



KOMMANDOS KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

OPERATIVES

- ↘ 1 **KOMMANDO**  **BOSS NOB** operative with one of the following options:
 - Slugga; big choppa
 - Slugga; power klaw

- ↘ 9 **KOMMANDO**  operatives selected from the following list:
 - **BOMB SQUIG***
 - **BOY**
 - **BREACHA BOY**
 - **BURNA BOY**
 - **COMMS BOY**
 - **DAKKA BOY**
 - **GROT***
 - **ROKKIT BOY**
 - **SLASHA BOY**
 - **SNIPA BOY**

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

- * These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.