



DEATH KORPS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

NOVEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

SAPPER OPERATIVE, DETONATE WEAPON RULE

Additional text added to end of paragraph:

'In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.'

PREVIOUS ERRATAS

MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'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 **then** 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.**'

FIREFIGHT PLOYS, IN DEATH, ATONEMENT

Final sentence changed to read:

'Note that friendly operative is injured for the duration of that action.'

FACTION RULES, GUARDSMEN ORDERS

Relevant orders changed to read:

'**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).**'

STRATEGY PLOYS, SIEGE WARFARE

Changed to read:

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

STRATEGY PLOYS, CLEAR THE LINE

Changed to read:

'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 OPERATIVES

Grim, fatalistic and utterly uncompromising, the Death Korps of Krieg are famed for their endurance and ability to do battle in the most horrific conditions. Death Korps kill teams are made up of veteran specialists who have seen more fighting than many Astra Militarum soldiers will experience in their entire lifetime.

DEATH KORPS TROOPER

2

These Troopers have a great deal of combat experience, gained over harsh fighting for months or even years. Armed with lasguns and bayonets, they have faced down terrible danger time and time again.

DEATH KORPS WATCHMASTER

Watchmasters command squads of Death Korps in battle. Calm under pressure and unphased by the horrors of war, they are solid combat leaders who will fight tooth and nail to achieve victory as well as see their comrades survive to fight another day.

DEATH KORPS SNIPER

Expert marksmen, their skills honed in the harsh conditions of numerous battlefields, Death Korps Snipers are sharpshooters who specialise in cutting down key enemy troops at extreme ranges – all unseen by the foe.

DEATH KORPS GUNNER

With experience and skills in wielding a whole host of specialist weapons, Death Korps Gunners are called whether a Watchmaster needs a xenos nest burned to nothing, a bunker reduced to melted sludge or to bring down heavy enemy infantry that lasguns are insufficient for.

DEATH KORPS CONFIDANT

Even the best Watchmasters need to call on solid tactical advice – and their Confidants are experts. Experienced troops and capable leaders themselves, they can be trusted to carry out the Watchmaster's orders in the field as well as contribute to the formulation of a solid battle plan.

DEATH KORPS SAPPER

Whether blowing up ammo dumps or cracking open defences, many kill teams need explosives experts. Death Korps Sappers are such troops. Naturally daring, they often have to put themselves in harm's way to plant their remote mines at the optimum point to blow their target into smithereens.

DEATH KORPS ZEALOT

Death Korps Zealots are deeply spiritual warriors, often claiming their survival through the horrifying battlefields they've experienced is only thanks to the direct intervention of the Emperor himself.

DEATH KORPS MEDIC

The efforts of the Medic is all that stands between life and miserable death for the troops of his squad. Equipped with little more than basic medical equipment, they strive to keep their comrades alive in the most hazardous conditions.





DEATH KORPS VOX-OPERATOR

Vox-operators are consummate professionals, accompanying their leaders wherever required whilst carrying heavy equipment, all to receive and transmit communications that are vital for their comrades and superiors to understand the inevitable confusion of battle.

DEATH KORPS BRUISER

For some, war and fighting just agrees with them. Bruisers are such people. They look the galaxy's endless malevolent threats in the eye with a trench club in their hand, ready to bludgeon anything and everything to death.

DEATH KORPS VETERAN

Death Korps Veterans are resilient above and beyond even their peers. These troops are steel in body as well as in mind, with bionics in the place of body parts lost in battle. Despite the horrific wounds they have suffered, they fight on still, unbowed.

DEATH KORPS SPOTTER

To direct battle-winning heavy fire, forward observers form a part of kill teams. Spotters possess great focus, accurately guiding salvos of mortar fire from safe lines even when under immense pressure. With this they can stymie enemy attacks or pin them down in their defences.

'THE ENTIRE 232ND INFANTRY WAS WIPED OUT ON THE TEARFLESH MASSIF YESTERDAY. A GOOD DEATH, THEY WERE DOWN TO THE LAST POWER PACK AND THROWN ROCK. THE STENCH OF ROTTING ORK DEAD COULD BE SMELLED FIFTY MILES AWAY. I BREATHED DEEP OF IT. IT IS THE SMELL OF VICTORY AND REPENTANCE. I CAN ONLY PRAY MY END IS AS GLORIOUS.'

- Colonel Thraust Von Tounos,
675th Death Korps Infantry

DEATH KORPS KILL TEAM

4

DEATH KORPS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **DEATH KORPS** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

➤ 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 | • GUNNER with bayonet |
| • CONFIDANT with one of the following options: | • and plasma gun |
| ◦ Boltgun or lasgun; bayonet | • MEDIC |
| ◦ Bolt pistol or relic laspistol; chainsword | • SAPPER |
| • GUNNER with bayonet and flamer | • SNIPER |
| • GUNNER with bayonet and grenade launcher | • SPOTTER |
| • GUNNER with bayonet and meltagun | • TROOPER |
| | • VETERAN |
| | • VOX-OPERATOR |
| | • ZEALOT |

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

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

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

WATCHMASTER

Plasma pistol

Power weapon



BRUISER

Lasgun

Trench club



CONFIDANT

Bolt pistol

Chainsword



MEDIC

Lasgun



SAPPER

Remote detonator

Lasgun



SNIPER

Long-las



SPOTTER

Lasgun



GUNNER

Meltagun



Flamer



Grenade launcher



Plasma gun



VETERAN

Bionic arm

Lasgun



VOX-OPERATOR

Lasgun



ZEALOT

Lasgun



TROOPER

Lasgun

