

DEATH KORPS

STRATEGY PLOYS

SIEGE WARFARE

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

TAKE COVER

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.

CLEAR THE LINE

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.

REGROUP

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** in the same turning point.

FIREFIGHT PLOYS

INSPIRATIONAL LEADERSHIP

SUPPORT. Use this firefight ploy during a friendly **DEATH KORPS WATCHMASTER** or **DEATH KORPS CONFIDANT** operative's activation, before or after it performs an action. It issues a **GUARDSMAN ORDER**.

COMBINED ARMS

Use this firefight ploy after rolling your attack dice for a friendly **DEATH KORPS** operative, if it's shooting an enemy operative that's been shot by another friendly **DEATH KORPS** operative during this turning point. You can re-roll any of your attack dice.

IN LIFE, SHAME

Use this firefight ploy when a friendly **DEATH KORPS** operative is activated and given an Engage order. It receives every **GUARDSMAN ORDER**. This takes precedence over the normal rule that operatives cannot benefit from more than one **GUARDSMAN ORDER** at once.

IN DEATH, ATONEMENT

Use this firefight ploy when a ready friendly **DEATH KORPS** operative is incapacitated, if it isn't within control range of enemy operatives. Before it's removed from the killzone, it can immediately perform one free action. Note that that friendly operative is injured for the duration of that action.

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **DEATH KORPS WATCHMASTER** operative with the following:

- Boltgun; bayonet

Or one option from each of the following:

- Bolt pistol, plasma pistol or relic laspistol
- Chainsword or power weapon

4 **TROOPER** operatives*

9 **DEATH KORPS** operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** equipped with one of the following options:
 - Boltgun or lasgun; bayonet.
 - Bolt pistol or laspistol; chainsword.
- **GUNNER** equipped with bayonet and flamer
- **GUNNER** equipped with bayonet and grenade launcher
- **GUNNER** equipped with bayonet and meltagun
- **GUNNER** equipped with bayonet and plasma gun
- **MEDIC**
- **SAPPER**
- **SNIPER**
- **SPOTTER**
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALEOT**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

*Up to four times, instead of taking one of these **TROOPER** operatives, you can select one **DEATH KORPS** ploy to cost you 0CP for the battle.

FACTION RULES

GUARDSMEN ORDERS

STRATEGIC GAMBIT and **SUPPORT.** A friendly **DEATH KORPS WATCHMASTER** operative can issue a **GUARDSMAN ORDER**. Whenever it does, select one **GUARDSMAN ORDER** for all friendly **DEATH KORPS** operatives within 6" of it to receive.

Whenever a friendly operative receives a **GUARDSMAN ORDER**, apply its rules until the end of the turning point. Operatives cannot benefit from more than one **GUARDSMAN ORDER** at once; they only benefit from the most recent order they received during the turning point.

TAKE AIM!

Ranged weapons of operatives that received this order (excluding mortar barrage and remote detonator) have the Ceaseless weapon rule.

FIX BAYONETS!

Melee weapons of operatives that received this order have the Ceaseless weapon rule.

DIG IN!

Whenever an operative is shooting a friendly operative that's received this order, if you can retain any cover saves, you can re-roll any of your defence dice results of one result (e.g. results of 2).

MOVE! MOVE! MOVE!

Whenever an operative that's received this order is performing the **Reposition** action, add 1" to its Move stat.

FACTION EQUIPMENT

CHRONOMETER

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.

COMM-BEADS

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.

HAND AXES

Friendly **DEATH KORPS** operatives have the following melee weapon:

	A	HT	D	WR
X Hand axe	3	4+	3/4	-

GAS BOMBARDMENT

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.

OPERATIVES

WATCHMASTER	APL	2	MV	6"	SV	5+	W	8
	A	HT	D	WR				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
⊕ Boltgun	4	3+	3/4	-				
⊕ Plasma pistol								
- Standard	4	4+	3/5	Rng 8", Piercing 1				
- Supercharge	4	4+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1				
⊕ Relic laspistol	4	3+	2/4	Rng 8", Lethal 5+				
X Bayonet	4	3+	2/3	-				
X Chainsword	4	3+	4/5	-				
X Power weapon	4	3+	4/6	Lethal 5+				

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 2	MV 6"	SV 5+	W 7
A HT D 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.

CONFIDANT	APL 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Bolt pistol	4	4+	3/4	Rng 8"
⊕ Boltgun	4	4+	3/4	-
⊕ Lasgun	4	4+	2/3	-
⊕ Relic laspistol	4	4+	2/3	Rng 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).

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).

GUNNER	APL 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade launcher				
- Frag	4	4+	2/4	Blast 2"
- Krak	4	4+	4/5	Piercing 1
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	4+	4/6	Piercing 1
- Supercharge	4	4+	5/6	Hot, Lethal 5+, Piercing 1
✕ Bayonet	3	4+	2/3	-

MEDIC	APL 2	MV 6"	SV 5+	W 7
A HT D 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.

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.

SAPPER	APL 2	MV 6"	SV 5+	W 7
A HT D 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	-

***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.

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.

SNIPER	APL 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Long-las				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- 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.

SPOTTER	APL 2	MV 6"	SV 5+	W 7
A HT D 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.
- Cannot perform this action while within control range of an enemy operative.

VETERAN	APL 2	MV 6"	SV 5+	W 7
A HT D 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.

VOX-OPERATOR	APL 2	MV 6"	SV 5+	W 7
A HT D 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.

ZEALOT	APL 2	MV 6"	SV 5+	W 7
A HT D 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.

TROOPER	APL 2	MV 6"	SV 5+	W 7
A HT D 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).