

FORGE WORLD UPDATE FOR SIXTH EDITION WARHAMMER 40,000

Presented here is a brief set of conversion guidelines intended to allow you to use Death Korps of Krieg Siege Regiment armies in games of sixth edition *Warhammer 40,000*.

Forge World is currently preparing FAQs to provide completely updated rules for all of the Imperial Armour and Imperial Armour Apocalypse books released prior to the arrival of the sixth edition of *Warhammer 40,000*. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call '0115 900 4995' within the UK, '011 44 115 900 4995' from the US and Canada or '00 44 115 900 4995' from much of Europe.

Thanks

The Forge World Team

THE DEATH KORPS OF KRIEG SIEGE REGIMENT ARMY LIST UPDATE

The following is intended to update the Death Korps of Krieg Siege Regiment army list found in *Imperial Armour Volume 5: The Siege of Vraks - Part One*, for use in games using the sixth edition *Warhammer 40,000* rules. As with the original Death Korps of Krieg Siege Regiment army list, this update has been designed to be used in conjunction with *Codex: Imperial Guard*, and references several rules and items of wargear which can be found in that Codex. In some cases, entire entries from *Codex: Imperial Guard* are used as part of this army, and unless that entry has been substantially altered or added to, it has not been repeated here for the sake of brevity.



DEATH KORPS OF KRIEG SIEGE REGIMENT SPECIAL RULES

Death Korps

The Death Korps of Krieg are infamously resolute and grimly determined soldiers, able to fight on where others would flee or break down in terror. They are hardened by the bleak conditions on their birth world, fortified by iron faith in the Emperor and subjected to a brutal regime of indoctrination and military training from birth.

As well as having a higher Weapon Skill than a common Imperial Guardsman (this has already been included in their profiles), units with this special rule are immune to Fear and do not take Morale checks for suffering 25% shooting casualties.

Iron Discipline (Death Korps Officers only)

Death Korps officers have no fear of death and will gladly lay down their lives in the name of the Emperor, and will demand and expect nothing less from those they command.

Any unit with the Death Korps special rule that is falling back but has at least one model within 6" of a Krieg officer (of any rank) may attempt to regroup normally, regardless of whether or not it has been reduced to 25% of its starting number.

DEATH KORPS OF KRIEG SIEGE REGIMENT WARGEAR

For the sake of convenience, many special rules and examples of specific and unique wargear for the Death Korps Siege Regiment have been provided here in their entirety and a Weapons Summary page has been added at the end of this section for ease of play. In cases where the details of particular special rules, items of wargear and equipment are not found here, you should refer instead to the *Warhammer 40,000* rulebook, *Codex: Imperial Guard* and their most up to date FAQs.

Acid Gas Bombs

These canister bombs unleash billowing clouds of acidic gas, capable of killing defenders within their protected bunkers and redoubts. Acid gas bombs are counted as unusual grenades (see page 61 of the *Warhammer 40,000* rulebook).

Shooting: When a unit equipped with acid gas bombs makes a shooting attack, one model can choose to throw an acid gas bomb rather than using another ranged weapon.

	Range	Str	AP	Type
Acid gas bomb	8"	X	6	Assault 1, Blast (3"), Poison (4+), Ignores Cover

Death Rider Hunting Lance

The Death Riders of Krieg carry reinforced lances fitted with explosive warheads. They are close combat weapons with the following profile:

	Range	Str	AP	Type
Hunting lance	-	+2	3	Melee, First Charge, Specialist Weapon

First Charge: Rough Riders use their hunting lances the first time they successfully charge into close combat, after which they cannot be used again. In addition to the profile above, a model armed with a hunting lance fights at Initiative step 5 in the phase they use it.

Mole Launcher

An unusual weapon to say the least, the mole launcher, as its name implies, launches a guided explosive shell that burrows through the ground to reach its target, rather than projecting it through the air. Somewhat arcane devices whose ammunition is difficult to manufacture, mole launchers have a considerable advantage against conventional barrage weapons in that they can be used successfully in confined and built-up areas, and even in the confines of a hive spire or starship if it is large enough. As mole launchers detonate their shells under their targets, they can also be particularly effective against vehicles and buildings.

The man-portable mole launcher carried by some Death Korps combat engineer teams is one of the smallest and most portable of these weapons in service. Far larger weapons of this type exist, but their use is largely confined to highly specialised units such as the Ordo Reductor of the Adeptus Mechanicus.

	Range	Str	AP	Type
Mole launcher	8"-24"	5	5	Heavy 1, Blast (3"), Strikedown, Subterranean Barrage

Subterranean Barrage: Weapons that have this type operate using the standard Barrage rules found on page 34 of the *Warhammer 40,000* rulebook, however, they may only ever fire indirectly. Against targets with an Armour Value, the lowest listed Armour Value is always hit, regardless of the direction of fire—this represents the mole launcher shell exploding upwards from the ground. Weapons with this special rule may be used to fire indirectly in games of *Zone Mortalis*, contrary to the usual rule.

Co-axial Weapon

A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it first if it is within range. If the co-axial weapon hits the target, then the other weapon may re-roll its To Hit roll if it misses.

Mine Plough

A vehicle equipped with a mine plough rolls 2D6 when making a Dangerous Terrain test instead of just one dice. The test is only failed if the result of both rolls is 1s. In addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit takes D3+1 S2 AP- hits.

In special missions where land mines and similar booby traps are used, the mine plough grants a 4+ invulnerable save against such special attacks and clears minefields it passes through on a 5+.

