



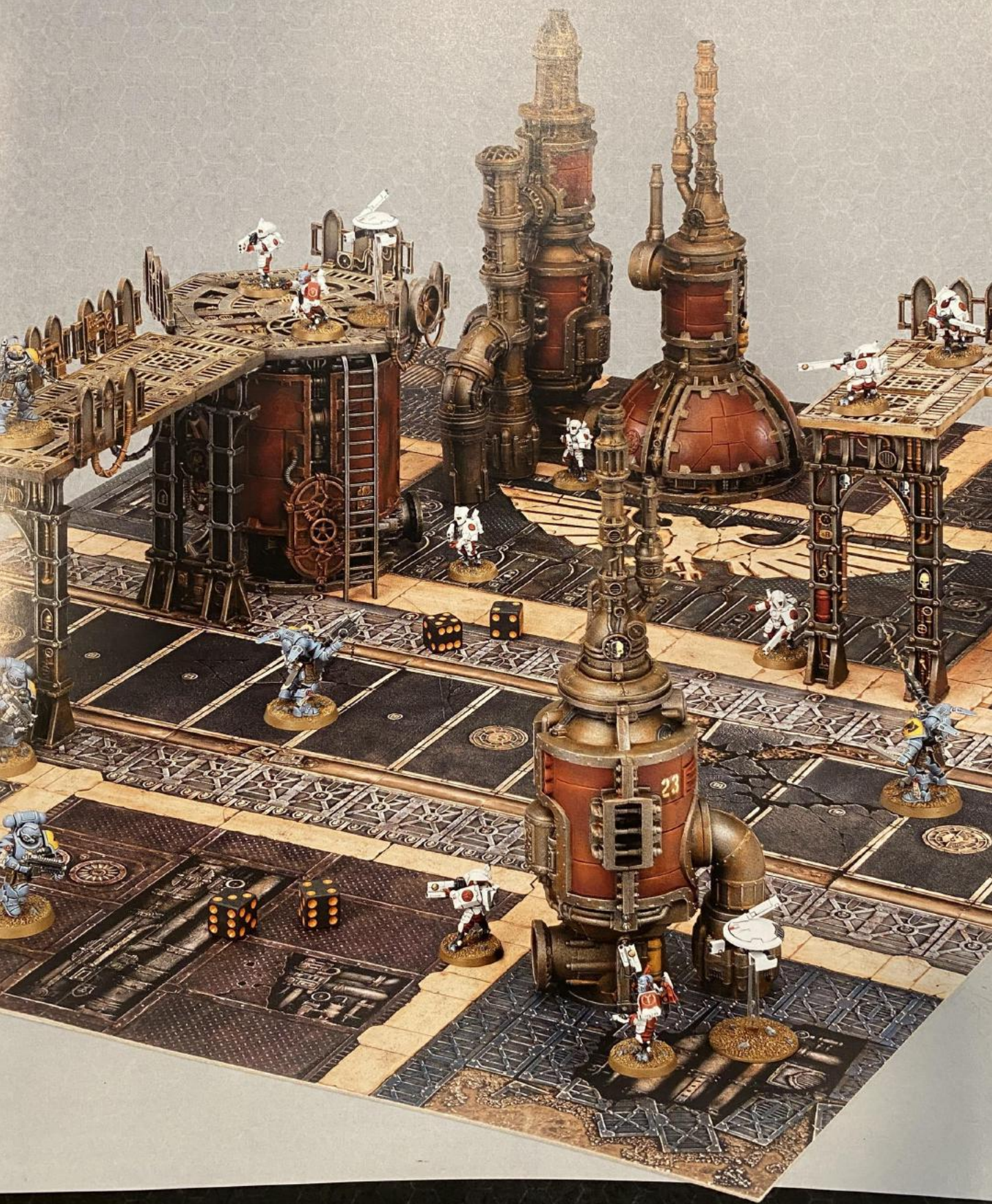
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WARHAMMER
40,000

KILL TEAM

STARTER SET



WDEL

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REIVER SQUAD

5
POWER

STEPS • ÉTAPES • PASOS
SCHRIITTE • FASIS **10 - 11**



FIRE WARRIORS (STRIKE TEAM)

2
POWER

STEPS • ÉTAPES • PASOS
SCHRIITTE • FASIS **7 - 12**



FIRE WARRIORS (BREACHER TEAM)

