

KOMMANDO BOSS NOB



APL
▼ 3

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 14

	NAME	ATK	HIT	DMG	WR
🔥🔥🔥	Slugga	4	4+	3/4	Range 8"
🔥	Big choppa	5	3+	5/6	-
🔥	Power klaw	4	3+	5/7	Brutal, Shock

Krumpin' Time: This operative can perform two **Fight** actions during its activation.

GET IT DUN!

1AP

▶ **SUPPORT.** Select one other friendly **KOMMANDO**👤 operative (excluding **BOMB SQUIG**) visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

KOMMANDO👤, ORK, LEADER, BOSS NOB

KOMMANDO BOMB SQUIG



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔪 5

NAME	ATK	HIT	DMG	WR
💣 Explosives	6	4+	4/5	Blast 1", Limited 1, Explosive*
🔪 Bite	3	4+	4/5	-

***Explosive:** This operative can perform the **Shoot** action with this weapon while within control range of an enemy operative. Don't select a valid target. Instead, this operative is always the primary target and cannot be in cover or obscured.

Boom!: If this operative is incapacitated during a battle in which it hasn't used its explosives, roll one D6, or two D6 if you wish. If any result is a 4+, this operative performs a free **Shoot** action with its explosives before it's removed from the killzone.

RULES CONTINUE ON OTHER SIDE ►

KOMMANDO BOMB SQUIG



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔪 5

Stoopid: In the Firefight phase, whenever you determine this operative's order, you cannot select Conceal. This operative cannot perform any actions other than **Charge**, **Dash**, **Fight**, **Reposition** and **Shoot**. It cannot use any weapons that aren't on its datacard.

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

KOMMANDO BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

	NAME	ATK	HIT	DMG	WR
🏠	Slugga	4	4+	3/4	Range 8"
🔪	Choppa	4	3+	4/5	-

Tactical Wot-notz: You can do each of the following once per turning point:

- One friendly **KOMMANDO🧠BOY** operative can perform the **Smoke Grenade** action.
- One friendly **KOMMANDO🧠BOY** operative can perform the **Stun Grenade** action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

KOMMANDO BREACHA BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🛡️🛡️🛡️ Slugga	4	4+	3/4	Range 8"
➡ Breacha ram	4	4+	5/5	Brutal, Severe, Shock

BREACH

1AP

- ▶ Place one of your Breach markers within this operative's control range as close as possible to a terrain feature within control range of it. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.
- ▶ This operative can perform this action during the **Charge** or **Reposition** action, and it can do so for 1 less AP during those actions. Any remaining move distance can be used after it does so.
- ◆ This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.

KOMMANDO BURNA BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🛡️🛡️🛡️ Burna (standard)	4	2+	3/3	Range 8", Saturate, Torrent 2"
🛡️🛡️🛡️ Burna (deluge)	4	2+	3/3	Range 4", Saturate, Seek Light, Torrent 0"*
👊 Fists	3	3+	3/4	-

*Note that Torrent 0" means you cannot select secondary targets, but this weapon still has the Torrent weapon rule for all other rules purposes, e.g. the Condensed Stronghold rule (see Killzone: Volkus, *Kill Team Core Book*).

KOMMANDO COMMS BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔫 Shokka pistol	6	4+	1/0	Range 8", Devastating 2, Severe, Stun
👊 Fists	3	3+	3/4	-

I Got a Plan, Ladz: Once during each of this operative's activations, it can perform the **Pick Up Marker, Place Marker** or a mission action for 1 less AP.

LISTEN IN

1AP

- ▶ **SUPPORT.** Select one other friendly **KOMMANDO** (excluding **BOMB SQUIG**) visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

KOMMANDO DAKKA BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Dakka shoota (short range)	5	4+	3/4	Range 9", Ceaseless
🔥🔥🔥 Dakka shoota (long range)	5	4+	3/4	-
👊 Fists	3	3+	3/4	-

DAKKA DASH

1AP

▶ Perform a free **Dash** action and a free **Shoot** action with this operative in any order. You can only select a dakka shoota for that **Shoot** action.

◆ This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

KOMMANDO GROT



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔪 5

NAME

ATK

HIT

DMG

WR



Grot choppa

3

5+

1/4

-

Sneaky Zogger: This operative cannot have an Engage order. Whenever this operative is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

GRAPPLING HOOK

1AP

- ▶ Select a visible point on a terrain feature for this operative. Remove this operative from the killzone and set it back up within 1" horizontally of that point in a location it can be placed, not within control range of enemy operatives, and with that point visible to it. This operative cannot perform the **Operate Hatch** action during this action.
- ◆ This action is treated as a **Reposition** action. This operative cannot perform this action while within control range of an enemy operative, or during an activation in which it performed the **Charge** or **Fall Back** action (or vice versa).

KOMMANDO ROKKIT BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Rokkit launcha (aimed)	6	4+	4/5	Blast 1", Ceaseless, Heavy (Dash only)
🔥🔥🔥 Rokkit launcha (mobile)	6	4+	4/5	Blast 1"
👊 Fists	3	3+	3/4	-

KOMMANDO SLASHA BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔪 Throwing knives	4	3+	2/5	Range 6", Silent
🔪 Twin choppas	4	3+	4/5	Ceaseless, Lethal 5+

Dat All You Got?: After this operative fights or retaliates, if it wasn't incapacitated, you can inflict D3 damage on the enemy operative in that sequence.

KOMMANDO SNIPA BOY



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔫 Scoped big shoota (concealed)	5	3+	3/3	Devastating 2, Heavy, Silent, Concealed Position*
🔫 Scoped big shoota (stationary)	5	3+	3/3	Devastating 2, Heavy
🔫 Scoped big shoota (sweeping)	5	3+	3/4	Heavy (Dash only), Torrent 1"
👊 Fists	3	3+	3/4	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.