

DEATH KORPS KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

↳ 1 **DEATH KORPS** WATCHMASTER operative with the following:

- Boltgun; bayonet

Or one option from each of the following:

- Bolt pistol, plasma pistol or relic laspistol
- Chainsword or power weapon

↳ 4 TROOPER operatives*

↳ 9 **DEATH KORPS** operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** with one of the following options:
 - Boltgun or lasgun; bayonet
 - Bolt pistol or relic laspistol; chainsword
- **GUNNER** with bayonet and flamer
- **GUNNER** with bayonet and grenade launcher

CONTINUES ON OTHER SIDE



- **GUNNER** with bayonet and meltagun
- **GUNNER** with bayonet and plasma gun
- **MEDIC**
- **SAPPER**
- **SNIPER**
- **SPOTTER**
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALOT**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* Up to four times, instead of selecting one of these **TROOPER** operatives, you can select one **DEATH KORPS** ploy to cost you 0CP for the battle.