

DEATH KORPS

FACTION RULE

GUARDSMEN ORDERS

The soldiers of the Death Korps of Krieg are unquestioningly loyal to their officers, following barked orders with a speed and efficiency that is the envy of many other regiments.

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.

GUARDSMEN ORDERS OPTIONS ARE PRESENTED ON THEIR OWN CARDS

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Take Aim!



Outfitted and trained for attritional infantry combat, the soldiers of Krieg have undertaken endless hours of lasgun drills.

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

Fix Bayonets!



The kind of warfare undertaken by the Death Korps of Krieg requires their troopers to be well versed in close-quarters fighting and trench clearance.

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

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Dig In!



Obstinate to the last, the soldiers of Krieg establish defensive positions and hold them with grim determination.

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!



Responding to a barked order from their Watchmaster, the soldiers of Krieg pick up the pace and hustle towards their next objective.

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

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MARKER/TOKEN GUIDE



Remote
Detonator
token



Spot token



Medic token



Bruiser token



Take Aim token



Fix Bayonets
token



Move Move
Move token



Dig In token



Mine marker



Gas marker