

163th Armoured Death Korps Regiment (Warhammer 40,000 9th Edition) [44 PL, 5CP, 1,000pts]

Battalion Detachment 0CP (Imperium - Death Korps of Krieg) [44 PL, 5CP, 1,000pts]

Rules: *Defenders of Humanity*

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incurion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Regimental Doctrine

Selections: Death Korps of Krieg

Categories: CONFIGURATION

Abilities: *Krieg: Cult of Sacrifice*

Abilities	Description
Krieg: Cult of Sacrifice	<ul style="list-style-type: none">- Each time a Combat Attrition test is taken for a unit with this doctrine, ignore any or all modifiers.- If a CHARACTER or VEHICLE unit with this doctrine is destroyed by an attack made by an enemy model, and that model did not explode, roll one D6. On a 4+, do not remove the destroyed model from play - it can, after the attacking model's unit has finished making attacks, either shoot one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (when resolving these attacks your model is considered to have 1 wound remaining). After resolving these attacks, the destroyed model is then removed.

Stratagems [-1CP]

Specialist Detachment [-1CP]

Selections: Emperor's Fist Tank Company [-1CP]

Categories: STRATAGEMS

HQ [16 PL, 330pts]

Death Korps Marshal [2 PL, 40pts]

Selections: Frag & Krak grenades, Plasma pistol [5pts], Power sword, Relic: Kurov's Aquila

Categories: CHARACTER, FACTION: IMPERIUM, INFANTRY, FACTION: ASTRA MILITARUM, FACTION: KRIEG, OFFICER, DEATH KORPS MARSHAL, HQ

Abilities: *Kurov's Aquila, Refractor Field, Senior Officer, Voice of Command*, **Unit:** *Death Korps Marshal*, **Weapon:** *Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge, Power sword*

Abilities	Description
Kurov's Aquila	OFFICERS only. Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem. On a 5+ you gain 1 Command Point.
Refractor Field	This model has a 5+ invulnerable save.
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Death Korps Marshal	6"	3+	3+	3	3	4	3	9	4+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

Death Korps Marshal [2 PL, 35pts]

Selections: Bolt pistol, Frag & Krak grenades, Power sword

Categories: CHARACTER, FACTION: IMPERIUM, INFANTRY, FACTION: ASTRA MILITARUM, FACTION: KRIEG, OFFICER, DEATH KORPS MARSHAL, HQ

Abilities: *Refractor Field, Senior Officer, Voice of Command*, **Unit:** *Death Korps Marshal*,

Weapon: *Bolt pistol, Frag grenades, Krak grenades, Power sword*

Abilities	Description
Refractor Field	This model has a 5+ invulnerable save.
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Death Korps Marshal	6"	3+	3+	3	3	4	3	9	4+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	+1	-3	1	-

Tank Commander [12 PL, 255pts]

Selections: Display Tank Orders, Emperor's Fist, Hunter-Killer Missile [5pts], Lascannon [20pts], Stat Damage (Leman Russ Commander), Turret-mounted Demolisher Siege Cannon [5pts], Warlord, WT: Old Grudges

Categories: LEMAN RUSS, CHARACTER, FACTION: <REGIMENT>, FACTION: IMPERIUM, OFFICER, TANK COMMANDER, VEHICLE, HQ, WARLORD, EMPEROR'S FIST

Abilities: *Emergency Plasma Vents, Explodes, Grinding Advance, Old Grudges, Smoke Launchers, Tank Orders, Stat Damage - M/BS/A: TC Russ 1, TC Russ 2, TC Russ 3, Tank Orders: Full Throttle!, Gunners, Kill on Sight!, Strike and Shroud!*, **Unit:** *Tank Commander*,

Weapon: *Demolisher cannon, Hunter-killer missile, Lascannon*

2 Multi-meltas [50pts]

Selections: 2x Multi-melta

Weapon: *Multi-melta*

Abilities	Description
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.
Old Grudges	After deployment, but before the first battle round begins, choose a unit in your opponent's army. You can re-roll failed wound rolls for ASTRA MILITARUM units from your army that target the unit you chose whilst they are within 6" of your Warlord.
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each LEMAN RUSS can only be given a single order each turn.