Armoured Track Guards

A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table (note that Hull Point damage from such an attack is still inflicted, but the Immobilised result is ignored).

Bomb Cluster

A weapons system with the Bomb Cluster type may drop as many bombs as its controlling player wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and additional bombs dropped after that scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the *Warhammer 40,000* rulebook).

Flare or Chaff Launchers

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Armoured Cockpit

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Infra-red Targeting

A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Illum Flares

A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see page 81 of the *Warhammer 40,000* rulebook), a marker being placed where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Distinctive Paint Scheme or Markings

These are a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

For the following items of wargear, see *Codex: Imperial Guard*/the weapons summary at the end of this document:

- | | | |
|---------------------------|-----------------------------|-----------------------------|
| • Laspistol | • Missile launcher | • Basilisk cannon |
| • Lasgun | • Hot-shot laspistol | • Medusa siege gun |
| • Lascannon | • Hot-shot lasgun | • Bastion breacher shells |
| • Heavy laser destroyer | • Plasma pistol | • Colossus bombard |
| • Autocannon | • Plasma gun | • Nova cannon |
| • Assault cannon | • Heavy plasma gun | • Carapace armour |
| • Punisher cannon | • Executioner plasma cannon | • Flak armour |
| • Exterminator autocannon | • Meltagun | • Power armour |
| • Hydra autocannon | • Multi-melta | • Medi-pack |
| • Bolt pistol | • Melta cannon | • Refractor field |
| • Boltgun | • Chem cannon | • Vox-caster |
| • Storm bolter | • Chainsword | • Servo-arm |
| • Heavy bolter | • Eviscerator | • Searchlight |
| • Avenger bolt cannon | • Power sword | • Smoke launchers |
| • Grenade launcher | • Power axe | • Extra armour |
| • Mortar | • Power fist | • Enclosed crew compartment |
| • Heavy mortar | • Demolition charge | • Dozer blade |
| • Quad launcher | • Frag grenades | • Hunter-killer missile |
| • Missile launcher | • Krak grenades | • Regimental standard |
| • Flamer | • Melta bombs | • Platoon standard |
| • Heavy flamer | • Battle cannon | |
| • Inferno cannon | • Vanquisher battle cannon | |
| • Shotgun | • Demolisher cannon | |

DEATH KORPS OF KRIEG SIEGE REGIMENT WARLORD TRAITS

Warlord Traits

When generating their Warlord traits, a Death Korps Siege Regiment Warlord may roll on any of the Warlord Traits tables in the *Warhammer 40,000* rulebook.

HQ

DEATH KORPS COMPANY COMMAND SQUAD 100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	5	4	3	3	3	3	3	9	4+
Veteran Guardsman	4	4	3	3	1	3	1	7	5+
Veteran Weapons Team	4	4	3	3	2	3	2	7	5+
Astropath	3	4	3	3	1	3	1	7	5+
Master of Ordnance	3	4	3	3	1	3	1	7	5+
Officer of the Fleet	3	4	3	3	1	3	1	7	5+
Bodyguard	4	4	3	3	1	3	2	7	5+

Unit Type

- Company Commander, Astropath, Master of Ordnance, Officer of the Fleet, Bodyguard: Infantry (Character)
- Veteran Guardsman, Veteran Weapons Team: Infantry

Unit Composition

- 1 Company Commander
- 4 Veteran Guardsmen

Wargear

(Company Commander)

- Carapace armour
- Laspistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor field

Wargear (Veterans)

- Flak armour
- Lasgun (one Veteran carries a regimental standard and laspistol instead)
- Close combat weapon
- Frag grenades
- Krak grenades
- Wargear (Astropath)
- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades

Wargear (Master of Ordnance)

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades

Wargear (Officer of the Fleet)

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades

Wargear (Bodyguard)

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades

Special Rules

- Senior Officer (Company Commander only)
- Death Korps
- Iron Discipline
- Telepathic Relay (Astropath only)
- Artillery Bombardment (Master of Ordnance only)
- Intercept Reserves (Officer of the Fleet only)
- Look out - Arghh! (Bodyguard only)

Dedicated Transport

- If the Company Command squad numbers five models it may take a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- The unit may be joined by:
 - Astropath+30 points
 - Master of Ordnance+30 points
 - Officer of the Fleet+30 points
 - Up to two Bodyguards..... +15 points per model
- The unit's Veterans and Veteran Weapons Team may be upgraded to wear:
 - Carapace armour..... +10 points for the entire squad
- One Veteran, other than the Regimental Standard Bearer, may carry a:
 - Vox-caster+5 points
- Up to two other Veterans may replace their lasgun with:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Plasma gun.....+15 points
- Two Veteran Guardsmen may be replaced with a Veteran Weapons Team armed with one of the following:
 - Heavy bolter+10 points
 - Autocannon+10 points
 - Twin-linked heavy stubbers+15 points
- The Company Commander may exchange his laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power fist+15 points
- The Company Commander may take:
 - Melta bombs+5 points

HQ

COMMISSAR-GENERAL 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar-general	5	5	3	3	3	3	3	10	5+

Unit Type

- Commissar-general: Infantry (Character)

Unit Composition

- 1 Commissar-general

Wargear

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor field

Special Rules

- Independent Character
- Stubborn
- Summary Execution
- Aura of Discipline

Dedicated Transport

- A Commissar-general may select a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for points cost).

