



# 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 blade<sup>2</sup>

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

- **BRIMSTONE GRENADIER**
- **BUTCHER**
- **COMMSMAN**
- **CORPSEMAN**
- **FLENSER**
- **GUNNER** with bayonet and flamer<sup>1</sup>
- **GUNNER** with bayonet and grenade launcher<sup>1</sup>
- **GUNNER** with bayonet and meltagun<sup>1</sup>
- **GUNNER** with bayonet and plasma gun<sup>1,2</sup>

CONTINUES ON OTHER SIDE



- **SHARPSHOOTER<sup>1</sup>**
- **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.

<sup>1</sup> You cannot select more than three of these operatives combined.

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