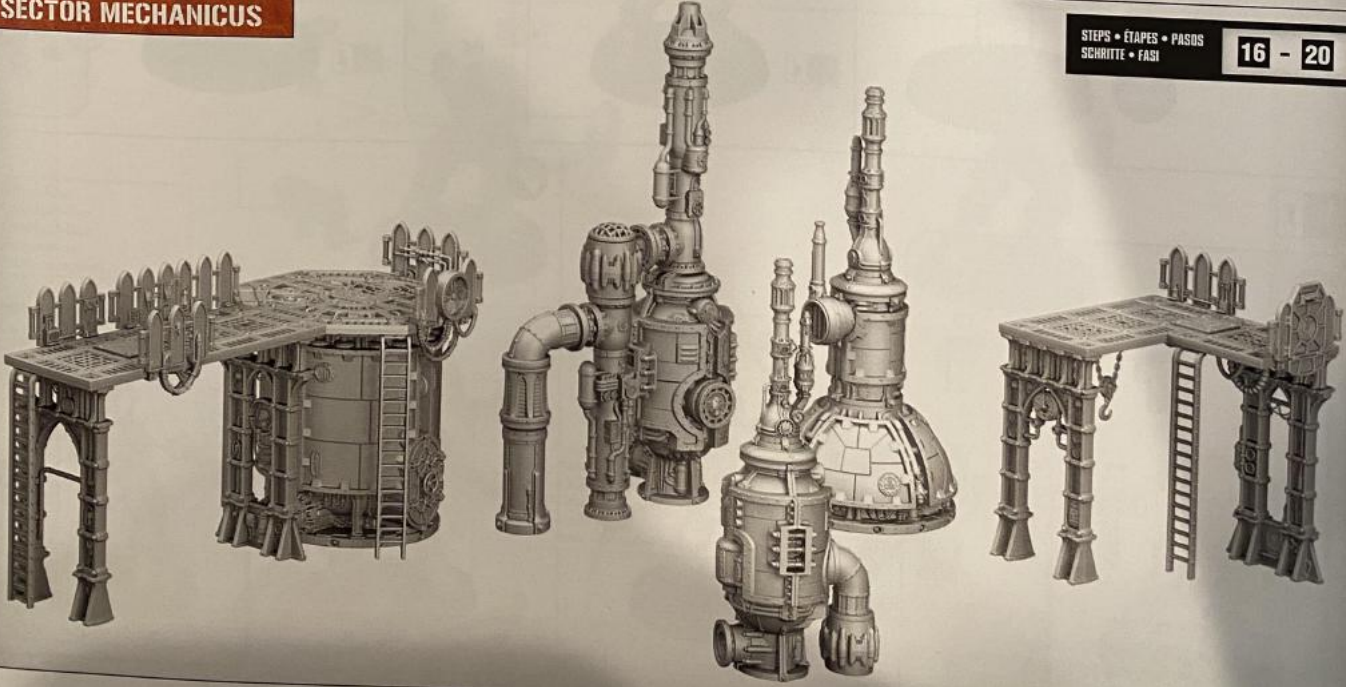
2
POWER

STEPS • ÉTAPES • PASOS
SCHRIITTE • FASIS **7 - 9 ; 13 - 15**

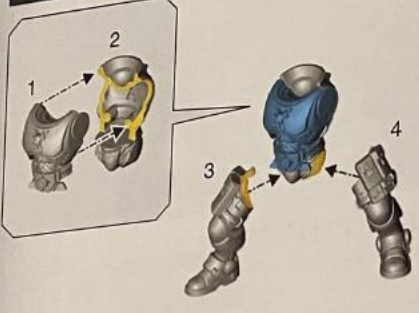


SECTOR MECHANICUS

STEPS • ÉTAPES • PASOS
SCHRIITTE • FASIS **16 - 20**

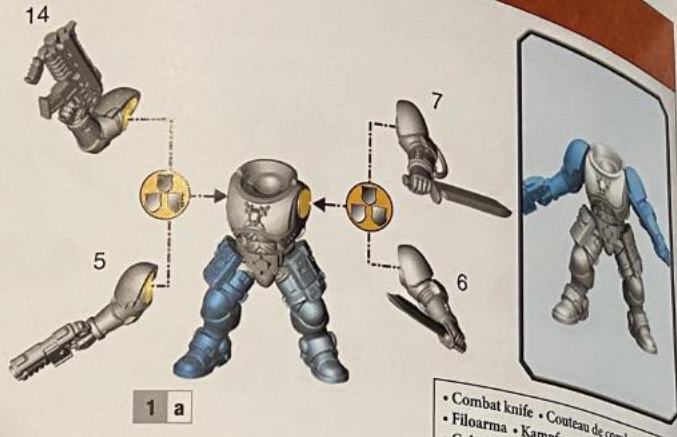


1 a REIVER SERGEANT

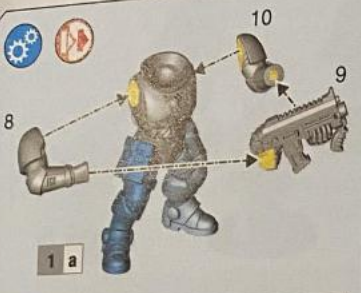


- 1 b**
- Bolt carbine
 - Carabine bolter
 - Carabina bólter
 - Boltkarabiner
 - Carabina requiem

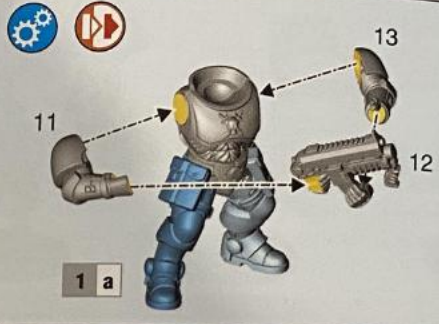
- Heavy bolt pistol
- Pistolet bolter lourd
- Pistola bólter pesada
- Schwere Boltpistole
- Pistola requiem pesante



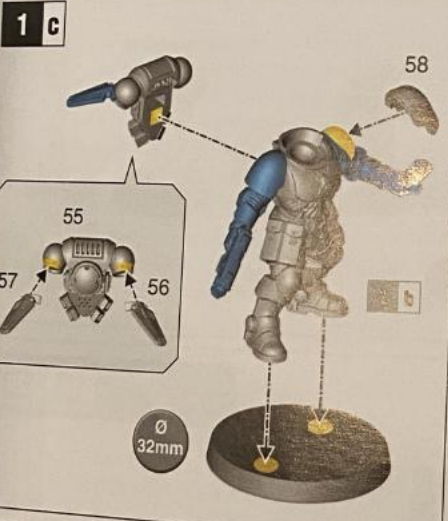
- Combat knife • Couteau de combat
- Filoarma • Kampmesser
- Coltello da combattimento



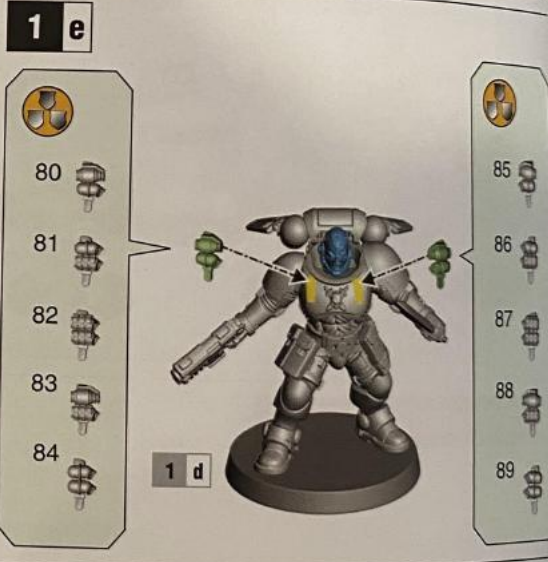
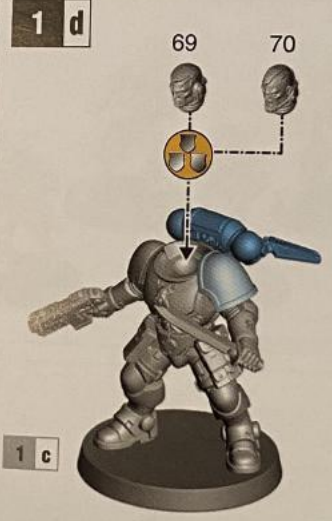
- Bolt carbine • Carabine bolter
- Carabina bólter • Boltkarabiner • Carabina requiem



- Bolt carbine • Carabine bolter
- Carabina bólter • Boltkarabiner • Carabina requiem



Ø 32mm



2 a REIVER 2



2 b



2 c



2 b

Ø 32mm



2 d



- Bolt carbine
- Carabine bolter
- Carabina bôlter
- Boltkarabiner
- Carabina requiem