Options

- The Commissar-general may exchange his bolt pistol and/or close combat weapon for:
 - Boltgun Free
 - Power sword +10 points each
 - Plasma pistol +10 points each
 - Power fist +15 points each
- The Commissar-general may take any of the following:
 - Carapace armour +10 points
 - Camo cloak +10 points
 - Melta bombs +5 points

HQ

DEATH KORPS QUARtermaster CADRE 75 points

	WS	BS	S	T	W	I	A	Ld	Sv
Quartermaster Revenant	4	4	3	3	2	3	2	9	4+
Medicae-servitor	3	3	3	3	1	3	1	8	4+

Unit Type

- Quartermaster Revenant: Infantry (Character)
- Medicae-servitors: Infantry

Unit Composition

- 1 Quartermaster Revenant
- 2 Medicae-servitors

Wargear

(Quartermaster Revenant)

- Carapace armour
- Laspistol
- Close combat weapon
- Medi-pack

Wargear (Medicae-servitors)

- Carapace armour
- Close combat weapon

Special Rules

- Death Korps
- Iron Discipline
- Vitae Mortis
- Mindlock (Medicae-servitors only)

Dedicated Transport

- A Quartermaster Cadre may take a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- The Quartermaster Cadre may be joined by:
 - Up to two additional Medicae-servitors..... +10 points each
- The Quartermaster Revenant may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Power sword+10 points
- The Quartermaster Revenant may take:
 - Melta bombs+5 points

Vitae Mortis

All friendly units with the Death Korps special rule with one or more models within 6" of the Quartermaster Cadre gain the Feel No Pain (6+) special rule. Note that if they already possess the Feel No Pain special rule, then the Vitae Mortis has no further effect.

Mindlock

The altered and fragmented mind of a Medicae-servitor requires constant instruction from the Quartermaster to function correctly. Unless led by the Quartermaster, a unit of Medicae-servitors must roll a D6 at the start of each of the controlling player's turns. If the result is a 1, 2 or 3 the unit may not move or assault that turn, though it will fight in close combat if it is already engaged.

ELITES

DEATH KORPS GRENAДИER SQUAD 60 points

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Grenadier	4	4	3	3	1	3	1	7	4+
Gren. Hvy. Weapons team	4	4	3	3	2	3	2	7	4+

Unit Type

- Watchmaster: Infantry (Character)
- Grenadiers: Infantry

Unit Composition

- 1 Watchmaster
- 4 Grenadiers

Wargear

- Carapace armour
- Hot-shot lasgun (Grenadiers)
- Hot-shot laspistol (Watchmaster)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Death Korps
- Iron Discipline

Dedicated Transport

- A Grenadier Storm Squad numbering five models may take a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- May have up to five additional Grenadiers:
 - Grenadier +12 points per model
- The Watchmaster may exchange their hot-shot laspistol and/or close combat weapon for one of the following:
 - Bolt pistol or boltgun Free
 - Plasma pistol +10 points
 - Power sword +10 points
 - Power fist +15 points
- The Watchmaster may take melta bombs +5 points
- One Grenadier may carry a vox-caster +5 points
- Up to two Grenadiers not already upgraded may carry one of the following weapons instead of their hot-shot lasgun:
 - Flamer +5 points each
 - Grenade launcher +5 points each
 - Meltagun +10 points each
 - Plasma gun +15 points each
 - Heavy stubber +10 points each
- Two other Grenadiers not already upgraded may form a Heavy Weapons Team armed with:
 - Heavy flamer +10 points

ELITES

HYDRA FLAK PLATFORM 50 points

	Armour				
	BS	Front	Side	Rear	HP
Hydra Flak Platform	3	10	10	10	2

Unit Type

- Vehicle (Immobile)

Unit Composition

- 1 Hydra Flak Platform

Wargear

- Two twin-linked Hydra autocannon
- Auto-targeting system

Special Rules

- Immobile Vehicle

Options

- The Hydra Flak Platform may take
 - Camo netting +20 points per model

Auto-targeting System

Target units cannot claim a Jink save against shots fired by the Hydra.

Immobile Vehicle

An Immobile Vehicle cannot move under any circumstances after deployment. Any special rules which force it to move will instead cause the vehicle to take a single Glancing hit. If an Immobile Vehicle sustains a Vehicle Immobilised damage result, then it loses an additional Hull Point instead.

ELITES

DEATH KORPS RAPIER

LASER DESTROYER BATTERY 45 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Combat Engineer	4	4	3	3	1	3	1	7	4+
Rapier	-	-	-	7	2	-	-	-	3+

Unit Type

- Artillery

Unit Composition

- 1-3 Rapiers, each with a single Death Korps Combat Engineer Crewman, forming a battery.

Wargear

- Laser destroyer array (Artillery)
- Carapace armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Combat shotgun (Crew)

Special Rules

- Extremely Bulky (Rapier and Crew)
- Explosive Demise
- Death Korps
- Iron Discipline

Options

- Any Rapiers in the battery may have an:
 - Additional Combat Engineer Crewman..... +8 points each

Explosive Demise

When the Rapier loses its last Wound roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1, then place a Large Blast (5") template onto the table, centred on the Rapier – all models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

ELITES

DEATH KORPS FIELD ARTILLERY BATTERY 55 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Death Korps Crew	4	3	3	3	1	3	1	7	5+
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+
Heavy Mortar	-	-	-	7	2	-	-	-	3+

Unit Type

- Artillery (Immobile)

Unit Composition

- 1-4 Heavy Quad Launchers or Heavy Mortars, each with three Death Korps Crew, together forming a battery

Special Rules

- Death Korps (Death Korps Crew)
- Iron Discipline (Death Korps Crew)
- Shell Shock (Heavy quad launcher only)

Wargear

- Heavy quad launcher or heavy mortar (Artillery)
- Flak armour (Crew)
- Lasgun (Crew)
- Frag grenades (Crew)
- Krak grenades (Crew)
- Close combat weapon (Crew)

Dedicated Transport

- A Field Artillery Battery squad may take a number of Centaur Carriers as towing vehicles (see the Dedicated Transport section for costs). If this is done then they must be bought on a one-for-one basis for the artillery pieces. When being towed, the unit must retain coherency just as if it were a vehicle squadron. If a squad wishes to move away and does not have sufficient remaining towing vehicles, models left behind are destroyed.

