

# BATTLECLADE KILL TEAM

ARCHETYPES: INFILTRATION, RECON

## OPERATIVES

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- ↳ 1 **BATTLECLADE** TECHNOARCHEOLOGIST operative
- ↳ 1 **BATTLECLADE** SERVITOR UNDERSEER operative
- ↳ 8 **BATTLECLADE** operatives selected from the following list:
  - **AUTO-PROXY SERVITOR**
  - **BREACHER SERVITOR**
  - **COMBAT SERVITOR** with one of the following options:
    - Servo-claw; incendine igniter
    - Servo-claw; meltagun
    - Servo-claw; phosphor blaster
  - **GUN SERVITOR** with heavy arc rifle and augmetic claw
  - **GUN SERVITOR** with heavy bolter and augmetic claw
  - **TECHNOMEDIC SERVITOR**

CONTINUES ON OTHER SIDE



Other than **COMBAT SERVITOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one **COMBAT SERVITOR** operative with meltagun, and it can only include up to three **COMBAT SERVITOR** operatives with incendine igniter.