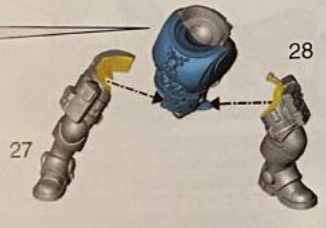
- Grapnel launcher
 - Lance-grappin
 - Lanzagarrfios
 - Greifhakenwerfer
 - Lanciarampino
- Heavy bolt pistol
 - Pistolet bolter lourd
 - Pistola bôlter pesada
 - Schwere Boltpistole
 - Pistola requiem pesante



- Combat knife
- Couteau de combat
- Filoarma
- Kampfmesser
- Coltello da combattimento



3 a REIVER 3



3 b

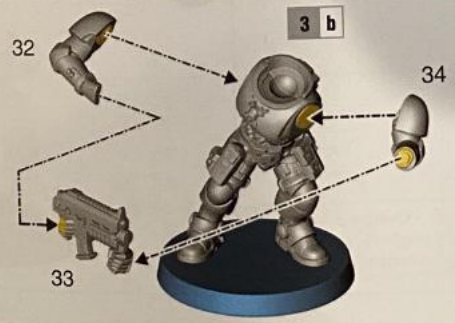
3 a

Ø 32mm

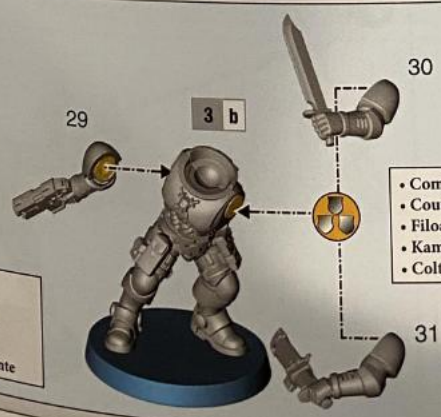


3 c

- Bolt carbine
- Carabine bolter
- Carabina bôlter
- Boltkarabiner
- Carabina requiem



- Heavy bolt pistol
- Pistolet bolter lourd
- Pistola bôlter pesada
- Schwere Boltpistole
- Pistola requiem pesante



- Combat knife
- Couteau de combat
- Filoarma
- Kampfmesser
- Coltello da combattimento



4 a REIVER 4



4 b



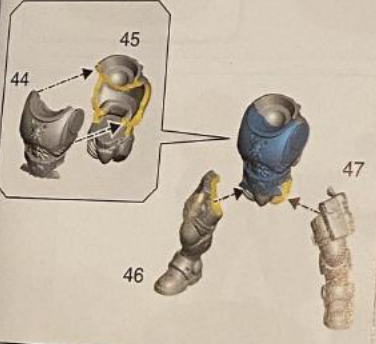
4 c



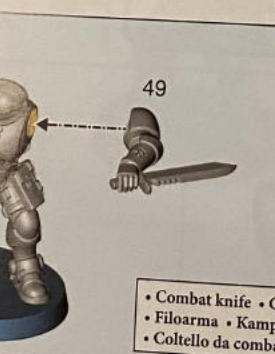
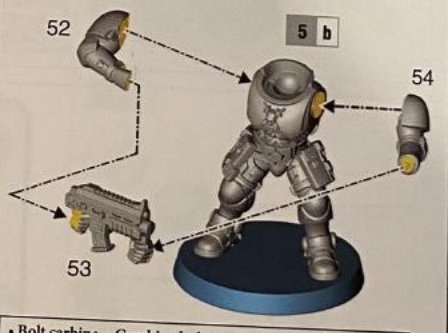
- Bolt carbine • Carabine bolter • Carabina b6lter
- Boltkarabiner • Carabina requiem

- Heavy bolt pistol • Pistolet bolter lourd
- Pistola b6lter pesada • Schwere Boltpistole
- Pistola requiem pesante

5 a REIVER 5



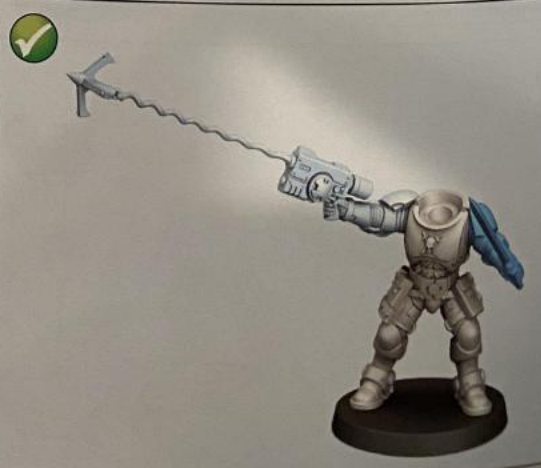
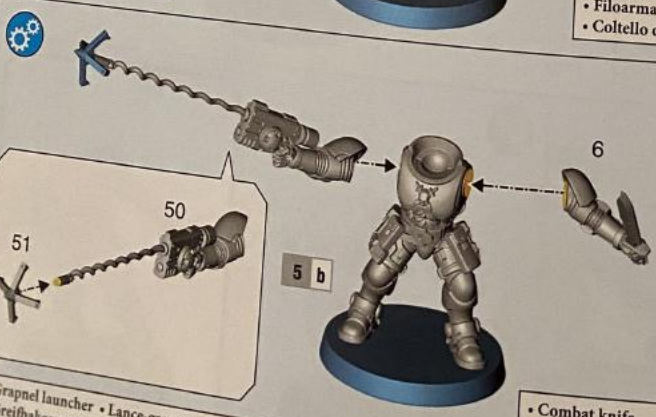
5 c



- Bolt carbine • Carabine bolter • Carabina b6lter
- Boltkarabiner • Carabina requiem

- Heavy bolt pistol
- Pistolet bolter lourd
- Pistola b6lter pesada
- Schwere Boltpistole
- Pistola requiem pesante

- Combat knife • Couteau de combat
- Filoarma • Kampfmesser
- Coltello da combattimento



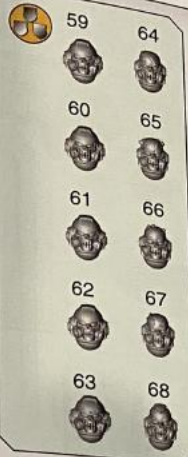
- Grapnel launcher • Lance-grappin • Lanzagarfios
- Greifhakenwerfer • Lanciarampino

- Combat knife
- Couteau de combat
- Filoarma
- Kampfmesser
- Coltello da combattimento