Options

- Any artillery piece may take:
 - Up to two additional Death Korps Crewmen +7 points each

Immobile

An Immobile Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform; the crew are subject to all normal Artillery rules. When called upon to fall back, the crew must leave their guns behind and fall back; the platforms are then removed as casualties.

Shell Shock (Heavy Quad Launcher only)

Due to the repeated rapid impact of the heavy quad launcher's shells, Pinning tests taken against its attacks are at -1 to the target's Leadership value.

TROOPS

DEATH KORPS INFANTRY PLATOON.....(Total Cost of Units)

Each Death Korps Infantry Platoon comprises 1 Death Korps Platoon Command squad, 2-6 Death Korps Infantry squads and 0-3 Death Korps heavy weapons squads.

Each Infantry Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Infantry Platoon.

*DEATH KORPS PLATOON COMMAND SQUAD..... 50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsmen	4	3	3	3	1	3	1	7	5+
Commissar	4	4	3	3	1	3	2	9	5+

Unit Type

- Platoon Commander & Commissar: Infantry (Character)
- Guardsman: Infantry

Unit Composition

- 1 Platoon Commander
- 4 Guardsmen

Wargear

- Flak armour
- Lasgun (Guardsman only)
- Laspistol (Platoon Commander and Commissar only)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Platoon Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution (Commissar only)

Options

- The unit may be joined by a Commissar.....+30 points
- The Platoon Commander and Commissar may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power fist+15 points
- The Platoon Commander and/or Commissar may also be upgraded to have any of the following:
 - Carapace armour.....+3 points
 - Melta bombs+5 points
- One Guardsman may carry a platoon standard+10 points
- One other Guardsman may carry a vox-caster+5 points
- Up to two Guardsmen that have not been upgraded with an option above may replace their lasgun with:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Plasma gun.....+15 points

**Note that this unit may only be chosen as part of a Death Korps Infantry Platoon.*

TROOPS

*DEATH KORPS INFANTRY SQUAD 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	3	3	3	1	3	2	8	5+
Guardsman	4	3	3	3	1	3	1	7	5+

Unit Type

- Watchmaster:
Infantry (Character)
- Guardsman: Infantry

Unit Composition

- 1 Watchmaster
- 9 Guardsmen

Wargear

- Flak armour
- Lasgun (Guardsman only)
- Laspistol (Watchmaster only)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Death Korps
- Iron Discipline

Options

- The Watchmaster may take melta bombs+5 points
- The Watchmaster may exchange their laspistol and/or close combat weapon for one of the following:
 - LasgunFree
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
- One Guardsman may have a vox-caster+5 points
- One Guardsman not already upgraded may carry one of the following weapons instead of their lasgun:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Plasma gun.....+15 points

**Note that this unit may only be chosen as part of an Infantry Platoon.*

TROOPS

*DEATH KORPS HEAVY WEAPONS SQUAD 75 points

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Weapons Team	4	3	3	3	2	3	2	7	5+

Unit Type

- Heavy Weapons Team:
Infantry

Special Rules

- Death Korps
- Iron Discipline

Options

- Any Heavy Weapons Team may exchange its mortar for a:
 - Heavy bolter +5 points each
 - Autocannon +5 points each
 - Twin-linked heavy stubber +5 points each
 - Lascannon +10 points each

Unit Composition

- 3 Heavy Weapons Teams

Wargear

- Flak armour
- Mortar
- Lasgun
- Close combat weapon
- Frag grenades
- Krak grenades

**Note that this unit may only be chosen as part of an Infantry Platoon.*

TROOPS

DEATH KORPS COMBAT ENGINEER SQUAD..... 50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Engineer	4	4	3	3	1	3	1	7	4+
Eng. Hvy. Weapons team	4	4	3	3	2	3	2	7	4+

Unit Type

- Watchmaster:
Infantry (Character)
- Engineers: Infantry

Unit Composition

- 1 Watchmaster
- 4 Engineers

Wargear

- Carapace armour
- Combat shotgun
- Close combat weapon
- Frag grenades
- Krak grenades
- Acid gas bombs

Special Rules

- Death Korps
- Iron Discipline

Dedicated Transport

- A Combat Engineer squad numbering five models may take a Centaur Carrier as a Dedicated Transport, while a Combat Engineer squad of any size may take a Hades Breaching Drill* as a Dedicated Transport (see the Dedicated Transport section for costs).

