

DEATH KORPS[•] FACTION EQUIPMENT

CHRONOMETER

Krieg combat operations are performed to strict schedules. Synchronised chronometers ensure operatives adhere to the time frames laid down by command.

Once per battle **STRATEGIC GAMBIT** in the first or second turning point. Each friendly **DEATH KORPS[•]** operative wholly within your territory can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move closer to an opponent's drop zone or killzone edge.

You cannot use this **STRATEGIC GAMBIT** and the Regroup strategy ploy during the same turning point.

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COMM-BEADS

Vox-casters and receivers allow Death Korps soldiers to remain in contact even as they are separated in the confusion of battle.

Whenever a friendly **DEATH KORPS[®] WATCHMASTER** or friendly **DEATH KORPS[®] CONFIDANT** operative issues a **GUARDSMAN ORDER**, you can use this rule. If you do, instead of each friendly **DEATH KORPS[®]** operative within 6" of it receiving that order, you can select one friendly **DEATH KORPS[®]** operative to receive that order.

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HAND AXES

Issued primarily as tools rather than weapons, these sharp-bladed axes can be utilised in melee should close confines prevent the use of bayonets.

Friendly DEATH KORPS[©] operatives have the following melee weapon:

NAME	ATK	HIT	DMG
Hand axe	3	4+	3/4

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GAS BOMBARDMENT

Calling for artillery support, the Death Korps request a chemical barrage, knowing full well that even enviro-sealed uniforms will not protect them from the poisonous fumes.

Once per battle **STRATEGIC GAMBIT**. Place your Gas marker in the killzone; it cannot be placed underneath Vantage terrain. Whenever an operative is within 3" of that marker, subtract 1 from its APL stat. In the Ready step of the next Strategy phase, remove that marker. Note that an operative's APL stat is only changed while it's within 3" of that marker. If it moves more than 3" from that marker, its APL stat is no longer changed by this rule.