

BROOD BROTHERS KILL TEAM

ARCHETYPES: INFILTRATION, SECURITY

OPERATIVES

- ↳ 1 **BROOD BROTHER**  **COMMANDER** operative with one of the following options:
 - Bolt pistol; chainsword and claw
 - Drum-fed autogun; bayonet
 - Laspistol; power weapon and claw

- ↳ 9 **BROOD BROTHER**  operatives selected from the following list:
 - **AGITATOR**
 - **GUNNER** with flamer and bayonet¹
 - **GUNNER** with grenade launcher and bayonet¹
 - **GUNNER** with meltagun and bayonet¹
 - **GUNNER** with plasma gun and bayonet¹
 - **ICONWARD**
 - **KNIFE FIGHTER**
 - **MEDIC**
 - **SAPPER**
 - **SNIPER**¹
 - **TROOPER**
 - **VETERAN**
 - **VOX-OPERATOR**

CONTINUES ON OTHER SIDE



↳ 3 **BROOD BROTHER** operatives selected from the following list³:

- **2 PSYCHIC FAMILIAR** operatives (still counts as one selection)
- **MAGUS** (counts as two selections)²
- **PATRIARCH** (counts as three selections)²
- **PRIMUS** (counts as two selections)²
- **TROOPER**

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

¹ You cannot select more than three of these operatives combined.

² Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

³ Up to three times, instead of selecting one of these operatives, you can select one **BROOD BROTHER** ploy to cost you 0CP for the battle. Note that ‘counts as’ selections still apply; for example, if you select a **PATRIARCH** operative, you could not do this.