

1k Arae (1000pts)

Inquisition: Codex (2013) (Inq Inquisitorial Detachment) (108pts)

HQ (108pts)

**Ordo Malleus Inquisitor (108pts)**

Psyk-out Grenades, Psyker (Mastery Level 1) (30pts), Servo Skulls (3pts)

*Independent Character, Psik-out Grenades, Servo Skulls, Stubborn*

**Terminator Armour (50pts)**

Combi Flamer (10pts), Force Sword

*Force, Instant Death, Relentless*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Ordo Malleus Inquisitor (Terminator Armour)	Infantry (Character)	4	4	3	3	3	4	3	10	2+/5++

Name	Description
Psyker	May upgrade to a Psyker (Mastery Level 1), generating powers from the Daemonology (Sanctic), Divination, Pyromancy, Telekinesis and Telepathy disciplines

Name	Range	Strength	AP	Type
Bolter	24"	4	5	Rapid Fire
Flamer	Temp	4	5	Assault 1
Force Sword	-	User	3	Melee, Force

Astra Militarum: IASoV - Death Korps of Krieg Siege Regiment (2015) (Combined Arms Detachment) (892pts)

HQ (160pts)

**Death Korps Company Command Squad (160pts)**

Flak Armour

*Death Korps, Iron Discipline*

**Company Commander (10pts)**

Carapace Armour, Frag Grenades, Krak Grenades, Laspistol, Power Sword (10pts), Refractor Field, Senior Officer Orders

*Orders (Junior): Clear the Trenches, Orders (Junior): Dig In, Orders (Junior): First Rank, FIRE! Second Rank, FIRE!, Orders (Senior): Bring it Down!, Orders (Senior): Duty unto Death, Orders (Senior): Get Back into the Fight!, Senior Officer*

**Master of Ordnance (20pts)**

Artillery Bombardment, Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol

*Artillery Bombardment*

**Regimental Standard Bearer**

Close Combat Weapon, Frag Grenades, Krak Grenades, Laspistol, Regimental Standard

**Veteran w/ Meltagun (10pts)**

Close Combat Weapon, Frag Grenades, Krak Grenades, Meltagun

**Veteran w/ Plasma Gun (15pts)**

Close Combat Weapon, Frag Grenades, Krak Grenades, Plasma Gun

**Veteran w/ Vox-caster (5pts)**

## Close Combat Weapon, Frag Grenades, Krak Grenades, Lasgun, Vox-caster

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Company Commander</b>	Infantry (Character)	5	4	3	3	3	3	3	9	4+/5++	Imperial Armour: Siege of Vraks p206
<b>Master of Ordnance</b>	Infantry (Character)	3	4	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p206
<b>Veteran Guardsman</b>	Infantry	4	4	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p206

Name	Description	Ref
<b>Carapace Armour</b>	4+ Sv	Codex: Imperial Guard p71
<b>Death Korps Regimental Standard</b>	Any unit of the Death Korps Faction within 12" count as causing one additional wound for the purposes of calculating close combat results and may re-roll failed Morale & Pinning tests.	Imperial Armour: Siege of Vraks p203
<b>Flak Armour</b>	5+ Sv	Codex: Imperial Guard p71
<b>Refractor Field</b>	5+ Invul Sv	Codex: Astra Militarum
<b>Vox Caster</b>	May re-roll failed Orders Ld Test if sender & receiver have Vox-Casters	Imperial Armour: Siege of Vraks p203

Name	Range	Strength	AP	Type	Ref
<b>Bombardment</b>	Infinite	9	3	Ordnance 1, Barrage, 5" Blast	Imperial Armour: Siege of Vraks p207
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth & Claws/etc	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Warhammer 40k rulebook
<b>Laspistol</b>	12	3	-	Pistol	Warhammer 40k rulebook
<b>Meltagun</b>	12	8	1	Assault 1, Melta	Codex: Imperial Guard p104
<b>Plasma Gun</b>	24	7	2	Rapid Fire, Gets Hot!	Codex: Imperial Guard p104
<b>Power Sword</b>	-	User	3	Melee	Warhammer 40k rulebook

