

# KOMMANDOS KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

## OPERATIVES

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- ↳ 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.