 Heavy Flamer.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Death Korps Grenadier Storm Squad

DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER

6

A Death Korps Centaur Light Assault Carrier is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Death Korps Centaur Light Assault Carrier	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Assault Team Transport: If a **Death Korps Grenadier Storm Squad** unit is set up embarked aboard this unit during deployment, this unit has the Infiltrators ability.

Artillery Tractor: When this unit makes a Move action, you can select one friendly **Death Korps of Krieg Artillery** unit from the same Detachment that is within 3" of this unit, as long as that unit has not made a Move action this turn, and neither unit is within 1" of any enemy units. Change the Move characteristic of that unit to 12" until the end of the turn. If that unit makes a Move action this turn, it must end that move within 1" of this unit.

TRANSPORT

This unit can transport up to 5 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Transport, Death Korps Centaur Light Assault Carrier

DEATH KORPS OF KRIEG STORM CHIMERA

7

A Death Korps of Krieg Storm Chimera is a unit that contains 1 model. It is equipped with: Autocannon; Heavy Bolter; 2 Lasgun Arrays; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Death Korps of Krieg Storm Chimera	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lasgun Array	Small Arms	24"	1	8+	10+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.
- This unit can have Ablative Storm Armour and Mine Plough (**Power Rating +1**). If this unit has Ablative Storm Armour and Mine Plough, it:
  - Has the following additional abilities: **Ignore Damage (6+)**.

TRANSPORT

This unit can transport up to 12 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Transport, Death Korps of Krieg Storm Chimera

DEATH KORPS OF KRIEG COMMAND SQUAD

2

A Death Korps of Krieg Command Squad is a unit that contains 4 models. It is equipped with: Lasguns; Close Combat Weapons..

	M	WS	BS	A	W	Ld	Sv
Death Korps of Krieg Command Squad (4 models)	6"	3+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- This unit can have one of the following (**Power Rating +1**):
  - Platoon Standard. If this unit has a Platoon Standard, it has the following additional abilities: **Platoon Standard**.
  - Regimental Standard. If this unit has a Regimental Standard, it has the following additional abilities: **Regimental Standard**.

ABILITIES

Platoon Standard: Add 1 to the Leadership characteristic of **Death Korps of Krieg** units whilst they are within 6" of any friendly **Death Korps of Krieg** units with a Platoon Standard.

Regimental Standard: Add 1 to the Leadership characteristic of **Death Korps of Krieg** units whilst they are within 6" of any friendly **Death Korps of Krieg** units with a Regimental Standard.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Light, Infantry, Death Korps of Krieg Command Squad

DEATH KORPS COMBAT ENGINEER SQUAD

2

A Death Korps Combat Engineer Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 4**). It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Krieg Combat Shotguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Combat Engineer Squad (4/5 models)	6"	3+	3+	1	1	5	8+
Death Korps Combat Engineer Squad (9/10 models)	6"	3+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Mole Launcher	Heavy	24"	1	7+	8+	Barrage
Krieg Combat Shotguns	Small Arms	12"	x2	5+	12+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Heavy Flamer; 1 Mole Launcher.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Light, Infantry, Death Korps Combat Engineer Squad

DEATH KORPS COMMISSAR

2

A Death Korps Commissar is a unit that contains 1 model. It is equipped with: Commissar Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Commissar	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commissar Weapons	Melee	Melee	User	11+	11+	-

ABILITIES

Aura of Discipline: Friendly **Death Korps of Krieg** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Officio Prefectus, Death Korps of Krieg

KEYWORDS: Light, Infantry, Character, Commissar, Death Korps Commissar

DEATH KORPS OF KRIEG HADES BREACHING DRILL SQUADRON

8

A Death Korps of Krieg Hades Breaching Drill Squadron is a unit that contains 11 models. It is equipped with: Melta-cutter Drill; Shotguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps of Krieg Hades Breaching Drill Squadron (11 models)	6"	3+	4+	1	3	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shotguns	Small Arms	12"	x2	8+	11+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-
Melta-cutter Drill	Melee	Melee	User	9+	4+	-

ABILITIES

Deep Strike

Fortification Breacher: When this unit makes an attack with its Melta-cutter Drill that targets a **Building**, add the Destroyer ability to its Melta-cutter Drill for that attack.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Death Korps of Krieg Hades Breaching Drill Squadron