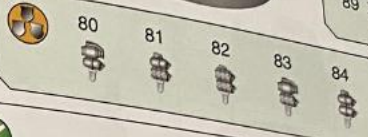
6 a x4



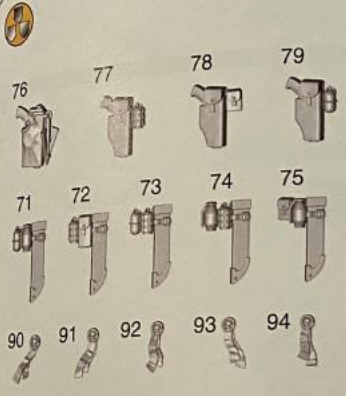
6 b x4



6 c x4



6 d x4



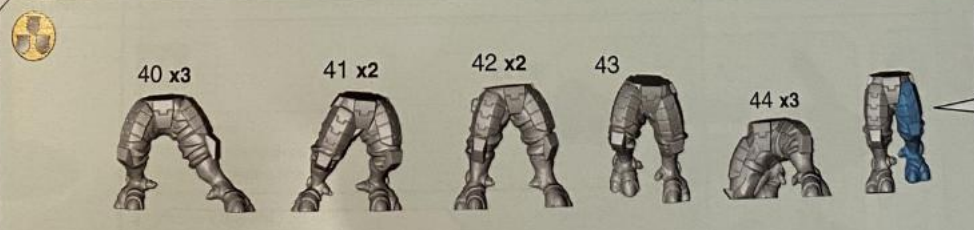
6 c



T'AU EMPIRE – FIRE WARRIORS

! FOLLOW STEPS 7-9 FOR ALL VARIANTS • SUIVRE LES ÉTAPES 7-9 POUR TOUTES LES VARIANTES • SIGUE EL PASO 7-9 PARA TODAS LAS VARIANTES • FOLGE SCHRITT 7-9 FÜR ALLE VARIANTEN • SEGUI LA FASE 7-9 PER TUTTE LE VARIANTI

7 x10

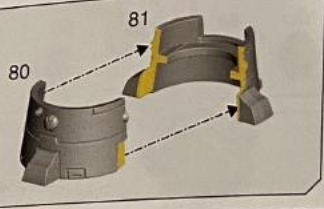
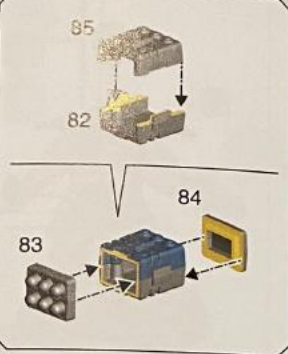
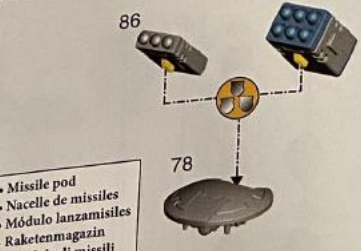


8 DS8 TACTICAL SUPPORT TURRET

- Smart missile system
- système de missiles autodirecteurs
- Sistema de misiles inteligente
- Schwärmer-Raketenmagazin
- Sistema di missili intelligenti



- Missile pod
- Nacelle de missiles
- Módulo lanzamisiles
- Raketenmagazin
- Gondola di missili



9 DRONE x2

- CHOOSE THE VARIANT YOU WANT TO BUILD
- CHOISISSEZ LA VARIANTE À ASSEMBLER
- ELIGE QUÉ VERSIÓN QUIERES MONTAR
- WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST
- SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE



MV1 GUN DRONE



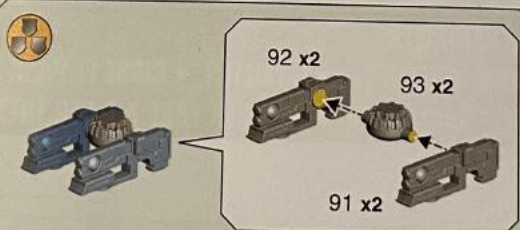
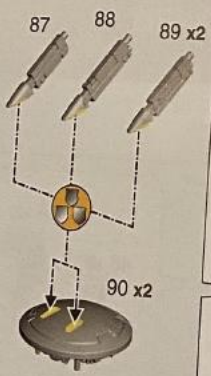
MV4 SHIELD DRONE



MV7 MARKER DRONE



MV36 GUARDIAN DRONE



FIRE WARRIORS (STRIKE TEAM)

• USE MATCHING PARTS • UTILISER LES ÉLÉMENTS CORRESPONDANTS • VERWENDE DIE PASSENDE PARTS • USA LE PARTI CORRISPONDENTI • USA LAS PIEZAS QUE CORRESPONDAN

10

11 x2

12 x2

13 x2

23 x2

22 x2

25 x2

14

15

17

27 x2

26 x2

29 x2

18

19

21

31 x2

30 x2

33 x2

11 a FIRE WARRIOR SHAS'UI (STRIKE TEAM)

34 x2 35 x2 36 x2 37 x2 38 x2 39 x2

1 3 4 5

9 47

60 61

7

11 c

- Pulse pistol • Pistolet à impulsions • Pistola de inducción • Pulsipistole • Pistola a impulsu

57 58 51 59

11 a

62 63 10

53

11 a

10

11 b

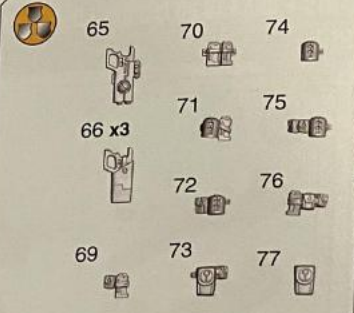
- Pulse carbine • Carabine à impulsions • Carabina de inducción • Pulskarabiner • Carabina a impulsu

- Pulse rifle • Fusil à impulsions • Rifle de inducción • Pulsgewehr • Fucile a impulsu

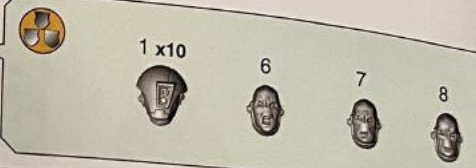
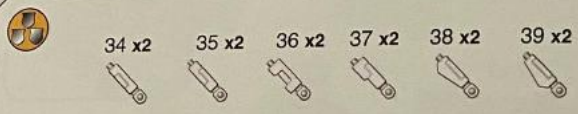
11 d



