

DEATH KORPS OF KRIEG IMPERIAL GUARD COMPANIES

FORMATION	UNITS	POINTS COST
0-1 Regimental HQ	One Imperial Guard Death Korps Supreme Commander unit and nineteen Imperial Guard Death Korps Infantry units	400
Death Rider Company	Twelve Imperial Guard Death Riders units	325
Infantry Company	One Imperial Guard Death Korps Commander unit and nineteen Imperial Guard Death Korps Infantry units	300

DEATH KORPS OF KRIEG IMPERIAL GUARD SUPPORT FORMATIONS

(Up to two for each Death Korps of Krieg Imperial Guard Company taken)

FORMATION	UNITS	POINTS COST
Artillery Battery	Three Imperial Guard Earthshaker Platforms, plus three gun emplacements <u>or</u> three Imperial Guard Tractors	200
Bombard Battery	Three Imperial Guard Bombards	250
Death Rider Scout Platoon	Six Imperial Guard Death Riders units (all units in the formation gain the <i>Scout</i> ability)	175
0-1 Deathstrike Battery	Two Imperial Guard Deathstrike Missile Launchers	200
Flak Battery	Three Imperial Guard Heavy AA Guns, plus three gun emplacements <u>or</u> three Imperial Guard Tractors	150
Grenadier Platoon	Eight Imperial Guard Grenadier units May be upgraded to have one Imperial Guard Gorgon <u>or</u> eight Imperial Guard Tractors	200 +75
Heavy Tank Platoon	Three Imperial Guard Macharius Heavy Tanks	325
Medusa Battery	Three Imperial Guard Medusa Platforms, plus three gun emplacements <u>or</u> three Imperial Guard Tractors	125
Super Heavy Tank Platoon	One Imperial Guard Super Heavy Tank chosen from the following list: Baneblade, Shadowsword, Stormsword	200
Support Battery	Four Imperial Guard Light Artillery, plus four gun emplacements <u>or</u> four Imperial Guard Tractors	150
Tank Platoon	Six Imperial Guard Leman Russ Battle Tanks <u>or</u> six Imperial Guard Leman Russ Demolisher Tanks	400

DEATH KORPS OF KRIEG IMPERIAL GUARD COMPANY UPGRADES

(Up to three may be added to each Death Korps of Krieg Imperial Guard Company)

UPGRADE	UNITS	POINTS COST
Fire Support Platoon	Four Imperial Guard Fire Support units	100
Gorgon Transports	Two Imperial Guard Gorgons (may not be added to a Death Rider Company)	175
Heavy Tank	One Imperial Guard Macharius Heavy Tank	100
Hellhound Squadron	Three Imperial Guard Hellhounds	100
Infantry Platoon	Ten Imperial Guard Death Korps Infantry units <u>or</u> Ten Imperial Guard Death Korps Infantry units and one Imperial Guard Gorgon	150 225
Tank Squadron	Three Imperial Guard Leman Russ Battle Tanks or three Imperial Guard Leman Russ Demolisher Tanks	175

FORTIFIED POSITIONS

FORMATION	POINTS COST
Up to 100cm of trenches and three bunkers	100

IMPERIAL NAVY

FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

TITAN LEGION BATTLEGROUPS

FORMATION	POINTS COST
One Warlord Class Battle Titan	850
One Reaver Class Battle Titan	650
Formation of two Warhound Class Scout Titans	500

USING THE ARMY LIST

- Each allowed Death Korps of Krieg Imperial Guard upgrade can be taken once per Company.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy and Titan formations.
- A maximum of one set of fortified positions may be taken for each Regimental HQ or Infantry Company included in the army.

