



RATLING KILL TEAM

ARCHETYPES: SECURITY, INFILTRATION

OPERATIVES

✎ 1 **RATLING**  **FIXER** operative with one of the following options:

- Battle rifle; fists
- Sniper rifle; fists

✎ 10 **RATLING**  operatives selected from the following list:

- | | |
|---------------------|----------------------|
| • BATTLEMUTT | • OGRYN* |
| • BULLGRYN* | • BIG SHOT |
| with one option | • BOMBER |
| from each of | • HARDBIT |
| the following: | • RAIDER |
| ○ Grenadier | • SNEAK |
| gauntlet or | • SNIPER |
| power maul | • SPOTTER |
| ○ Brute shield or | • STASHMASTER |
| slabshield | • VOX-THIEF |

CONTINUES ON OTHER SIDE



Other than **BULLGRYN**, **OGRYN** and **SNIPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than three of these operatives combined. Up to three times, instead of selecting one of these operatives, you can select one **RATLING**💀 ploy to cost you 0CP for the battle.

Some **RATLING**💀 rules refer to a 'rifle'. This is a ranged weapon that includes 'rifle' in its name, e.g. tankstopper rifle, all profiles of a sniper rifle, etc.