

KASRKIN KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

↳ 1 **KASRKIN**  **SERGEANT** operative with one of the following options:

- Bolt pistol; power weapon
- Hot-shot lasgun; gun butt
- Hot-shot lascannon; power weapon
- Plasma pistol; chainsword

↳ 9 **KASRKIN**  operatives selected from the following list:

- **COMBAT MEDIC**
- **DEMO-TROOPER**
- **GUNNER** with flamer and gun butt*
- **GUNNER** with grenade launcher and gun butt*
- **GUNNER** with hot-shot volley gun and gun butt*
- **GUNNER** with meltagun and gun butt*
- **GUNNER** with plasma gun and gun butt*
- **RECON-TROOPER**

CONTINUES ON OTHER SIDE



- **SHARPSHOOTER***
- **TROOPER**
- **VOX-TROOPER**

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

* You cannot select more than four of these operatives combined.

Some **KASRKIN** rules refer to a ‘hot-shot weapon’. This is a ranged weapon that includes ‘hot-shot’ in its name, e.g. hot-shot lasgun, all profiles of a hot-shot marksman rifle, etc.