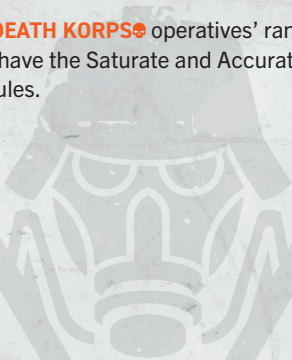


DEATH KORPS STRATEGY PLOY

SIEGE WARFARE

Death Korps infantry are at home in the dreadful grind of siege warfare, repelling their foes with overlapping fields of withering fire.

Friendly **DEATH KORPS**  operatives' ranged weapons have the Saturate and Accurate 1 weapon rules.



DEATH KORPS💀

STRATEGY PLOY

TAKE COVER

Used to fighting in the close confines of trenches and tunnels, Krieg soldiers make excellent use of whatever meagre cover they can find.

Whenever an operative is shooting a friendly **DEATH KORPS**💀 operative, if you can retain any cover saves, improve that friendly operative's Save stat by 1.



DEATH KORPS💀

STRATEGY PLOY

CLEAR THE LINE

Should the enemy break through, the soldiers of Krieg are disciplined enough to retain their composure and repel the foe.

Friendly **DEATH KORPS💀** operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly **DEATH KORPS💀** operative is fighting wholly within your territory, or whenever it's retaliating, its melee weapons also have the Severe weapon rule.

DEATH KORPS💀

STRATEGY PLOY

REGROUP

Even in the confusion of combat, the Death Korps of Krieg retain their focus, returning to formation as they destroy the enemy with accurate las fire.

SUPPORT. Select one friendly **DEATH KORPS💀** operative that's more than 3" from enemy operatives. Each other friendly **DEATH KORPS💀** operative within 5" of that operative and not within control range of enemy operatives can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move closer to that operative. Note that a Comms Device from universal equipment only affects the second distance of this rule.

You cannot use this ploy and the Chronometer faction equipment **STRATEGIC GAMBIT** during the same turning point.