DEATH KORPS QUARTERMASTER CADRE

3

A Death Korps Quartermaster Cadre is a unit that contains 3 models. It can contain 5 models (**Power Rating 4**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Quartermaster Cadre (3 models)	6"	3+	3+	1	1	5	8+
Death Korps Quartermaster Cadre (5 models)	6"	3+	3+	2	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Vitae Mortis: Friendly **Death Korps of Krieg Infantry** and **Death Korps of Krieg Cavalry** units gain the Ignore Damage (6+) ability whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Death Korps Quartermaster Cadre

DEATH KORPS DEATH RIDER COMMAND SQUADRON

6

A Death Korps Death Rider Command Squadron is a unit that contains 4 models. It is equipped with: Laspistols; Close Combat Weapons; Death Korps Hunting Lances.

	M	WS	BS	A	W	Ld	Sv
Death Korps Death Rider Command Squadron (4 models)	10"	3+	3+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laspistols	Small Arms	12"	User	8+	9+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-
Death Korps Hunting Lances	Melee	Melee	User	7+	7+	One Use Only

ABILITIES

Deep Strike

Flanking Manoeuvres: When this unit is set up in Tactical Reserves using the Deep Strike rule, you can also set up up to 5 other **Death Korps of Krieg Death Rider** units in Tactical Reserve. When this unit arrives as reinforcements, in addition to the normal Deep Strike restrictions it must be set up wholly within 7" of a battlefield edge. Any other units set up in Tactical Reserve at the same time as this unit using this rule are then set up following the same restrictions, and within 6" of this model.

Augmented Mount: If this unit has no Ignore Damage abilities, each time you fail a saving throw for this unit, roll one D12; on a 12, no damage marker is placed next to this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Cavalry, Death Riders, Death Korps Death Rider Command Squadron

DEATH KORPS DEATH RIDER COMMISSAR

3

A Death Korps Death Rider Commissar is a unit that contains 1 model. It is equipped with: Commissar Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Death Rider Commissar	10"	3+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commissar Weapons	Melee	Melee	User	11+	11+	-

ABILITIES

Aura of Discipline: Friendly **Death Korps of Krieg** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Augmented Mount: If this unit has no Ignore Damage abilities, each time you fail a saving throw for this unit, roll one D12; on a 12, no damage marker is placed next to this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Officio Prefectus, Death Korps of Krieg
KEYWORDS: Light, Cavalry, Character, Officer, Death Riders, Death Korps Death Rider Commissar

DEATH KORPS DEATH RIDER SQUADRON

5

A Death Korps Death Rider Squadron is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Laspistols; Close Combat Weapons; Death Korps Hunting Lances.

	M	WS	BS	A	W	Ld	Sv
Death Korps Death Rider Squadron (5 models)	10"	3+	4+	1	1	5	8+
Death Korps Death Rider Squadron (10 models)	10"	3+	4+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laspistols	Small Arms	12"	User	8+	9+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-
Death Korps Hunting Lances	Melee	Melee	User	7+	7+	One Use Only

ABILITIES

Augmented Mount: If this unit has no Ignore Damage abilities, each time you fail a saving throw for this unit, roll one D12; on a 12, no damage marker is placed next to this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Cavalry, Death Riders, Death Korps Death Rider Squadron

DEATH KORPS HEAVY WEAPONS SQUAD

4

A Death Korps Heavy Weapons Squad is a unit that contains 3 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Korps Heavy Weapons Squad (3 models)	6"	4+	4+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- Each model in this unit must be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Mortar; 1 Twin Heavy Stubber.

ABILITIES

Weapon Teams: For the purposes of determining what models a unit can transport, models in this unit are weapons team models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Death Korps Heavy Weapons Squad

DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANK

11

A Death Korps Leman Russ Mars-Alpha Battle Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Death Korps Leman Russ Mars-Alpha Battle Tank	**10"**	**6+**	**4+**	**1**	**2**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Conqueror Battle Cannon	Heavy	48"	2	7+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Eradicator Nova Cannon	Heavy	36"	2	5+	9+	-
Executioner Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Exterminator Autocannon	Heavy	48"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Vanquisher Battle Cannon	Heavy	72"	2	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Leman Russ, Death Korps Leman Russ Mars-Alpha Battle Tank

DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANK

11

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one of the following (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon):
  - 1 Conqueror Battle Cannon and 1 Storm Bolter
  - 1 Demolisher Cannon
  - 1 Eradicator Nova Cannon
  - 1 Executioner Plasma Cannon
  - 1 Exterminator Autocannon
  - 1 Punisher Gatling Cannon
  - 1 Twin Lascannon
  - 1 Vanquisher Battle Cannon and 1 Heavy Stubber.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon; 1 Multi-melta; 1 Plasma Cannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Ignore Damage (6+)

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Conqueror Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon, Twin Lascannon and Vanquisher Battle Cannon for that action.