**Note that if this is the case, the squad must be deployed in reserve with the Hades and enter play using its special deployment rules rather than being carried onboard. In addition, any Combat Engineer squad that takes a Hades as a Dedicated Transport becomes an Elites choice instead of a Troops choice.*

Options

- The unit may have:
 - Up to five additional Engineers +8 points per model
- The Watchmaster may take:
 - Melta bombs +5 points
- The Watchmaster may exchange his shotgun and/or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Plasma pistol +10 points
 - Power sword +10 points
 - Power fist +15 points
- One Engineer may carry a vox-caster +5 points
- One other Engineer may exchange their shotgun for one of the following:
 - Flamer +5 points
 - Grenade launcher +5 points
 - Meltagun +10 points
 - Plasma gun +15 points
 - Demolition charge +20 points
- Two other Engineers may form a Heavy Weapons Team armed with one of the following weapons:
 - Heavy flamer +10 points
 - Mole launcher +15 points

DEDICATED TRANSPORTS

CENTAUR CARRIER..... 40 points

		Armour			
	BS	Front	Side	Rear	HP
Centaur Carrier	3	11	10	10	2

Unit Type

- Vehicle (Transport, Fast, Open-topped)

Unit Composition

- 1 Centaur Carrier

Special Rules

- Artillery Tractor
- Wargear
- Heavy stubber
- Searchlight
- Smoke launchers

Options

- A Centaur Carrier may take any of the following upgrades:
 - Hunter-killer missile+10 points
 - Dozer blade.....+5 points
 - Extra armour+10 points
 - Camo netting+20 points

Transport Capacity

- The Centaur can transport five models.

Artillery Tractor

If the Centaur begins its Movement phase in contact with a friendly model of the Artillery type that has not moved this turn, and does not have more crew than the currently available transport capacity of the Centaur, then it may attempt to tow that model. The Centaur makes an immediate move of up to 12". Once it has finished moving, the Artillery model may be placed anywhere within base contact of the Centaur and the crew are placed as if they had disembarked from the Centaur. The Artillery model and its crew may neither move nor fire in a turn when it has been towed, and the Centaur may neither fire any weapons nor move Flat Out this turn.

DEDICATED TRANSPORTS

HADES BREACHING DRILL..... 60 points

Note that when a Hades Breaching Drill is selected as a Dedicated Transport for a Death Korps Combat Engineer Squad, that unit is counted as an Elites choice and not a Troops choice. However, Engineer units selected as Troops choices may be held in reserve in order to use a Hades Breaching Drill's Follow-up Attack special rule. Engineer squads in reserve must declare at the start of the game if they are attached to a Hades Breaching Drill (and are treated as becoming available for deployment the turn after the Hades arrives, as noted in the Follow-up Attack special rule), or if they will use the normal Reserve rules.

	BS	Armour			HP
		Front	Side	Rear	
Hades Drill	-	12	10	10	2

Unit Type

- Vehicle (Tank, Heavy)

Wargear (Hades Drill)

- Melta-cutter drill

Unit Composition

- 1 Hades Breaching Drill

Special Rules

- Subterranean Assault
- Follow-up Attack

Subterranean Assault

The Hades is an unusual assault unit as it arrives not from above or even via teleport, but from under the ground, boring its way to the surface in an explosion of burning earth and rock.

Hades Drills and their attendant units are always placed in reserve and arrive in the game via the Deep Strike rules modified as shown below, with the Drill itself arriving first and the Hades Assault unit arriving on the subsequent turn through the opening it has created.

Rather than placing the model for the Hades Drill while Deep Striking, place a Blast (3") template instead. Roll to scatter as normal to determine where the template is placed. If the template is placed in clear ground, place the Hades Drill on top of the template as normal.

If the template is placed in contact with an enemy unit, fortification or building, that unit suffers an immediate Tank Shock or Ram attack (see the rules for Melta-cutter Drill opposite) by the Hades Drill. If this attack is sufficient to displace the enemy unit so that the Hades Drill can be placed without an enemy unit being within 1", or destroys the fortification, vehicle or building in question, then the Deep Strike is successful and the Hades Drill is placed on the table over the template (note that the template itself remains on the table). If not, the Hades Drill suffers a Deep Strike Mishap with the roll on the table modified by -2.

If the 'Deep Strike' template is partially or completely off the table, on top of a friendly model or in some other form of impassable terrain, the Hades Drill suffers a Deep Strike Mishap as normal. If the Hades Drill is destroyed by a Deep Strike Mishap, then the attached unit is also destroyed.

Melta-cutter Drill

The Hades is not a true battlefield weapon but a piece of heavy engineering equipment. However, it can be very effective at close quarters, using its power-grinders and melta-cutters to shred and vaporise anything unfortunate enough to be caught in its path.

When conducting Ram attacks against other vehicles, buildings or fortifications, Ram attacks caused by the Hades are treated as Strength 8, AP 1 and have the Melta rule (gaining D6 extra armour penetration), regardless of how far it has moved or other factors. In addition, the Hades has a 4+ invulnerable save against any damage it may suffer while making a Ram attack. Enemy units Tank Shocked by the Hades suffer D3 Strength 8 AP 2 hits (inflicted on the closest enemy models in the unit to the Hades) in addition to the usual effect of the Tank Shock attack.

Follow-up Attack

Instead of actually carrying troops on board, accompanying troops follow within the Hades Drill's wake. Rather than roll for reserves normally, the assault squad attached to the Hades Drill arrives from reserve automatically the turn after the Hades Drill breaches the surface, and may be placed in relation to the area of the 'Deep Strike' template just as if they had disembarked from a vehicle. If they cannot be placed (if, for example, there is no room to place them), they count as suffering a Deep Strike Mishap, and may only attempt to enter the table in the area of the Drill's 'Deep Strike' template on future turns.