Stat	Damage - M/BS/A	Remaining W	Movement	BS	Attacks
TC Russ 1		7-12+	10"	3+	3
TC Russ 2		4-6	7"	4+	D3
TC Russ 3		1-3	4"	5+	1

Tank Orders	Effect
Full Throttle!	Instead of shooting this phase the ordered model immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.
Gunners, Kill on Sight!	Re-roll hit rolls of 1 for the ordered model until the end of the phase.
Strike and Shroud!	This order can only be issued to a model that has not yet used its smoke launchers during the battle. The ordered model can shoot its weapons and launch its smoke launchers during this phase.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Tank Commander	*	6+	*	7	8	12	*	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

Troops [10 PL, 220pts]

Death Korps Grenadier Squad [Legends] [2 PL, 55pts]

Categories: INFANTRY, **FACTION:** IMPERIUM, **FACTION:** ASTRA MILITARUM, **FACTION:** KRIEG, **DEATH KORPS GRENADIER SQUAD, TROOPS**

2x Death Korps Grenadier [14pts]

Selections: 2x Frag & Krak grenades, 2x Hot-shot Lasgun

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Hot-shot Lasgun, Krak grenades*

Death Korps Grenadier w/ Special Weapon [17pts]

Selections: Frag & Krak grenades, Meltagun [10pts]

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Death Korps Grenadier w/ Special Weapon [17pts]

Selections: Frag & Krak grenades, Meltagun [10pts]

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Death Korps Watchmaster [7pts]

Selections: Chainsword, Hot-shot Lasgun, Hot-shot Laspistol

Unit: *Death Korps Watchmaster*, **Weapon:** *Chainsword, Hot-shot Lasgun, Hot-shot Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Death Korps Grenadier	6"	3+	3+	3	3	1	1	6	4+
Death Korps Watchmaster	6"	3+	3+	3	3	1	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

Death Korps Grenadier Squad [Legends] [2 PL, 55pts]

Categories: INFANTRY, **FACTION:** IMPERIUM, **FACTION:** ASTRA MILITARUM, **FACTION:** KRIEG, **DEATH KORPS GRENADIER SQUAD, TROOPS**

2x Death Korps Grenadier [14pts]

Selections: 2x Frag & Krak grenades, 2x Hot-shot Lasgun

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Hot-shot Lasgun, Krak grenades*

Death Korps Grenadier w/ Special Weapon [17pts]

Selections: Frag & Krak grenades, Meltagun [10pts]

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Death Korps Grenadier w/ Special Weapon [17pts]

Selections: Frag & Krak grenades, Meltagun [10pts]

Unit: *Death Korps Grenadier*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Death Korps Watchmaster [7pts]

Selections: Chainsword, Hot-shot Lasgun, Hot-shot Laspistol

Unit: *Death Korps Watchmaster*, **Weapon:** *Chainsword, Hot-shot Lasgun, Hot-shot Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Death Korps Grenadier	6"	3+	3+	3	3	1	1	6	4+
Death Korps Watchmaster	6"	3+	3+	3	3	1	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

Infantry Squad [3 PL, 55pts]**Categories:** FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS**Weapon:** *Frag grenades***9x Guardsman****Selections:** 9x Lasgun**Unit:** *Guardsman*, **Weapon:** *Lasgun***Sergeant****Selections:** Laspistol**Unit:** *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardsman	6"	4+	4+	3	3	1	1	6	5+
Sergeant	6"	4+	4+	3	3	1	2	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade	D6	3	0	1 Blast.
Lasgun	24	Rapid Fire	1	3	0	1 -
Laspistol	12"	Pistol	1	3	0	1 -

Infantry Squad [3 PL, 55pts]**Categories:** FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS**Weapon:** *Frag grenades***9x Guardsman****Selections:** 9x Lasgun**Unit:** *Guardsman*, **Weapon:** *Lasgun***Sergeant****Selections:** Laspistol**Unit:** *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Guardsman	6"	4+	4+	3	3	1	1	6	5+
Sergeant	6"	4+	4+	3	3	1	2	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade	D6	3	0	1 Blast.
Lasgun	24	Rapid Fire	1	3	0	1 -
Laspistol	12"	Pistol	1	3	0	1 -

Elites [8 PL, 210pts]

Combat Engineer Squad [4 PL, 80pts]

Categories: INFANTRY, FACTION: ASTRA MILITARUM, FACTION: KRIEG, COMBAT ENGINEER SQUAD, ELITES

Abilities: *Engineer Weapons Team, Sappers*

9x Combat Engineers [72pts]

Selections: 9x Engineer shotgun, 9x Frag & Krak grenades, 9x Gas bombs

Unit: *Engineer*, **Weapon:** *Engineer shotgun, Frag grenades, Gas bombs, Krak grenades*

Engineer Watch Master [8pts]

Selections: Engineer shotgun, Frag & Krak grenades, Gas bombs

Unit: *Engineer Watchmaster*, **Weapon:** *Engineer shotgun, Frag grenades, Gas bombs, Krak grenades*

