




BATTLECLADE KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

- ✎ 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.