11 e



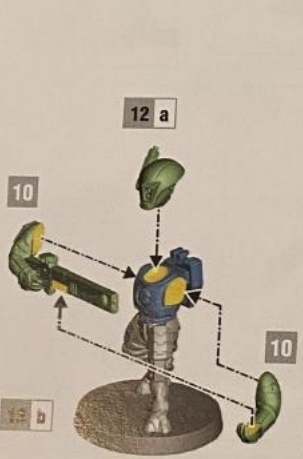
12 a FIRE WARRIOR (STRIKE TEAM) x9



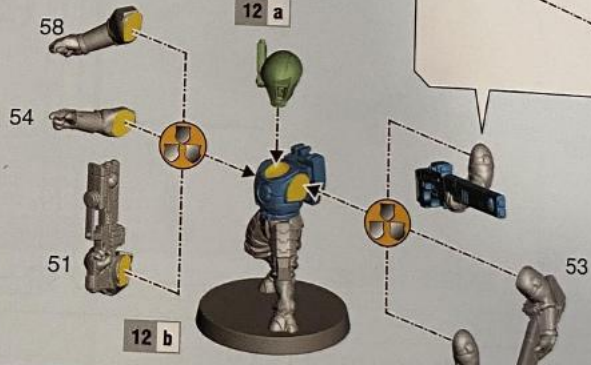
12 b



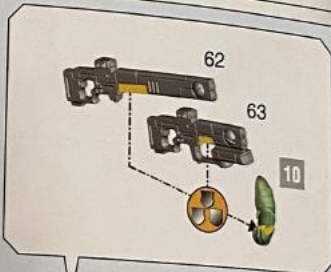
12 c



- Pulse rifle • Fusil à impulsions
- Rifle de inducción • Pulsgewehr
- Fucile a impuls

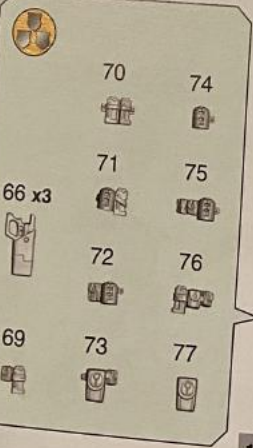


- Pulse carbine
- Carabine à impulsions
- Carabina de inducción
- Pulskarabiner
- Carabina a impuls



- Pulse rifle
- Fusil à impulsions
- Rifle de inducción
- Pulsgewehr
- Fucile a impuls

12 d



13 - 15 FIRE WARRIORS (BREACHER TEAM)

• USE MATCHING PARTS • UTILISER LES ÉLÉMENTS CORRESPONDANTS • VERWENDE DE PASSENDEN • USA LE PARTI CORRISPONDANT • USA LAS PIEZAS QUE CORRESPONDAN

10 x2

13 x2

24 x2

25 x2

16

17

28 x2

29 x2

20

21

32 x2

33 x2

14 a FIRE WARRIOR SHAS'UI (BREACHER TEAM)

34 x2 35 x2 36 x2 37 x2 38 x2 39 x2

2 3 4 5

14 b

9 48

61

7

14 c

- Pulse pistol
- Pistolet à impulsions
- Pistola de inducción
- Pulspistole
- Pistola a impulsu

57 58

58

64

13

14 a

59

14 a

13

14 b

13

• Pulse blaster • Éclateur à impulsions
• Bláster de inducción • Pulsblaster
• Fucile a impulsu brevi

14 d

49

14 c

14 e

67 x5 71 75
61 68 x5 72 76
69 73 77
66 x3 70 74

14 d

14 d

15 a FIRE WARRIOR (BREACHER TEAM) x9

34 x2 35 x2 36 x2 37 x2 38 x2 39 x2

2 x10 6 7 8

15 b

9 x9 48 x9

7

15 c

13 15 a

15 b

- Pulse blaster • Éclateur à impulsions
- Bláster de inducción • Pulsblaster
- Fucile a impulsi brevi

58 54 52 64 13 15 a 15 b 56

15 d

67 x5 71 75
68 x5 72 76
69 73 77
66 x3 70 74

15 c

49 x9

16 - 20 SECTOR MECHANICUS

16 a BLOCKA

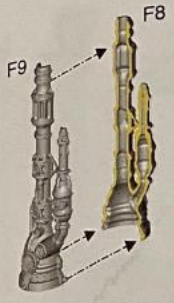
F1

F2

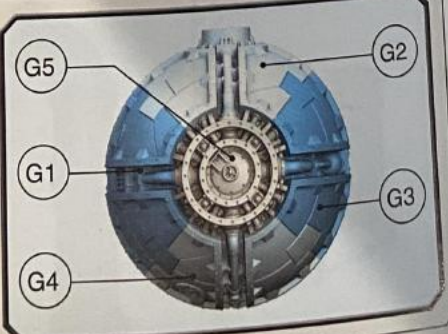
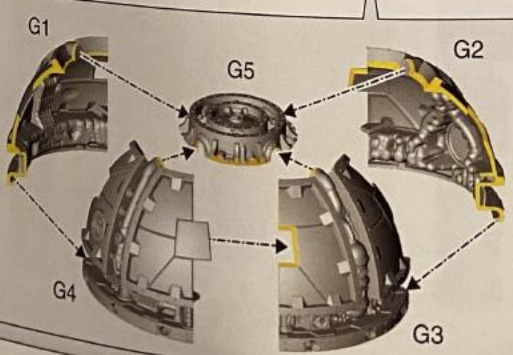
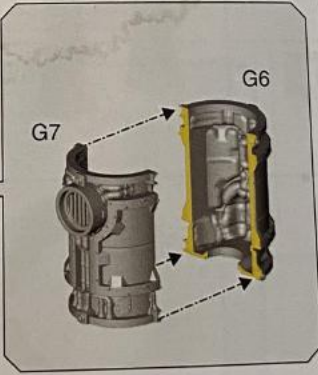
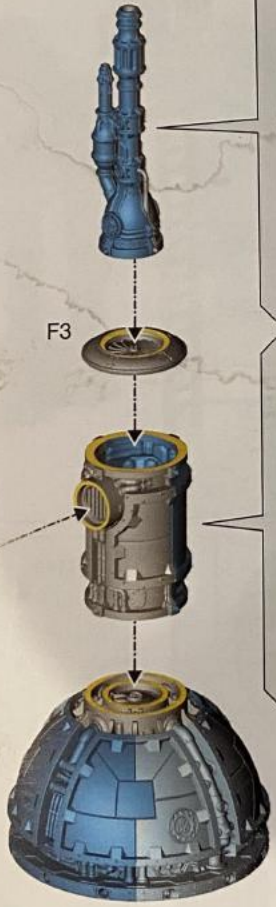
F5

F6 F7

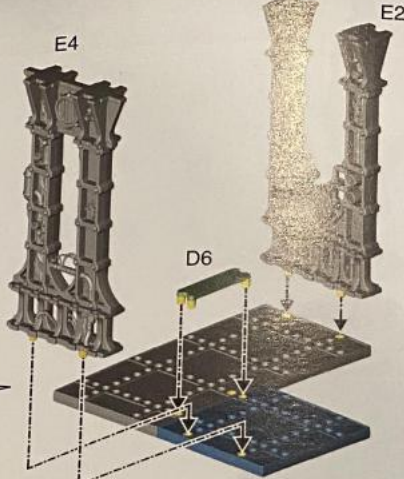
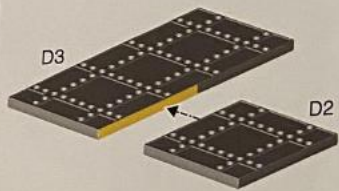
16 b



