

# DEATH KORPS<sup>SKULL</sup> 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<sup>SKULL</sup>** operatives' ranged weapons have the Saturate and Accurate 1 weapon rules.



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## 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.

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

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## **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.