## Elites (165pts)

## Death Korps Field Artillery Battery (165pts)

## Field Artillery (55pts)

Heavy Quad Launcher

*Immobile, Shell Shock*

## 3x Crew (24pts)

3x Close Combat Weapon, 3x Flak Armour, 3x Frag Grenades, 3x Krak Grenades, 3x Lasgun

*Death Korps, Iron Discipline*

## Field Artillery (55pts)

Heavy Quad Launcher

*Immobile, Shell Shock*

### 3x Crew (24pts)

3x Close Combat Weapon, 3x Flak Armour, 3x Frag Grenades, 3x Krak Grenades, 3x Lasgun

*Death Korps, Iron Discipline*

### Field Artillery (55pts)

Heavy Quad Launcher

*Immobile, Shell Shock*

### 3x Crew (24pts)

3x Close Combat Weapon, 3x Flak Armour, 3x Frag Grenades, 3x Krak Grenades, 3x Lasgun

*Death Korps, Iron Discipline*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Death Korps Crew</b>	Infantry	4	3	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p213
<b>Heavy Quad Launcher / Heavy Mortar</b>	Artillery (Immobile)	-	-	-	7	2	-	-	-	3+	Imperial Armour: Siege of Vraks p213

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Imperial Guard p71

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth & Claws/etc	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Heavy Quad Launcher</b>	12-60	5	5	Heavy 4, Barrage, 3" Blast, Pinning, Shell Shock	Imperial Armour: Siege of Vraks p272
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Warhammer 40k rulebook

## Troops (387pts)

### Death Korps Combat Engineer Squad (63pts)

*Death Korps, Iron Discipline*

#### 4x Engineer (32pts)

4x Acid Gas Bombs, 4x Carapace Armour, 4x Close Combat Weapon, 4x Frag Grenades, 4x Krak Grenades, 4x Shotgun

#### Engineer w/ Vox Caster (13pts)

Acid Gas Bombs, Carapace Armour, Close Combat Weapon, Frag Grenades, Krak Grenades, Shotgun, Vox-caster

#### Watchmaster

Acid Gas Bombs, Carapace Armour, Close Combat Weapon, Frag Grenades, Krak Grenades, Shotgun

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Engineer</b>	Infantry	4	4	3	3	1	3	1	7	4+	Imperial Armour: Siege of Vraks p212
<b>Engineer Watchmaster</b>	Infantry (Character)	4	4	3	3	1	3	2	8	4+	Imperial Armour: Siege of Vraks p216

Name	Description	Ref
<b>Carapace Armour</b>	4+ Sv	Codex: Imperial Guard p71

<b>Vox Caster</b>	May re-roll failed Orders Ld Test if sender & receiver have Vox-Casters				Imperial Armour: Siege of Vraks p203
Name	Range	Strength	AP	Type	Ref
<b>Acid Gas Bombs</b>	8"	X	6	Assault 1, Blast (3"), Poison (4+), Ignores Cover	Imperial Armour: Siege of Vraks p203
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth & Claws/etc	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook
<b>Shotgun</b>	12	3	-	Assault 2	Warhammer 40k rulebook

## Death Korps Infantry Platoon (324pts)

### Death Korps Heavy Weapons Squad (75pts)

*Death Korps, Iron Discipline*

#### 3x Autocannon Team (15pts)

3x Autocannon, 6x Close Combat Weapon T, 6x Flak Armour T, 6x Frag Grenades T, 6x Krak Grenades T, 3x Lasgun

*Bulky*

### Death Korps Infantry Squad (80pts)

*Death Korps, Iron Discipline*

#### Guard w/ Flamer (5pts)

Close Combat Weapon, Flak Armour, Flamer, Frag Grenades, Krak Grenades

#### Guard w/ Vox Caster (5pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Lasgun, Vox-caster

#### 7x Guardsman

7x Close Combat Weapon, 7x Flak Armour, 7x Frag Grenades, 7x Krak Grenades, 7x Lasgun

#### Watchmaster

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Laspistol

### Death Korps Infantry Squad (80pts)

*Death Korps, Iron Discipline*

#### Guard w/ Flamer (5pts)

Close Combat Weapon, Flak Armour, Flamer, Frag Grenades, Krak Grenades

#### Guard w/ Vox Caster (5pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Lasgun, Vox-caster

#### 7x Guardsman

7x Close Combat Weapon, 7x Flak Armour, 7x Frag Grenades, 7x Krak Grenades, 7x Lasgun