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Leman Russ, Death Korps Leman Russ Mars-Alpha Battle Tank

TANK COMMANDER

A Tank Commander is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Tank Commander	10"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Eradicator Nova Cannon	Heavy	36"	2	5+	9+	-
Executioner Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Exterminator Autocannon	Heavy	48"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Vanquisher Battle Cannon	Heavy	72"	2	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Character, Leman Russ, Officer, Tank Commander

TANK COMMANDER

12

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one of the following (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon): Demolisher Cannon; Eradicator Nova Cannon; Executioner Plasma Cannon; Exterminator Autocannon; Punisher Gatling Cannon; Vanquisher Battle Cannon.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Commander: If a friendly **Death Korps of Krieg Leman Russ** unit starts a Move action within 6" of this unit, that unit can be ordered to go full throttle; add 2" to that unit's Move characteristic whilst making that Move action. A unit can only go full throttle once per turn.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon and Vanquisher Battle Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Character, Leman Russ, Officer, Tank Commander

ATLAS RECOVERY TANK

5

An Atlas Recovery Tank is a unit that contains 1 model. It is equipped with: Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Atlas Recovery Tank	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Recovery Vehicle: At the end of the Action phase, this unit can to repair one friendly **Death Korps of Krieg Vehicle** unit in base contact with it. If it does, remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Atlas Recovery Tank

MASTER OF ORDNANCE

5

A Master of Ordnance is a unit that contains 1 model. It is equipped with: Artillery Barrage; Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Master of Ordnance	6"	4+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Artillery Barrage	Heavy	100"	1	7+	7+	Barrage
Close Combat Weapons	Melee	Melee	User	12+	12+	-

ABILITIES

Master of Ballistics: Re-roll hit rolls of 1 for attacks made with ranged weapons with the Barrage ability by friendly **Death Korps of Krieg Basilisks**, **Wyverns** and **Manticores** whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Light, Infantry, Character, Officer, Master of Ordnance

HELLHOUND

6

A Hellhound is a unit that contains 1 model. It is equipped with: Inferno Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hellhound	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Inferno Cannon	Heavy	16"	1	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Hellhound

SALAMANDER SCOUT TANK

6

A Salamander Scout Tank is a unit that contains 1 model. It is equipped with: Autocannon; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Salamander Scout Tank	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Infiltrators

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Salamander, Salamander Scout Tank

ARMAGEDDON PATTERN MEDUSA

7

An Armageddon Pattern Medusa is a unit that contains 1 model. It is equipped with: Heavy Bolter; Medusa Siege Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Armageddon Pattern Medusa	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Medusa Siege Cannon	Heavy	36"	1	7+	4+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Medusa, Armageddon Pattern Medusa

BASILISK

7

A Basilisk is a unit that contains 1 model. It is equipped with: Earthshaker Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Basilisk	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Basilisk

COLOSSUS BOMBARD

9

A Colossus Bombard is a unit that contains 1 model. It is equipped with: Colossus Siege Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	SV
Colossus Bombard	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Colossus Siege Mortar	Heavy	240"	4	8+	8+	Barrage, Siege Mortar
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Siege Mortar: This unit does not suffer the penalty for attacks made with its Colossus Siege Mortar that target obscured units.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Colossus Bombard

CYCLOPS DEMOLITION VEHICLE

6

A Cyclops Demolition Vehicle is a unit that contains 1 model. It is equipped with: Cyclops Demolition Charge (Ranged); Cyclops Demolition Charge (Melee).