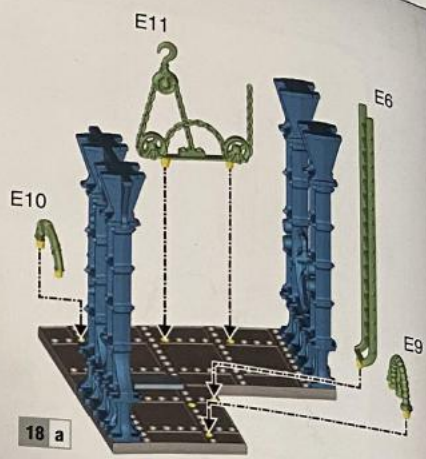
17 BLOCK B



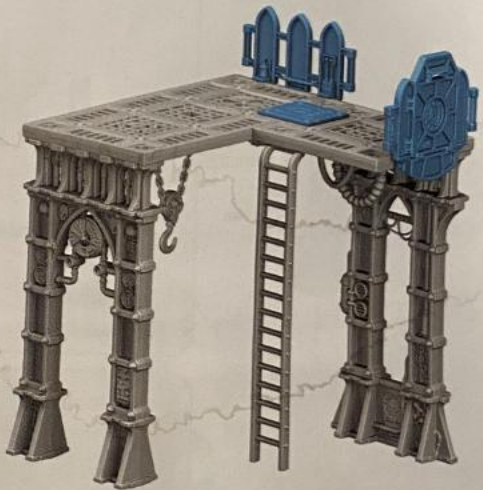
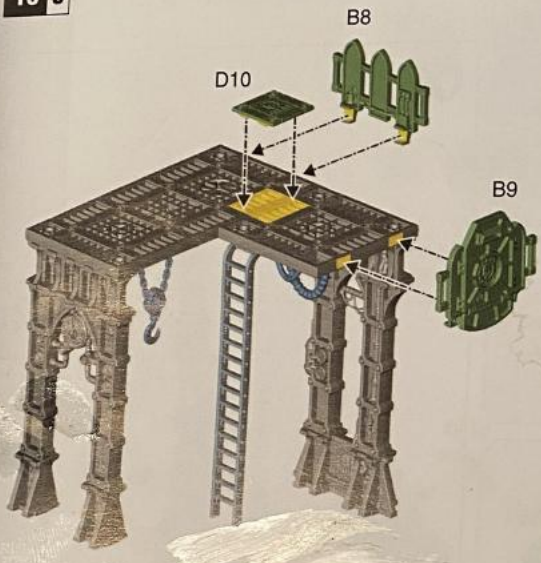
18 a BLOCK C



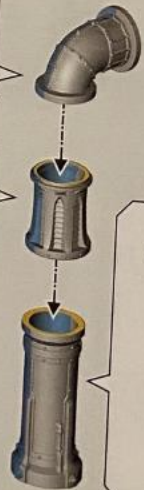
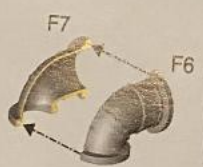
18 b



18 c



19 a BLOCK D



G12

F5

F13

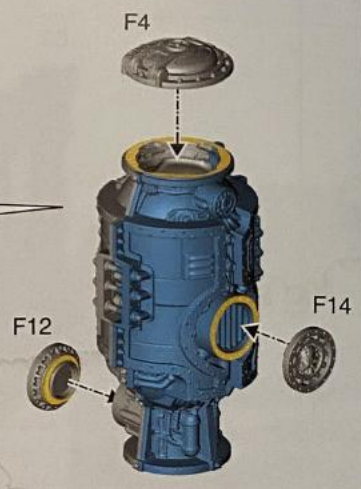
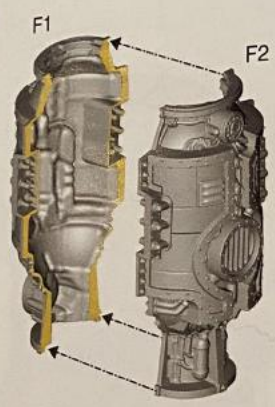
G14



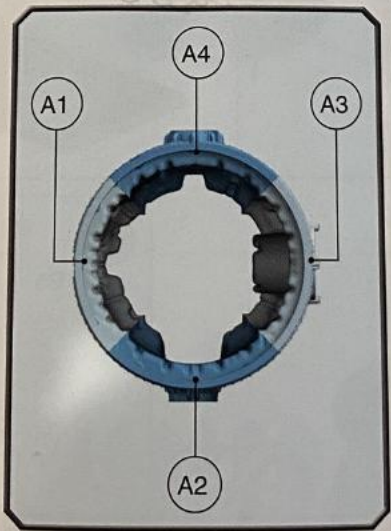
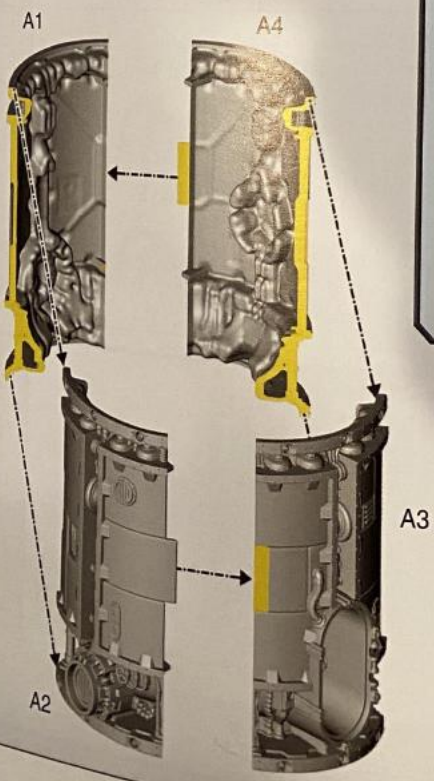
F11

