

# RATLING KILL TEAM

ARCHETYPES: SECURITY, INFILTRATION

## OPERATIVES

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- ↳ 1 **RATLING** FIXER operative with one of the following options:
  - Battle rifle; fists
  - Sniper rifle; fists
  
- ↳ 10 **RATLING** operatives selected from the following list:
  - **BATTLEMUTT**
  - **BULLGRYN\***
    - with one option from each of the following:
      - Grenadier gauntlet or power maul
      - Brute shield or slabshield
  - **OGRYN\***
  - **BIG SHOT**
  - **BOMBER**
  - **HARDBIT**
  - **RAIDER**
  - **SNEAK**
  - **SNIPER**
  - **SPOTTER**
  - **STASHMASTER**
  - **VOX-THIEF**

CONTINUES ON OTHER SIDE



Other than **BULLGRYN**, **OGRYN** and **SNIPER** operatives, your kill team can only include each operative on this list once.

\* You cannot select more than three of these operatives combined. Up to three times, instead of selecting one of these operatives, you can select one **RATLING** ploy to cost you 0CP for the battle.

Some **RATLING** rules refer to a ‘rifle’. This is a ranged weapon that includes ‘rifle’ in its name, e.g. tankstopper rifle, all profiles of a sniper rifle, etc.