	M	WS	BS	A	W	Ld	Sv
Cyclops Demolition Vehicle	10"	6+	4+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclops Demolition Charge (Ranged)	Heavy	*	2	8+	8+	Inferno
Cyclops Demolition Charge (Melee)	Melee	*	2	8+	8+	Inferno

ABILITIES

Self-destruct: When targets would be picked for a Shoot action made by this unit, it instead targets all visible units within 6": it is treated as having one Cyclops Demolition Charge (Ranged) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

When targets would be picked for a Fight action made by this unit, it instead targets all units with which it is in base contact: it is treated as having one Cyclops Demolition Charge (Melee) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

Vehicle Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Cyclops Demolition Vehicle

EARTHSHAKER CARRIAGE BATTERY

3

An Earthshaker Carriage Battery is a unit that contains 5 models. It is equipped with: Earthshaker Cannon; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Earthshaker Carriage Battery (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Earthshaker Carriage Battery

GRIFFON MORTAR CARRIER

5

A Griffon Mortar Carrier is a unit that contains 1 model. It is equipped with: Griffon Heavy Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Griffon Mortar Carrier	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Griffon Heavy Mortar	Heavy	48"	2	8+	9+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Griffon Mortar Carrier

HEAVY MORTAR

2

A Heavy Mortar is a unit that contains 4 models. It is equipped with: Heavy Mortar; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Mortar (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Mortar	Heavy	48"	1	7+	9+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Artillery, Heavy Mortar

HEAVY QUAD LAUNCHER

3

A Heavy Quad Launcher is a unit that contains 4 models. It is equipped with: Heavy Quad Launcher; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Quad Launcher (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Quad Launcher	Heavy	48"	2	6+	8+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Artillery, Heavy Quad Launcher

HYDRA

A Hydra is a unit that contains 1 model. It is equipped with: Hydra Quad Autocannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hydra	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Hydra Quad Autocannon	Heavy	72"	2	8+	6+	Anti-air
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Hydra

MALCADOR ANNIHILATOR

12

A Malcador Annihilator is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Lascannon; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Annihilator	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- Instead of 1 Lascannon, this unit can be equipped with one of the following (**Power Rating +2** per Demolisher Cannon): 1 Autocannon; 1 Demolisher Cannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Annihilator

MALCADOR DEFENDER

A Malcador Defender is a unit that contains 1 model. It is equipped with: Demolisher Cannon; 7 Heavy Bolters; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Defender	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Defender

MALCADOR HEAVY TANK

10

A Malcador Heavy Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Heavy Tank	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Malcador, Malcador Heavy Tank

MALCADOR INFERNUS

11

A Malcador Infernus is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Inferno Gun; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Infernus	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Inferno Gun	Heavy	16"	2	4+	8+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following (**Power Rating +1**): 2 Autocannons; 2 Heavy Bolters; 2 Heavy Flamers; 2 Lascannons.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Lascannon.
- This unit can also be equipped with 1 Heavy Stubber (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Malcador, Malcador Infernus

MEDUSA CARRIAGE

3

A Medusa Carriage is a unit that contains 5 models. It is equipped with: Medusa Siege Gun; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Medusa Carriage (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Medusa Siege Gun	Heavy	48"	2	8+	4+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Artillery, Medusa Carriage

RAPIER LASER DESTROYER

A Rapier Laser Destroyer is a unit that contains 3 models. It is equipped with: Laser Destroyer; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rapier Laser Destroyer (3 models)	**3"**	**3+**	**4+**	**1**	**1**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Artillery, Rapier Laser Destroyer

STYGIES DESTROYER TANK HUNTER

9

A Stygies Destroyer Tank Hunter is a unit that contains 1 model. It is equipped with: Heavy Laser Destroyer Array; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Stygies Destroyer Tank Hunter	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Laser Destroyer Array	Heavy	60"	1	8+	3+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Heavy, Vehicle, Stygies Destroyer Tank Hunter

STYGIES THUNDERER SIEGE TANK

10

A Stygies Thunderer Siege Tank is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Stygies Thunderer Siege Tank	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Stygies Thunderer Siege Tank

CENTAUR LIGHT CARRIER

A Centaur Light Carrier is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Centaur Light Carrier	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Tractor: When this unit makes a Move action, you can select one friendly **Death Korps of Krieg Artillery** unit from the same Detachment that is within 3" of this unit, as long as that unit has not made a Move action this turn, and neither unit is within 1" of any enemy units. Change the Move characteristic of that unit to 12" until the end of the turn. If that unit makes a Move action this turn, it must end that move within 1" of this unit.