#### Watchmaster

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Laspistol

### Death Korps Platoon Command Squad (89pts)

*Death Korps, Iron Discipline*

#### 2x Guard w/ Flamer (10pts)

2x Close Combat Weapon, 2x Flak Armour, 2x Flamer, 2x Frag Grenades, 2x Krak Grenades

#### Guard w/ Platoon Standard (10pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Lasgun, Platoon Standard

#### Guard w/ Vox Caster (5pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Lasgun, Vox-caster

**Platoon Commander (14pts)**

Bolt Pistol (1pts), Carapace Armour (3pts), Frag Grenades, Junior Officer Orders, Krak Grenades, Power Sword (10pts)

*Junior Officer, Orders (Junior): Clear the Trenches, Orders (Junior): Dig In, Orders (Junior): First Rank, FIRE! Second Rank, FIRE!*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Death Korps Guardsman</b>	Infantry	4	3	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p214
<b>Death Korps Heavy Weapons Team</b>	Infantry	4	3	3	3	2	3	2	7	5+	Imperial Armour: Siege of Vraks p215
<b>Infantry Watchmaster</b>	Infantry (Character)	4	3	3	3	1	3	2	8	5+	Imperial Armour: Siege of Vraks p215
<b>Platoon Commander (Carapace Armour)</b>	Infantry (Character)	4	4	3	3	1	3	2	8	4+	Imperial Armour: Siege of Vraks p214

Name	Description	Ref
<b>Carapace Armour</b>	4+ Sv	Codex: Imperial Guard p71
<b>Death Korps Platoon Standard</b>	A unit that contains a model with a Platoon Standard counts as causing one additional wound for the purposes of calculating close combat results.	Imperial Armour: Siege of Vraks p203
<b>Flak Armour</b>	5+ Sv	Codex: Imperial Guard p71
<b>Vox Caster</b>	May re-roll failed Orders Ld Test if sender & receiver have Vox-Casters	Imperial Armour: Siege of Vraks p203

Name	Range	Strength	AP	Type	Ref
<b>Autocannon</b>	48	7	4	Heavy 2	Warhammer 40k rulebook
<b>Bolt Pistol</b>	12	4	5	Pistol	Codex: Imperial Guard p104
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth & Claws/etc	Warhammer 40k rulebook
<b>Flamer</b>	Template	4	5	Assault 1	Codex: Imperial Guard p104
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Warhammer 40k rulebook
<b>Laspistol</b>	12	3	-	Pistol	Warhammer 40k rulebook
<b>Power Sword</b>	-	User	3	Melee	Warhammer 40k rulebook

**Heavy Support (180pts)****Death Korps Heavy Artillery Battery (90pts)**

Camo Netting for Battery (15pts)

**Artillery Carriage (75pts)**

Earthshaker Cannon

*Gun Carriage, Immobile*

#### 4x Crew (32pts)

4x Close Combat Weapon, 4x Flak Armour, 4x Frag Grenades, 4x Krak Grenades, 4x Lasgun

*Death Korps, Iron Discipline*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Death Korps Crew</b>	Infantry	4	3	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p213
<b>Heavy Artillery Carriage</b>	Artillery	-	-	-	7	4	-	-	-	3+	Imperial Armour: Siege of Vraks p228

Name	Description	Ref
<b>Camo Netting</b>	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Imperial Armour: Siege of Vraks p204
<b>Flak Armour</b>	5+ Sv	Codex: Imperial Guard p71

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth & Claws/etc	Warhammer 40k rulebook
<b>Earthshaker Cannon</b>	36-240	9	3	Ordnance 1, Barrage, 5" Blast	Imperial Armour: Siege of Vraks p272
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Warhammer 40k rulebook

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Camo Netting for Battery (15pts)

#### Artillery Carriage (75pts)

Earthshaker Cannon

*Gun Carriage, Immobile*

#### 4x Crew (32pts)

4x Close Combat Weapon, 4x Flak Armour, 4x Frag Grenades, 4x Krak Grenades, 4x Lasgun

