

Kill Team (Warhammer 40,000: Kill Team (2021))

Fire Warrior Fire Team (Hunter Cadre)

Leader

Fire Warrior Shas'ui

Selections: Gun butt, Pulse carbine

Operative: *Fire Warrior Shas'ui*, **Weapons:** $\clubsuit$ Pulse carbine (Shas'ui), $\times$ Gun butt

Operative

Fire Warrior Shas'la

Selections: Gun butt, Pulse carbine

Operative: *Fire Warrior Shas'la*, **Weapons:** $\clubsuit$ Pulse carbine, $\times$ Gun butt

MV1 Gun Drone

Selections: Ram, Twin pulse carbine

Rules: *Artificial Intelligence, Relentless, Saviour Protocols*

Operative: *MV1 Gun Drone*, **Weapons:** $\clubsuit$ Twin pulse carbine, $\times$ Ram

Profile Summary

Operative	M	APL	GA	DF	SV	W	Ref
Fire Warrior Shas'la	3●	2	1	3	4+	7	
Fire Warrior Shas'ui	3●	2	1	3	4+	8	
MV1 Gun Drone	3●	2	1	3	4+	7	

Weapons	A	WS/BS	D	SR	!	Ref
$\clubsuit$ Pulse carbine	4	4+	4/5	-	-	
$\clubsuit$ Pulse carbine (Shas'ui)	4	3+	4/5	-	-	
$\clubsuit$ Twin pulse carbine	4	4+	4/5	Relentless	-	
$\times$ Gun butt	3	5+	2/3	-	-	
$\times$ Ram	3	5+	2/3	-	-	

Selection Rules

Artificial Intelligence: - This operative cannot perform mission actions or the Pick Up action.

- For the purposes of determining control of objective markers, treat this operative's APL as 1 lower.

- Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if it has an Engage order, defence dice cannot be automatically retained as a result of Cover.

- When drawing a Visibility line from a DRONE operative, draw it from any part of the round disc at the top of the miniature.

- Unless otherwise specified, this operative cannot be equipped with equipment. ()

Relentless: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice. ()

Saviour Protocols: Each time a friendly HUNTER CADRE operative (excluding DRONE operatives) is selected as the target of a shooting attack, if there is a friendly DRONE operative with this ability, Visible to and within ● of it and not within Engagement Range of an enemy operative, if that friendly DRONE operative is not protecting any other operatives, it can protect that friendly HUNTER CADRE operative until the end of the Turning Point. If it does so, until the end of the Turning Point or until they are no longer within ● of each other (whichever comes first), each time a shooting attack is made against that friendly HUNTER CADRE operative, make that shooting attack against that friendly DRONE operative instead, even if it would not be a valid target. In the Roll Defence Dice step of that shooting attack, defence dice cannot be automatically retained as a result of Cover. Friendly HUNTER CADRE operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see Kill Team: Octarius). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast X or Torrent X special rules. ()