FAST ATTACK

CYCLOPS DEMOLITION SQUAD30 points per Cyclops Team

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	-	-	-	6	2	-	-	-	4+
Death Korps Operator	4	3	3	3	1	3	1	7	5+

Unit Type

- Death Korps Operator, Cyclops*: Infantry

*See Remote Control

Unit Composition

- 1-3 Cyclops teams, each comprising 1 Cyclops Demolition Vehicle and 1 Death Korps Operator, forming a unit.

Wargear (Cyclops)

- Cyclops Demolition Charge

Wargear

(Death Korps Operator)

- Flak armour
- Lasgun
- Close combat weapon

Special Rules

(Death Korps Operator)

- Death Korps
- Iron Discipline

Special Rules (Cyclops)

- Remote Control
- Accidental Detonation
- Extremely Bulky
- Fearless

Remote Control

Cyclops units are deployed together but as soon as the game begins, the Cyclops Demolition Vehicles that are part of the unit may immediately be individually detached from the unit and act separately and move on their own to close with and attack their targets. The Cyclops cannot function more than 48" away from their Operators. If they become separated by a greater distance than this, the Cyclops simply stops and can do nothing until the Operator is back within 48". Likewise, if all the Operators in the unit are killed, the Cyclops can do nothing, but is left in play (and may still suffer accidental detonation if destroyed). If all the unit's Operators are killed, the unit is counted as being destroyed, even if some Cyclops remain in play.

Cyclops carry no ranged weapons and cannot fight normally in assaults, but can themselves be targeted normally, being hit automatically in assaults. Cyclops Demolition Vehicles and any unit containing them can never make sweeping advances in combat. They may, however, carry out charge moves – this is to bring them in range to detonate! This detonation occurs in Initiative step 10 of any Assault phase in which the Cyclops is involved in a combat and is centred on the Cyclops model. Use the following profile to resolve any Hits inflicted by a Cyclops detonation:

Weapon	Range	Str	AP	Type
Cyclops Detonation	N/A	9	3	Ordnance 1, Large Blast (5")

Accidental Detonation

If for any reason, other than detonating in combat, a Cyclops is removed as a casualty then roll a D6. On the roll of a '1', the Cyclops explodes using the Cyclops Detonation profile, centering the template on the Cyclops's position when it became a casualty.

FAST ATTACK

HELLHOUND FLAME TANK SQUADRON

Hellhound 130 points per model

Devil Dog..... 120 points per model

Bane Wolf 130 points per model

	BS	Armour			HP
		Front	Side	Rear	
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

Unit Type

- Vehicle (Tank, Fast)

Unit Composition

- 1-3 Hellhound, Devil Dog or Bane Wolf tanks, forming a squadron

Wargear

- Heavy bolter (all)
- Searchlight (all)
- Smoke launchers (all)
- Inferno cannon
- (Hellhound only)
- Melta cannon
- (Devil Dog only)
- Chem cannon
- (Bane Wolf only)

Options

- Any model may replace its heavy bolter with either:
 - Heavy flamer Free
 - Multi-melta +15 points each
- Any model may take any of the following:
 - Pintle-mounted storm bolter
 - or heavy stubber..... +10 points per model
 - Hunter-killer missile +10 points per model
 - Extra armour +10 points per model
 - Armoured track guards..... +10 points per model
- Any model may take one of the following:
 - Dozer blade..... +5 points per model
 - Mine plough..... +15 points per model

FAST ATTACK

DEATH KORPS DEATH RIDER PLATOON(Total Cost of Units)

Each Death Korps Death Rider Platoon comprises 0-1 Death Korps Death Rider Command squadron and 1-6 Death Korps Death Rider squadrons.

Each Death Rider Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Death Rider Platoon.

DEATH RIDER COMMAND SQUADRON 100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Squadron Commander	4	4	3	3	2	3	3	8	4+
Death Rider Veteran	4	4	3	3	2	3	2	7	4+
Death Rider Commissar	4	4	3	3	2	3	3	9	4+

Unit Type

- Squadron Commander & Death Rider Commissar: Cavalry (Character)
- Death Rider Veteran: Cavalry

Unit Composition

- 1 Squadron Commander
- 4 Death Rider Veterans

Wargear

- Carapace armour
- Laspistol
- Close combat weapon
- Death Rider hunting lance (all except Commissar)
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Squadron Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution (Commissar only)
- Feel No Pain (6+)
- Augmented Mounts

Options

- A Death Rider Command Squadron may be joined by a:
 - Death Rider Commissar+35 points
- The Squadron Commander may also be upgraded to have any of the following:
 - Demolition charge+20 points
 - Melta bombs+5 points
- The Squadron Commander and/or Commissar may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power axe+10 points

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests.

**Note that this unit may only be chosen as part of a Death Rider Platoon.*

FAST ATTACK

*DEATH RIDER SQUADRON.....85 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Ridemaster	4	3	3	3	2	3	3	8	4+
Death Rider	4	3	3	3	2	3	2	7	4+

Unit Type

- Ridemaster:
Cavalry (Character)
- Death Rider: Cavalry

Unit Composition

- 1 Ridemaster
- 4 Death Riders

Special Rules

- Death Korps
- Iron Discipline
- Feel No Pain (6+)
- Augmented Mounts

Wargear

- Carapace armour
- Laspistol
- Close combat weapon
- Death Rider hunting lance
- Frag grenades
- Krak grenades

Options

- A Death Rider Squadron may have:
 - Up to five additional Death Riders..... +15 points each
- The Ridemaster may take melta bombs.....+5 points
- The Ridemaster may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power axe+10 points

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests.

