DEATH KORPS WATCHMASTER

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Plasma pistol (standard)	4	4+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	4+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Relic laspistol	4	3+	2/4	Range 8", Lethal 5+
Bayonet	4	3+	2/3	-
Chainsword	4	3+	4/5	-
Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

DEATH KORPS WATCHMASTER

APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

Adaptive Orders: If this operative doesn't issue a **GUARDSMAN ORDER** as a **STRATEGIC GAMBIT**, you can use the Inspirational Leadership firefight ploy for 0CP during this operative's activation.

DEATH KORPS BRUISER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Lasgun	4	4+	2/3	-
	Trench club	4	3+	3/3	Shock

Bruiser: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

DEATH KORPS CONFIDANT

	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	4+	3/4	Range 8"
	Boltgun	4	4+	3/4	-
	Lasgun	4	4+	2/3	-
	Relic laspistol	4	4+	2/4	Range 8", Lethal 5+
	Bayonet	3	4+	2/3	-
	Chainsword	4	4+	4/5	-

Second in Command: If a friendly **WATCHMASTER** operative is incapacitated and removed from the killzone, you can use this rule. If you do, until the end of the battle, this operative can issue a **GUARDSMAN ORDER** as a **STRATEGIC GAMBIT** (even though it's not a **WATCHMASTER** operative).

DEATH KORPS, IMPERIUM, ASTRA MILITARUM, CONFIDANT

DEATH KORPS CONFIDANT

APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

Directive: Whenever this operative is activated, if you haven't used the Second in Command rule during the battle, you can select one other ready friendly **DEATH KORPS** operative visible to and within 6" of it. When this operative is expended, activate that other friendly operative before your opponent activates (if that operative is a **TROOPER**, ignore its Group Activation rule).

DEATH KORPS GUNNER

	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
	Grenade launcher (frag)	4	4+	2/4	Blast 2"
	Grenade launcher (krak)	4	4+	4/5	Piercing 1
	Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
	Plasma gun (standard)	4	4+	4/6	Piercing 1
	Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
	Bayonet	3	4+	2/3	-

DEATH KORPS MEDIC

	APL	MOVE	SAVE	WOUNDS
	▼ 2	➡ 6"	🛡 5+	⚡ 7

	NAME	ATK	HIT	DMG	WR
:::	Lasgun	4	4+	2/3	-
⚔	Bayonet	3	4+	2/3	-

Medic!: The first time during each turning point that another friendly **DEATH KORPS** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

DEATH KORPS, **IMPERIUM, ASTRA MILITARUM, MEDIC**

DEATH KORPS MEDIC

APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

MEDIKIT | 1AP

▶ Select one friendly **DEATH KORPS**⊕ operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

DEATH KORPS SAPPER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	🠖 6"	🛡 5+	⬥ 7

	NAME	ATK	HIT	DMG	WR
🔴	Lasgun	4	4+	2/3	-
🔴	Remote detonator	4	2+	5/6	Heavy (Dash only), Limited 1, Piercing 1, Silent, Detonate*
🗡	Bayonet	3	4+	2/3	-

Mine Layer: This operative is carrying your Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action.

***Detonate:** Don't select a valid target. Instead, shoot against each operative within 2" of your Mine marker, unless Heavy terrain is wholly intervening between that operative and that marker. Each of those operatives cannot be in cover or obscured. Roll each sequence separately in an order of your choice. This weapon cannot be selected if your Mine marker isn't in the killzone. At the end of the action, remove your Mine marker from the killzone. In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.

DEATH KORPS, **IMPERIUM**, **ASTRA MILITARUM**, **SAPPER**

DEATH KORPS SNIPER

	APL	MOVE	SAVE	WOUNDS
	▼ 2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
🔴	Long-las (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
🔴	Long-las (mobile)	4	3+	3/4	-
🔴	Long-las (stationary)	4	2+	3/3	Devastating 3, Heavy
🔪	Bayonet	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

DEATH KORPS SPOTTER

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Mortar barrage	4	4+	3/5	Blast 2", Heavy (Dash only), Silent
Bayonet	3	4+	2/3	-

SPOT — 1AP

▶ **SUPPORT**. Select one enemy operative visible to this operative. Once during this turning point, when a friendly **DEATH KORPS** operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

DEATH KORPS, **IMPERIUM**, **ASTRA MILITARUM**, **SPOTTER**

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DEATH KORPS TROOPER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	🠒 6"	🛡 5+	◊ 7

	NAME	ATK	HIT	DMG	WR
🔫	Lasgun	4	4+	2/3	-
🗡	Bayonet	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **DEATH KORPS☠ TROOPER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

DEATH KORPS VETERAN

	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Lasgun	4	4+	2/3	-
	Bionic arm	3	4+	4/5	-

Veteran Guardsman: Whenever this operative is activated, it can receive one **GUARDSMAN ORDER**.

Bionics: Normal Dmg of 3 or more inflicts 1 less damage on this operative.

DEATH KORPS VOX-OPERATOR

	APL	MOVE	SAVE	WOUNDS
	▽ 2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Lasgun	4	4+	2/3	-
	Bayonet	3	4+	2/3	-

Relay Orders: Once per turning point, when this operative receives a **GUARDSMAN ORDER**, if it's not within control range of enemy operatives, it can relay that order. Whenever an order is relayed, all friendly **DEATH KORPS✹** operatives in the killzone receive that order, then subtract 1 from this operative's APL stat until the end of its next activation.

SIGNAL	1AP

▶ **SUPPORT.** Select one other friendly **DEATH KORPS✹** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

DEATH KORPS ZEALOT

APL	MOVE	SAVE	WOUNDS
▼ 2	🔺 6"	🛡 5+	🔺 7

	NAME	ATK	HIT	DMG	WR
🔴	Lasgun	4	4+	2/3	-
🗡	Bayonet	3	4+	2/3	-

The Emperor Protects: Whenever an operative is shooting this operative, you can re-roll any of your defence dice.

Uplifting Primer: SUPPORT. Whenever a friendly **DEATH KORPS** operative is within 3" of this operative, that friendly operative's weapons have the Severe weapon rule.