

BLOODED KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

OPERATIVES

↳ 1 **BLOODED** CHIEFTAIN operative with one of the following options:

- Autopistol or laspistol; chainsword or power weapon
- Bolt pistol; chainsword
- Boltgun; bayonet
- Plasma pistol; improvised blade²

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

- BRIMSTONE GRENADIER
- BUTCHER
- COMMSMAN
- CORPSEMAN
- FLENSER
- GUNNER with bayonet and flamer¹
- GUNNER with bayonet and grenade launcher¹
- GUNNER with bayonet and meltagun¹
- GUNNER with bayonet and plasma gun^{1,2}

CONTINUES ON OTHER SIDE



- **SHARPSHOOTER¹**
- **THUG**
- **TRENCH SWEEPER**
- **TROOPER**

↳ 4 **BLOODED** operatives selected from the following list:

- **ENFORCER** (counts as two selections)
- **OGRYN** (counts as two selections)
- **TROOPER**

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

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

² You cannot select this option and this operative. In other words, you can only have one operative with a plasma weapon.