**Note that this unit may only be chosen as part of a Death Rider Platoon.*

HEAVY SUPPORT

DEATH KORPS HEAVY WEAPONS PLATOON 60 points per squad

Death Korps Heavy Weapons Platoons are composed of 1-3 Heavy Weapons Squads.

Each Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Platoon.

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Weapons Team	4	3	3	3	2	3	2	7	5+

Unit Type

- Infantry

Special Rules

- Death Korps
- Iron Discipline

Options

- Any Heavy Weapons Team may exchange its mortar for a:
 - Heavy bolter +5 points each
 - Autocannon +5 points each
 - Twin-linked heavy stubber +5 points each
 - Lascannon +10 points each

Unit Composition

- 1-3 squads each composed of 3 Heavy Weapons Teams, forming a platoon

Wargear

- Flak armour
- Lasgun
- Mortar
- Close combat weapon
- Frag grenades
- Krak grenades

HEAVY SUPPORT

THUNDERER SIEGE SQUADRON 140 points each

Armour

	BS	Front	Side	Rear	HP
Thunderer	3	14	13	11	3

Unit Type

- Vehicle (Tank)

Unit Composition

- 1-3 Thunderer Tanks forming a squadron

Wargear

- Searchlight
- Smoke launchers
- Demolisher cannon

Options

- Any Thunderer may take any of the following:
 - Pintle-mounted heavy stubber or storm bolter +10 points each
 - Hunter-killer missile +10 points each
 - Extra armour +10 points each
 - Camo-netting +20 points each
 - Armoured track guards +10 points each
- Any Thunderer may take one of the following:
 - Dozer blade +5 points each
 - Mine plough +15 points each

HEAVY SUPPORT

DEATH KORPS LEMAN RUSS TANK SQUADRON 150 points per tank

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Annihilator	3	14	13	10	3
Leman Russ Conqueror	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3
Leman Russ Vanquisher	3	14	13	10	3
Leman Russ Eradicator	3	14	13	10	3
Leman Russ Demolisher	3	14	13	11	3
Leman Russ Punisher	3	14	13	11	3
Leman Russ Executioner	3	14	13	11	3

Unit Type

- Vehicle (Tank)

Unit Composition

- A vehicle squadron is composed of 1-3 Leman Russ tanks, in any combination of types.

Special Rules

- Lumbering Behemoth (all except the Leman Russ Conqueror)

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Leman Russ Battle Tank: Battle cannon
- Leman Russ Annihilator: Twin-linked lascannon
- Leman Russ Conqueror: Conqueror cannon and co-axial storm bolter
- Leman Russ Exterminator: Exterminator autocannon
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher siege cannon
- Leman Russ Punisher: Punisher gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options

- Any model may be upgraded to one of the following:
 - Exterminator Free
 - Annihilator Free
 - Conqueror Free
 - Vanquisher +5 points
 - Eradicator +10 points
 - Demolisher +15 points
 - Punisher +30 points
 - Executioner +40 points
- Any model may replace its heavy bolter with one of the following:
 - Lascannon +15 points per model
 - Heavy flamer Free
- Any model may take a pair of sponsons each armed with:
 - Heavy bolters +20 points per model
 - Heavy flamers +20 points per model
 - Multi-meltas +30 points per model
 - Plasma cannon +40 points per model
- Any model may take any of the following upgrades:
 - Pintle-mounted heavy stubber or storm bolter +10 points per model
 - Hunter-killer missile +10 points per model
 - Extra armour +10 points per model
- Any model may take one of the following upgrades:
 - Dozer blade +5 points per model
 - Mine plough +15 points per model
- The entire squadron may take:
 - Camo-netting +20 points per model
- Any Leman Russ Vanquisher may take:
 - Co-axial storm bolter or co-axial heavy stubber +15 points per model

Lumbering Behemoth

The Leman Russ is classed as a Heavy vehicle.

HEAVY SUPPORT

DEATH KORPS BOMBARD BATTERY 140 points per model

	Armour				
	BS	Front	Side	Rear	HP
Colossus	3	12	10	10	3

Unit Type

- Vehicle (Tank, Open-topped)

Unit Composition

- 1-3 Colossus tanks forming a battery

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers
- Colossus siege mortar

Options

- Any model may replace its heavy bolter with a:
 - Heavy flamer Free
- Any model may take any of the following:
 - Enclosed crew compartment..... +15 points per model
 - Pintle-mounted storm bolter or heavy stubber..... +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade..... +5 points per model
 - Extra armour +10 points per model
- The entire battery may take:
 - Camo-netting +20 points per model

HEAVY SUPPORT

DEATH KORPS HEAVY ARTILLERY BATTERY 75 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Artillery Carriage	-	-	-	7	4	-	-	-	3+
Death Korps Crew	4	3	3	3	1	3	1	7	5+

Unit Type

- Death Korps Crew: Infantry
- Heavy Artillery Carriage: Artillery

Unit Composition

- 1-3 Heavy Artillery Carriages, each with 4 Death Korps Crew

Wargear (Death Korps Crew)

- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades
- Krak grenades

Wargear (Heavy Artillery Carriage)

- Earthshaker cannon

Special Rules (Death Korps Crew)

- Death Korps
- Iron Discipline

Special Rules (Heavy Artillery Carriage)

- Gun Carriage
- Immobile Artillery

Options

- All Heavy Artillery Carriages in the unit may upgrade their Earthshaker cannon to a:
 - Medusa siege gun +25 points per model
- A unit of Heavy Artillery Carriages entirely armed with Medusa siege guns may be upgraded to have:
 - Bastion breacher shells +5 points per model
- The entire unit may have:
 - Camo-netting +30 points per model
- Any Heavy Artillery Carriage may have up to four additional:
 - Death Korps Crew +6 points each

Gun Carriage

This model may be moved if attached to a vehicle capable of towing it (see the appropriate vehicle special rules). This is possible even though the model has the Immobile Artillery special rule.