TRANSPORT

This unit can transport up to 5 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Transport, Centaur Light Carrier

TROJAN SUPPORT VEHICLE

6

A Trojan Support Vehicle is a unit that contains 1 model. It is equipped with: Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Trojan Support Vehicle	12"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Support Vehicle: When this unit makes a Shoot action, you can select one friendly **Death Korps of Krieg Vehicle** within 6" of this unit. Until the end of the turn, you can re-roll hit rolls for attacks made with ranged weapons by that unit.

TRANSPORT

This unit can transport up to 6 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Heavy, Vehicle, Transport, Trojan Support Vehicle

ARKURIAN PATTERN STORMBLADE

An Arkurian Pattern Stormblade is a unit that contains 1 model. It is equipped with: Heavy Bolter; Plasma Blastgun; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Arkurian Pattern Stormblade	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Plasma Blastgun	Heavy	96"	4	6+	5+	Supercharge
Stormblade Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.
- This unit can also be equipped with Stormblade Anti-personnel Weapons (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Super-heavy, Vehicle, Titanic, Stormblade, Arkurian Pattern Stormblade

BANEBLADE

A Baneblade is a unit that contains 1 model. It is equipped with: Autocannon; Baneblade Cannon; Demolisher Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Baneblade	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Baneblade Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Baneblade Cannon	Heavy	72"	4	5+	5+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Baneblade Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Super-heavy, Vehicle, Titanic, Baneblade

GORGON HEAVY TRANSPORTER

20

A Gorgon Heavy Transporter is a unit that contains 1 model. It is equipped with: 2 Gorgon Mortars; 2 Twin Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Gorgon Heavy Transporter	10"	5+	4+	1	6	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gorgon Mortar	Heavy	48"	2	8+	8+	Siege Weapon
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Gorgon Mortars, this unit can be equipped with one of the following: 4 Heavy Bolters; 4 Heavy Flamers; 4 Lascannons.

ABILITIES

Siege Weapon: This weapon does not suffer any penalties for firing at obscured targets.

TRANSPORT

This unit can transport up to 50 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Gorgon Heavy Transporter

MACHARIUS HEAVY TANK

18

A Macharius Heavy Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Battle Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Heavy Tank	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Battle Cannon	Heavy	72"	4	5+	5+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Heavy Tank

MACHARIUS OMEGA

A Macharius Omega is a unit that contains 1 model. It is equipped with: Omega Pattern Plasma Blastgun; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Omega	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Omega Pattern Plasma Blastgun	Heavy	60"	6	6+	5+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Autocannons; 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Omega

MACHARIUS VANQUISHER

18

A Macharius Vanquisher is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vanquisher Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vanquisher	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vanquisher Cannon	Heavy	72"	4	6+	4+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vanquisher

MACHARIUS VULCAN

A Macharius Vulcan is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vulcan Mega-bolter; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vulcan	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vulcan Mega-bolter	Heavy	60"	4	3+	6+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Macharius Vulcan Mega-bolter for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vulcan

MINOTAUR ARTILLERY TANK

13

A Minotaur Artillery Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Bolters; Twin Earthshaker Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Minotaur Artillery Tank	**10"**	**5+**	**4+**	**1**	**4**	**6**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Earthshaker Cannon	Heavy	240"	2	6+	5+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg

KEYWORDS: Super-heavy, Vehicle, Titanic, Minotaur Artillery Tank

SHADOWSWORD

A Shadowsword is a unit that contains 1 model. It is equipped with: Volcano Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Shadowsword	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Shadowsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Volcano Cannon	Heavy	72"	4	7+	3+	Destroyer
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Shadowsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with 2 Twin Heavy Bolters (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Super-heavy, Vehicle, Titanic, Shadowsword

STORMSWORD

A Stormsword is a unit that contains 1 model. It is equipped with: Stormsword Siege Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Stormsword	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Stormsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Stormsword Siege Cannon	Heavy	36"	6	3+	7+	Siege Weapon
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Stormsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

ABILITIES

Siege Weapon: This weapon does not suffer any penalties for firing at obscured targets.

FACTION KEYWORDS: Imperium, Astra Militarum, Death Korps of Krieg
KEYWORDS: Super-heavy, Vehicle, Titanic, Stormsword