Abilities	Description
Engineer Weapons Team	For the purposes of determining transport capacity, an Engineer Weapons Team is considered to be a Heavy Weapons Team.
Sappers	During deployment, if every model in this unit has this ability, then you can set up this unit underground instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Engineer	6"	4+	3+	3	3	1	1	6	4+
Engineer Watchmaster	6"	4+	3+	3	3	1	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Engineer shotgun	12"	Assault 3	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Gas bombs	6"	Grenade D6	2	-2	1	Blast. Each time an attack is made with this weapon, a wound roll of 2+ is always successful, unless the target is a VEHICLE or TITANIC unit.
Krak grenades	6"	Grenade 1	6	-1	D3	-

Command Squad [2 PL, 65pts]

Categories: COMMAND SQUAD, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, VETERANS, FACTION: ASTRA MILITARUM, ELITES

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Veteran	6"	4+	3+	3	3	1	1	6	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Command Squad [2 PL, 65pts]

Categories: COMMAND SQUAD, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, VETERANS, FACTION: ASTRA MILITARUM, ELITES

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Veteran w/ Special Weapon [10pts]

Selections: Frag grenades, Plasma gun [10pts]

Unit: *Veteran*, **Weapon:** *Frag grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Unit	M	WS	BS	S	T	W	A	Ld	Save
Veteran	6"	4+	3+	3	3	1	1	6	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Fast Attack [6 PL, 160pts]

Death Rider Squadron [6 PL, 160pts]

Categories: CAVALRY, FACTION: IMPERIUM, DEATH RIDERS, FACTION: KRIEG, FACTION: ASTRA MILITARUM, FAST ATTACK

Abilities: *Augmented Mount, Flanking Manoeuvres*

7x Death Korps Death Riders [140pts]

Selections: 7x Death Rider Hunting Lance, 7x Frag & Krak grenades, 7x Laspistol, 7x Savage claws

Unit: *Death Rider*, **Weapon:** *Death Rider Hunting Lance, Frag grenades, Krak grenades, Laspistol, Savage claws*

Ridemaster [20pts]

Selections: Death Rider Hunting Lance, Frag & Krak grenades, Laspistol, Savage claws

Unit: *Ridemaster*, **Weapon:** *Death Rider Hunting Lance, Frag grenades, Krak grenades, Laspistol, Savage claws*

Abilities	Description
Augmented Mount	Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.
Flanking Manoeuvres	During deployment, you can set this unit up behind enemy lines instead of setting them up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up all of these units wholly within 6" of the same battlefield edge and more than 9" away from enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Death Rider	10"	4+	3+	3	4	3	1	7	4+
Ridemaster	10"	4+	3+	3	4	3	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Death Rider Hunting Lance	Melee	Melee	User	-1	1	Each time a melee attack is made with this weapon, if the bearer's unit made a charge move this turn, that attack has a Strength characteristic of +2, an Armour Penetration characteristic of -3 and a Damage characteristic of 2.
Frag grenades	6"	Grenade	3	0	1	Blast.
Krak grenades	6"	Grenade	6	-1	D3	-
Laspistol	12"	Pistol	3	0	1	-
Savage claws	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.

Dedicated Transport [4 PL, 80pts]

Hades Breaching Drill [4 PL, 80pts]

Selections: Melta-cutter Drill

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, HADES BREACHING DRILL, VEHICLE, FACTION: ASTRA MILITARUM, DEDICATED TRANSPORT

Abilities: *Explodes, Specialist Operators, Subterranean Assault, Whirling Blades*, **Unit:** *Hades Breaching Drill*, **Weapon:** *Melta Cutter Drill*

Abilities	Description
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6+ it explodes, and each unit within 3" suffers 1 mortal wound.
Specialist Operators	If your army is Battle-forged, you can only include one of this unit in a Detachment for each <REGIMENT> VETERANS or <REGIMENT> COMBAT ENGINEER SQUAD unit in the same Detachment.
Subterranean Assault	During deployment, you can set up this unit underground instead of setting it up on the battlefield. If you do, you can also set up one <REGIMENT> VETERANS or <REGIMENT> COMBAT ENGINEER SQUAD unit underground with it. During the Reinforcements step of one of your Movement phases, you can set up this unit, and any unit set up underground with it anywhere on the battlefield within 3" of each other and more than 9" away from enemy models.
Whirling Blades	This model has a 4+ invulnerable save against melee attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hades Breaching Drill	6"	4+	4+	6	7	7	D3+3	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Melta Cutter Drill	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon against a BUILDING, that attack automatically hits the target. Each time an attack made with this weapon targets a VEHICLE unit, that attack has a Damage characteristic of 6.

Force Rules

Defenders of Humanity: If your army is Battle-forged, all Troops units in ASTRA MILITARUM Detachments and all LEMAN RUSS units in Spearhead Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal.

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