


WYRMBLADE KILL TEAM

ARCHETYPE: INFILTRATION, SEEK & DESTROY


OPERATIVES

↘ 1 **WYRMBLADE**  **NEOPHYTE LEADER** operative with one of the following options:

- Autogun; gun butt
- Shotgun; gun butt

Or one option from each of the following:

- Bolt pistol, master-crafted autopistol or web pistol
- Chainsword, power maul or power pick

↘ 13 **WYRMBLADE**  operatives selected from the following list:

- **KELERMORPH***
- **LOCUS***
- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with webber and gun butt
- **HEAVY GUNNER** with heavy stubber and gun butt

CONTINUES ON OTHER SIDE



- **HEAVY GUNNER** with mining laser and gun butt
- **HEAVY GUNNER** with seismic cannon and gun butt
- **ICON BEARER** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt
- **SANCTUS SNIPER***
- **SANCTUS TALON***
- **WARRIOR** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives, up to two **HEAVY GUNNER** operatives and up to two **CULT AGENT** operatives.

* These operatives count as two selections each.