


# ANGELS OF DEATH KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

## OPERATIVES

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↘ 1 **ANGEL OF DEATH**  operative selected from the following list:

- **ASSAULT INTERCESSOR SERGEANT** with one option from each of the following:
  - Hand flamer or heavy bolt pistol
  - Chainsword, power fist, power weapon or thunder hammer

Or the following option:

- Plasma pistol; chainsword
- **INTERCESSOR SERGEANT** with one option from each of the following:
  - Auto bolt rifle, bolt rifle or stalker bolt rifle
  - Chainsword, fists, power fist, power weapon or thunder hammer
- **SPACE MARINE CAPTAIN**

CONTINUES ON OTHER SIDE



↘ 5 **ANGEL OF DEATH**👤 operatives selected from the following list:

- **ASSAULT INTERCESSOR GRENADIER**
- **ASSAULT INTERCESSOR WARRIOR**
- **ELIMINATOR SNIPER\***
- **HEAVY INTERCESSOR GUNNER\***
- **INTERCESSOR GUNNER** with auxiliary grenade launcher and one of the following options:
  - Auto bolt rifle; fists
  - Bolt rifle; fists
  - Stalker bolt rifle; fists
- **INTERCESSOR WARRIOR** with one of the following options:
  - Auto bolt rifle; fists
  - Bolt rifle; fists
  - Stalker bolt rifle; fists

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

\* You cannot select more than one of these operatives combined.

Some **ANGEL OF DEATH**👤 rules refer to a 'bolt weapon'. This is a ranged weapon that includes 'bolt' in its name, e.g. stalker bolt rifle, heavy bolt pistol, etc.