CODEX IMPERIAL GUARD – DEATH KORPS OF KRIEG

Name	Type	Speed	Armour	Strategy Rating: 2			Weapons	Initiative: 2+		Notes
				C	F	Range		Firepower		
Imperial Guard Death Korps Supreme Commander	Inf	15cm	5+	4+	5+	Lasguns Twin Heavy Stubbers Power Weapon	(15cm) 30cm Base Contact	Small Arms AP5+ Assault Wpn, MW, +1A	Supreme Commander	
Imperial Guard Death Korps Commander	Inf	15cm	6+	4+	5+	Lasguns Twin Heavy Stubbers Chainswords	(15cm) 30cm Base Contact	Small Arms AP5+ Assault Wpn	Commander	
Imperial Guard Commissar	Ch	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Fearless, Inspiring, Leader	
Imperial Guard Death Korps Infantry	Inf	15cm	-	5+	5+	Lasguns	(15cm)	Small Arms		
Imperial Guard Grenadiers	Inf	15cm	5+	5+	4+	Heavy Flamer <u>and</u> Hellguns	15cm (15cm) (15cm)	AP4+, Ignore Cover Small Arms, Ignore Cover Small Arms		
Imperial Guard Death Riders	Inf	20cm	5+	4+	6+	Laspistols Power Lances Chainswords	(15cm) Base Contact Base Contact	Small Arms Assault Wpn, First Strike, +1A Assault Wpn	Infiltrators, Mounted	
Imperial Guard Fire Support	Inf	15cm	-	6+	4+	2 × Autocannons	45cm	AP5+/AT6+		
Imperial Guard Light Artillery	Inf	10cm	-	-	5+	Light Artillery Gun	45cm	AP4+/AT6+, Indirect Fire	Light Artillery may use the Indirect Fire rules normally only allowed to units that can fire barrages.	
Imperial Guard Earthshaker Platform	LV	0cm	-	-	6+	Earthshaker	120cm	AP4+/AT4+ <u>or</u> 1BP, Indirect Fire	May only use the indirect fire ability when firing a barrage.	
Imperial Guard Medusa Platform	LV	0cm	-	-	6+	Medusa Siege Gun	45cm	MW4+, Ignore Cover		
Imperial Guard Heavy AA Gun	LV	0cm	-	-	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+		
Imperial Guard Tractor	LV	20cm (30cm)	6+	-	6+	Heavy Stubber	30cm	AP6+	Transport (one: Grenadier, Heavy AA Gun, Earthshaker Platform, Howitzer, Light Artillery, Medusa Platform, Rapier). Speed increases to 30cm when added to a Grenadier Platoon.	
Imperial Guard Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Indirect Fire, Slow Firing AP5+		
Imperial Guard Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, TK (D6), Indirect Fire, One Shot AP5+		
Imperial Guard Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+		
Imperial Guard Lemman Russ Battle Tank	AV	20cm	4+	6+	4+	Battle Cannon 2 × Heavy Bolter Lascannon	75cm 30cm 45cm	AP4+/AT4+ AP5+ AT5+	Reinforced Armour	
Imperial Guard Lemman Russ Demolisher Tank	AV	20cm	4+	6+	3+	Demolisher Cannon 2 × Plasma cannon Lascannon	30cm 30cm 45cm	AP3+/AT4+, Ignore Cover AP4+/AT4+, Slow fire AT5+	Reinforced Armour	
Imperial Guard Gorgon	WE	20cm	4+	6+	6+	Gorgon Mortars 2 × Twin Heavy Stubbers	30cm 30cm	2BP, Indirect Fire, One Shot, Fwd Arc AP5+	Reinforced Armour, Walker Transport (up to ten: Death Korps Supreme Commander, Death Korps Commander, Death Korps Infantry, Fire Support, Grenadiers). Dam Cap: 3, Crit: May not move, D3 units hit, further crit destroyed.	
Imperial Guard Macharius	WE	15cm	4+	6+	4+	2 × Battle Cannon 2 × Heavy Bolter Twin Heavy Stubbers	75cm 30cm 30cm	AP4+/AT4+ AP5+ AP5+, FF Arc	Reinforced Armour Dam Cap: 2, Crit: Destroyed.	
Imperial Guard Baneblade	WE	15cm	4+	6+	4+	Bane Battle Cannon Autocannon Demolisher Cannon Twin Heavy Bolters 2 × Twin Heavy Bolters 2 × Lascannons	75cm 45cm 30cm 30cm 30cm 45cm	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Ignore Cover, FF Arc AP4+, FF Arc AP4+ AT5+	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.	
Imperial Guard Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 × Heavy Bolter	90cm 30cm	MW2+, TK (D3), FF Arc AP5+	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.	
Imperial Guard Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2 × Twin Heavy Bolters 2 × Heavy Flamer <u>and</u>	45cm 30cm 30cm 15cm (15cm)	3BP, Disrupt, Ignore Cover, FF Arc AP5+, FF Arc AP4+ AP4+, Ignore Cover Small Arms, Ignore Cover	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.	

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CODEX IMPERIAL GUARD – DEATH KORPS OF KRIEG

Strategy Rating: 2

Initiative: Titans 1+ Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	
Warhound Scout Titan	WE	30cm	5+	4+	4+	Vulcan Mega Bolter Plasma Blastgun	45cm 45cm	4 × AP3+/AT5+, Fwd Arc 2 × MW2+, Slow Firing, Fwd Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 3, Void: 2, Crit: Stagger D6cm in random direction and take 1 Dam.
Reaver Titan	WE	20cm	4+	3+	3+	2 × Turbo Laser Destroyers Rocket Launcher	60cm 60cm	4 × AP5+/AT3+, Fwd Arc 3BP, FF Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 6, Void: 4, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+, 2-3 Take point of Damage, 4-6 Repaired)
Warlord Titan	WE	15cm	4++	2+	3+	2 × Turbo Laser Destroyers Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 × AP5+/AT3+, FF Arc 4 × AP4+/AT4+, Fwd Arc MW2+, TK (D3), Fwd Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 8, Void: 6, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 4+, 2-3 Take point of Damage, 4-6 Repaired)

Death Korps of Krieg Special Rules

Death Korps Commissars

An Imperial Guard army may include up to one Commissar Character for each full five hundred points. The Commissar characters are a free upgrade; however they must be appropriately modelled to be included in the army. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess are lost.

Commissars may only be attached to core units in a formation and not upgrade units, they may also not be attached to Titan or Imperial Navy units.

A Siege Imperial Guard army is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry Company included in the army.

Fortified Positions

These fortified positions must be set up after objectives, but before spacecraft and garrisons are deployed. The fortified positions may be set up anywhere a vehicle may deploy in the Imperial Guard armies **half of the table**. You may split up a set of fortified positions as desired, as long as the rules for formation coherency are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. These fortified positions count as having a move of zero. Fortified positions may not be transported.

Some formations in the army may come with a set of fortified positions; in this case the fortifications are set up at the same time as the formation they belong to and must be deployed within coherency. However once deployment is over these fortifications are terrain and are no longer a part of the formation.

Once fortified positions are set up they may be used by any unit, not just the units they were purchased for. They may also be captured and used by enemy units.

Imperial Guard Fortified Positions			
Terrain	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

Notes: Bunkers are Fortifications (see the EPIC Armageddon Rulebook 1.8.4). Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see the EPIC Armageddon Rulebook 1.8.3). Each gun emplacement can hold one unit and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.

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