F10

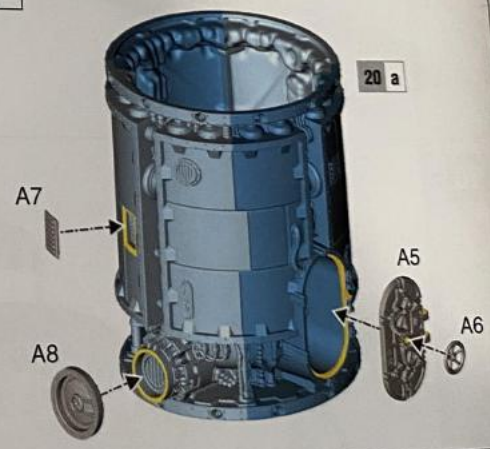




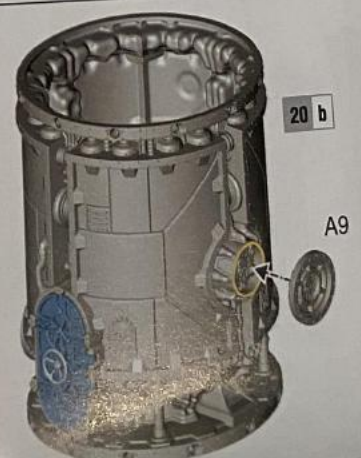
20 a BLOCK E



20 b



20 c

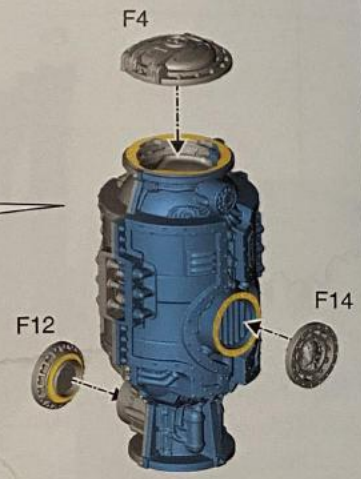
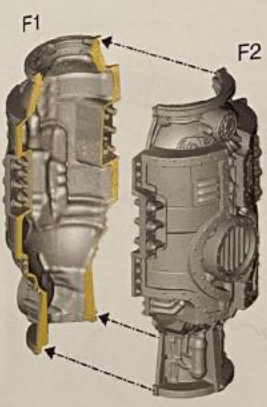


19 b

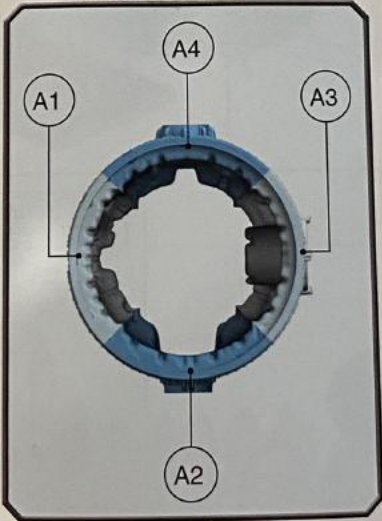
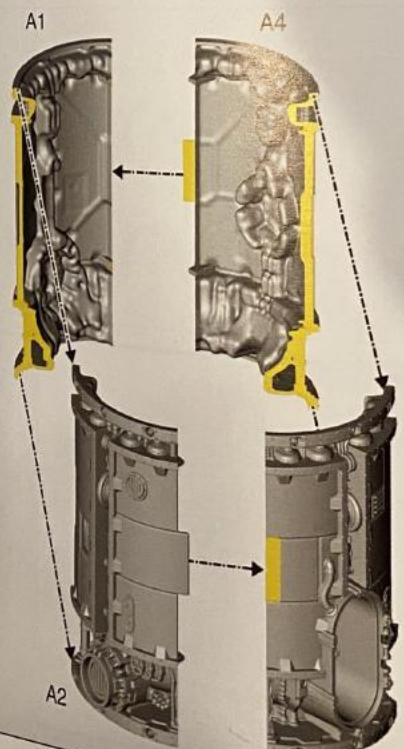