HEAVY SUPPORT

IMPERIAL NAVY AIR SUPPORT SQUADRON

Thunderbolt.....	160 points per model
Lightning	145 points per model
Avenger	150 points per model

	BS	Armour			HP
		Front	Side	Rear	
Thunderbolt	3	11	11	10	3
Lightning	3	10	10	10	2
Avenger	3	12	10	10	2

Unit Type

- Vehicle (Flyer)

Unit Composition

- 1-3 aircraft of the same type forming a squadron, which may be either Thunderbolts, Lightnings or Avengers.

Wargear (Thunderbolt)

- Two twin-linked autocannon
- Twin-linked lascannon
- Armoured cockpit

Wargear (Lightning)

- One long-barrelled autocannon
- One twin-linked lascannon
- Armoured cockpit

Wargear (Avenger)

- One hull-mounted Avenger bolt cannon
- Two wing-mounted lascannon
- Armoured cockpit
- Defensive heavy stubber

Special Rules (Thunderbolt)

- Repair
- Supersonic
- Deep Strike

Special Rules (Lightning)

- Agile
- Supersonic
- Deep Strike

Special Rules (Avenger)

- Strafing Run
- Deep Strike
- Supersonic

Options

- Any Thunderbolt may carry one of the following:
 - Four Hellstrike missiles+40 points
 - Six tactical bombs+40 points
 - Six Skystrike missiles+40 points
- Any Lightning may carry one of the following:
 - Four Hellstrike missiles+40 points
 - Four Hellfury missiles+40 points
 - Six Skystrike missiles+40 points
 - Six Tactical bombs+40 points
- Any Lightning may replace its long-barrelled autocannon with one of the following:
 - Two Hellstrike missiles Free
 - Four tactical bombs & the Strafing Run special rule Free
- Any Avenger may be fitted with two additional wing-mounted hardpoints that can carry one of the following:
 - Six tactical bombs+40 points
 - Two Hellstrike missiles+20 points
 - Two Hellfury missiles+20 points
 - Two missile launchers+40 points
 - Two autocannon+30 points
 - Two multi-lasers+30 points
- Any aircraft may take any of the following:
 - Flare or chaff launcher+10 points
 - Infra-red targeting+5 points
 - Illum flares+5 points
 - Distinctive paint scheme or markings+10 points

Bomb Cluster

A weapon system with the Bomb Cluster type may drop as many bombs as its user wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run (this must be a model the Flyer has passed over that turn), the initial bomb dropped scatters D6". Additional bombs dropped scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the *Warhammer 40,000* rulebook).

WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Heavy flamer	Template	5	4	Assault 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot
Heavy stubber	36"	4	6	Heavy 3
Storm bolter	24"	4	5	Assault 2
Hunter-killer missile	Infinite	8	3	Heavy 1
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast (5")
Vanquisher battle cannon	72"	8	2	Heavy 1, Armourbane
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Conqueror battle cannon	48"	7	4	Heavy 1, Blast (3")
Executioner plasma cannon	36"	7	2	Heavy 3, Blast (3")
Laser destroyer	72"	10	2	Ordnance 1
Multi-laser	36"	6	6	Heavy 3
Autocannon	48"	7	4	Heavy 2
Inferno cannon	Template ¹	6	4	Heavy 1
Gorgon mortar	48"	4	6	Heavy 4, Blast (3"), Barrage, One Shot
Griffon heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Medusa siege cannon	36"	10	2	Ordnance 1, Large Blast (5")
Bastion breacher shells	48"	10	1	Heavy 1, Blast (3")
Colossus bombard heavy siege mortar	24"-240"	6	3	Ordnance 1, Barrage, Large Blast (5")
Hydra autocannon	72"	7	4	Heavy 2, Skyfire, Auto targeting ²
Storm Eagle rockets	24"-120"	10	4	Ordnance D3, Barrage, Large Blast (5")
Sky Eagle rockets	120"	9	2	Ordnance 1, Skyfire, Heatseeker ³
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")

Weapon	Range	Str	AP	Type
Heavy quad launcher	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell shock ⁴
Heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Laser destroyer array	36"	9	2	Ordnance 1, Twin-linked
Melta-cutter	12"	8	1	Heavy 1, Blast (3"), Melta
Missile launcher				
(Frag missile)	48"	4	6	Heavy 1, Blast (3")
(Krak missile)	48"	8	3	Heavy 1
(Flakk missile)	48"	7	4	Heavy 1, Skyfire
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5")
Tauros grenade launcher				
(Krak)	36"	6	4	Heavy 2
(Frag)	36"	3	6	Heavy 2, Blast (3")

¹ To fire the inferno cannon, place the template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno cannon is then treated like any other template weapon.

² Target units cannot claim a Jink save against shots fired by the Hydra.

³ This weapon may re-roll all failed To-Hit rolls against Zooming Flyers and Fast Skimmers.

⁴ Due to the repeated rapid impact of the heavy quad launcher's shells, Pinning tests taken against its attacks are at -1 to the target's Leadership value.