*Death Korps, Iron Discipline*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Death Korps Crew</b>	Infantry	4	3	3	3	1	3	1	7	5+	Imperial Armour: Siege of Vraks p213
<b>Heavy Artillery Carriage</b>	Artillery	-	-	-	7	4	-	-	-	3+	Imperial Armour: Siege of Vraks p228

Name	Description	Ref
<b>Camo Netting</b>	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Imperial Armour: Siege of Vraks p204
<b>Flak Armour</b>	5+ Sv	Codex: Imperial Guard p71

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee, Chainsword/Bayonet/Teeth &	Warhammer 40k rulebook

Claws/etc						
<b>Earthshaker Cannon</b>	36-240	9	3	Ordnance 1, Barrage, 5" Blast	Imperial Armour: Siege of Vraks p272	
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook	
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook	
<b>Lasgun</b>	24	3	-	Rapid Fire	Warhammer 40k rulebook	

## Roster Rules

**Ideal Mission Commander (Combined Arms Detachment):** (Warhammer 40k rulebook)

**Objective Secured (Combined Arms Detachment):** (Warhammer 40k rulebook)

## Selection Rules

**Artillery Bombardment:** (Codex: Imperial Guard p31)

**Bulky:** (Warhammer 40k rulebook p35)

**Death Korps:** (Imperial Armour: Siege of Vraks p204)

**Force:** Any Psyker that has one or more weapons with this special rule knows the Force psychic power in addition to any other powers they know:

Force - Warp Charge 1

Force is a blessing psychic power that targets the Psyker and his unit. All of the targets' weapons that have the Force special rule gain the Instant Death special rule until the start of your next Psychic phase. (BRB 2014)

**Gun Carriage:** (Imperial Armour: Siege of Vraks p228)

**Immobile:** (Imperial Armour: Siege of Vraks p228)

**Independent Character**

**Instant Death:** If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty. (BRB 2014)

**Iron Discipline:** (Imperial Armour: Siege of Vraks p204)

**Junior Officer:** (Imperial Armour: Siege of Vraks p205)

**Orders (Junior): Clear the Trenches:** (Imperial Armour: Siege of Vraks p205)

**Orders (Junior): Dig In:** (Imperial Armour: Siege of Vraks p205)

**Orders (Junior): First Rank, FIRE! Second Rank, FIRE!:** (Imperial Armour: Siege of Vraks p205)

**Orders (Senior): Bring it Down!:** (Imperial Armour: Siege of Vraks p205)

**Orders (Senior): Duty unto Death:** (Imperial Armour: Siege of Vraks p205)

**Orders (Senior): Get Back into the Fight!:** (Imperial Armour: Siege of Vraks p205)

**Psyk-out Grenades**

**Relentless:** Always counts as stationary while shooting Heavy, Salvo, or Ordnance weapons. May also charge after shooting said weapons.

**Senior Officer:** (Imperial Armour: Siege of Vraks p205)

**Servo Skulls**

**Shell Shock:** (Imperial Armour: Siege of Vraks p213)

**Stubborn**

## Statistics

	Units			Models			Upgrades		
<b>Inquisition: Codex (2013)</b> (Inq Inquisitorial Detachment)	1x	108pts	10.8%	1x	108pts	10.8%	6x	93pts	9.3%
<b>HQ</b>	1x	108pts	10.8%	1x	108pts	10.8%	6x	93pts	9.3%
<b>Astra Militarum: IASoV - Death Korps of Krieg Siege Regiment (2015)</b> (Combined Arms Detachment)	9x	862pts	86.2%	60x	480pts	48%	320x	54pts	5.4%

<b>HQ</b>	1x	160pts	16%	6x	60pts	6%	31x	10pts	1%
<b>Elites</b>	1x	165pts	16.5%	12x	237pts	23.7%	48x	0pts	0%
<b>Troops</b>	5x	387pts	38.7%	34x	119pts	11.89%	197x	14pts	1.40%
<b>Heavy Support</b>	2x	150pts	15%	8x	64pts	6.4%	44x	30pts	3%
<b>Roster</b>	<b>10x</b>	<b>970pts</b>	<b>97%</b>	<b>61x</b>	<b>588pts</b>	<b>58.8%</b>	<b>326x</b>	<b>147pts</b>	<b>14.7%</b>

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