20 a

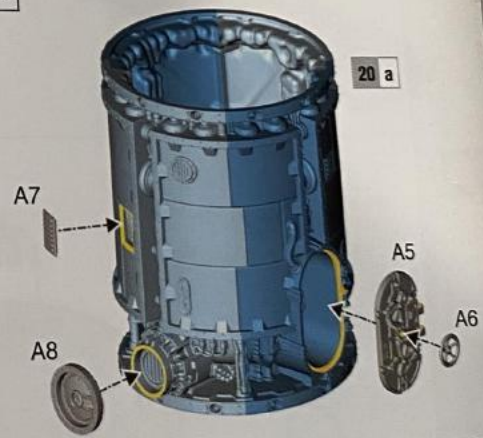
BLOCK E



20 b



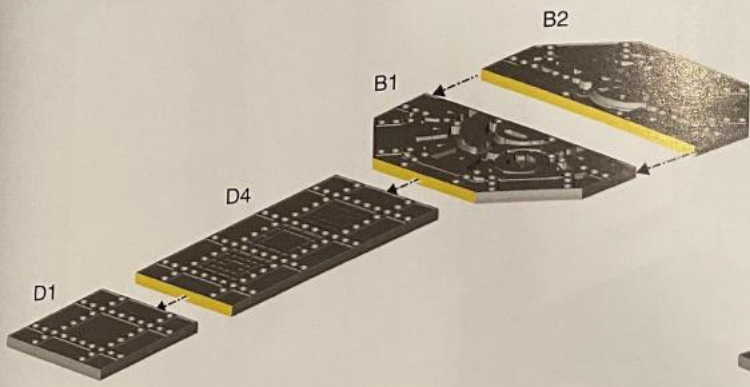
20 b



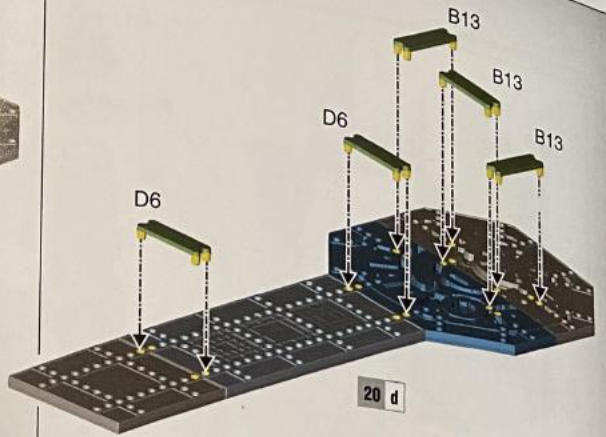
20 c



20 d

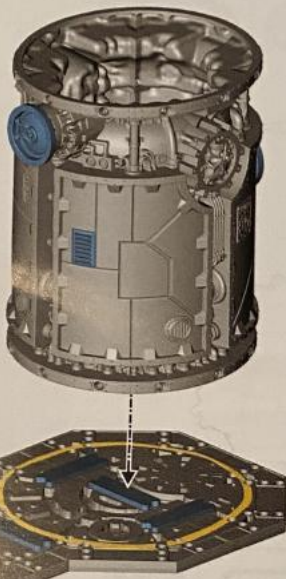


20 e

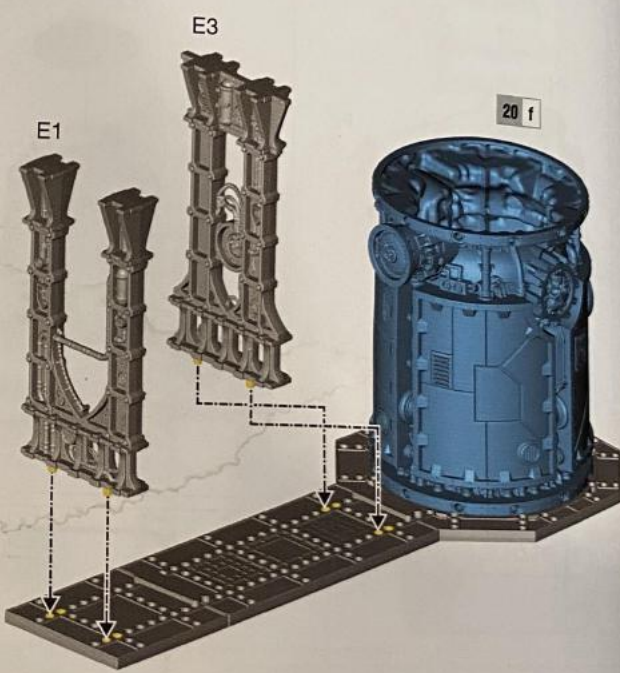


20 f

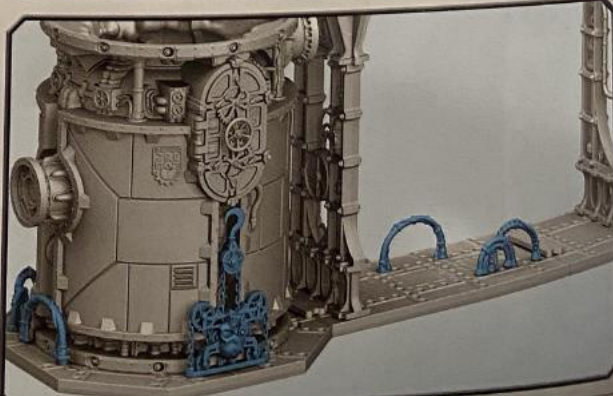
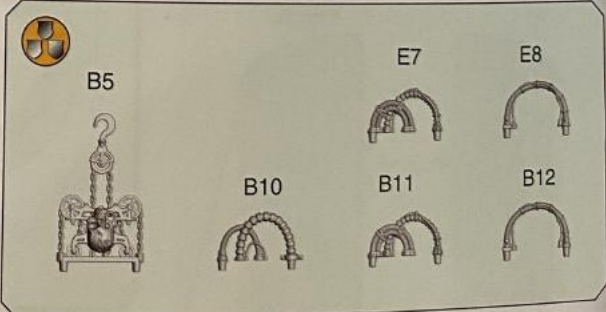
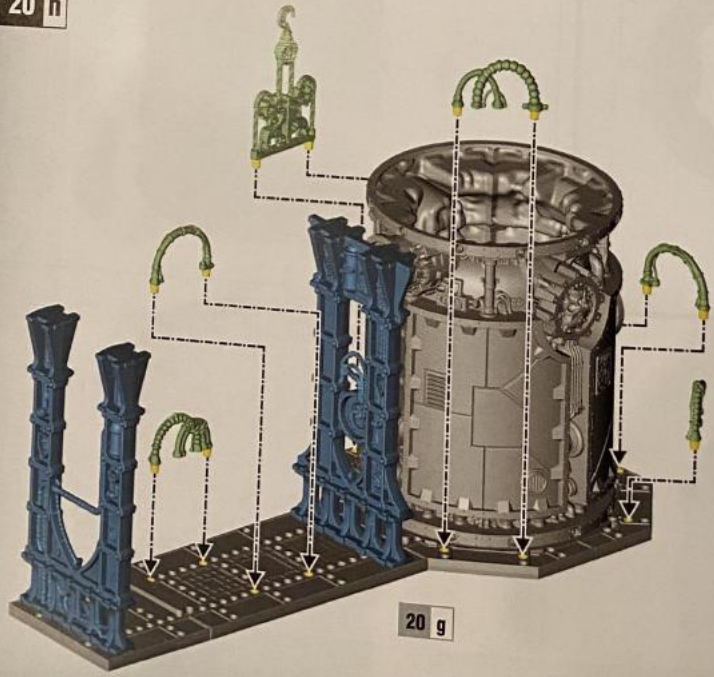
20 c



20 g



20 h



20 f

B3

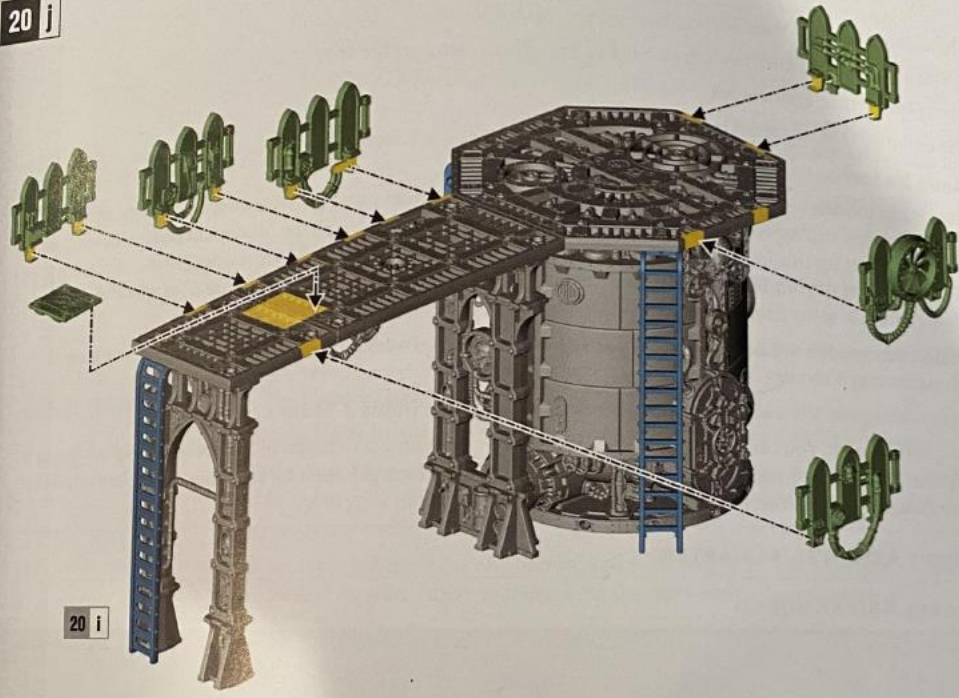
B4

E5

20 h



20 i



20 i



D5	
D9	
D6	
B6	
D7	
B7	
D8	

