



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	4	3+	5/6	Punishing
Power klaw	4	3+	5/7	Brutal

GET IT DUN!

1AP

► **SUPPORT.** Select one other friendly KOMMANDO ORK 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

(32)

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 ORK, BOMB SQUIG

(25)

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 ORK, BOY

(32)



KOMMANDO BREACHA BOY



APL ▼2 MOVE ➡6" SAVE 5+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
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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 ORK, BREACHA BOY

(32)

KOMMANDO BURNA BOY



APL ▼2 MOVE ➡6" SAVE 5+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
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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 ORK, BURNA BOY

(32)

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 ORK 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.

KOMMANDO ORK, COMMS BOY

(32)

KOMMANDO DAKKA BOY



APL ▼2 MOVE ➡6" SAVE 5+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
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Dakka shoota (short range)	5	4+	3/4	Range 6", 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 ORK, DAKKA BOY

(32)



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, ORK, GROT

(25)

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, ORK, ROKKIT BOY

(32)

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, ORK, SLASHA BOY

(32)

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.

KOMMANDO, ORK, SNIPA BOY

(32)



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* | • DAKKA BOY |
| • BOY | • GROT* |
| • BREACHA BOY | • ROKKIT BOY |
| • BURNA BOY | • SLASHA BOY |
| • COMMS 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.

KOMMANDO FACTION RULE

THROAT SLITTAS

Unusual amongst Orks, Kommandos utilise stealth and misdirection to close in before falling upon the enemy with jagged blades drawn.

Each friendly **KOMMANDO** operative (excluding **BOMB SQUIG**) can perform the Charge action while it has a Conceal order.

KOMMANDO MARKER/TOKEN GUIDE



Explosives token



Breach marker



Dynamite token



Harpoon token



Stun Grenade token



Smoke Grenade token

KOMMANDO STRATEGY PLOY

DAKKA! DAKKA! DAKKA!

Whilst they are more subtle than other Orks, Kommandos hold to the same belief that any target can be overcome by simply applying a greater volume of fire.

Friendly **KOMMANDO** operatives' ranged weapons have the Punishing weapon rule.



KOMMANDO[¶] STRATEGY PLOY

WAAAGH!

The infamous and dreaded battle cry of the Orks heralds a tempest of violence and butchery.

Friendly KOMMANDO[¶] operatives' melee weapons have the Balanced weapon rule.

KOMMANDO[¶] STRATEGY PLOY

SKULK ABOUT

Kommandos exploit cover and terrain to confound the enemy and confuse their aim.

Whenever an enemy operative is shooting a friendly KOMMANDO[¶] operative that has a Conceal order, you can retain one of your defence dice as a normal success without rolling it (in addition to a cover save, if any).

KOMMANDO[¶] STRATEGY PLOY

SSSHHHHH!

Despite their colossal bulk, Ork Kommandos are capable of moving surprisingly quietly, should the situation demand it.

Each friendly KOMMANDO[¶] operative that's not a valid target for enemy operatives, or has a Conceal order and is more than 6" from enemy operatives, can immediately perform a free Dash action. You cannot use this ploy during the first turning point.

KOMMANDO[¶] FIREFIGHT PLOY

JUST A SCRATCH

Orks have a remarkable ability to shrug off grievous damage that would incapacitate most other species.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly KOMMANDO[¶] operative (excluding BOMB SQUIG and GROT). Ignore that inflicted damage.



KOMMANDO[¶] FIREFIGHT PLOY

KRUMP 'EM!

Whilst they are far more crafty than your average Ork, Kommandos are still ultimately driven by a need to fight and kill.

Use this firefight ploy at the end of the Firefight phase. Select one friendly KOMMANDO[¶] operative. It can immediately perform a free Fight action.

KOMMANDO[¶] FIREFIGHT PLOY

KUNNIN' BUT BRUTAL

Whilst they may utilise stealth and cunning to get within range of their enemies, Kommandos are no less enthusiastic about meting out brutal violence.

Use this firefight ploy when a friendly KOMMANDO[¶] operative that has a Conceal order is fighting during an activation in which it performed the Charge action, you're resolving the first attack dice, and it's a strike with a normal success. Treat that normal success as a critical success instead.

KOMMANDO[¶] FIREFIGHT PLOY

SHAKE IT OFF

Ork Kommandos bolster their natural resilience with makeshift armour and protective equipment, rendering their advance almost impossible to slow.

Use this firefight ploy when a friendly KOMMANDO[¶] operative is activated, or when its APL stat is changed. Until the start of the next turning point, you can ignore any changes to its APL stat.

KOMMANDO[¶] FACTION EQUIPMENT

CHOPPAS

Ork blades may appear crude and rusty, but this is of little comfort to those on the receiving end of a choppa blow.

Friendly KOMMANDO[¶] operatives (excluding BOMB SQUIG and GROT) have the following melee weapon. Note that some operatives already have this weapon but with better stats; in that instance, use the better version.

NAME	ATK	HIT	DMG
Choppa	3	3+	4/5



KOMMANDO[®] FACTION EQUIPMENT

DYNAMITE

Kommandos are known to utilise a variety of improvised explosives, the most common of which are bundles of volatile dynamite.

Once per battle, a friendly KOMMANDO[®] operative (excluding BOMB SQUIG and GROT) can use the following ranged weapon:

NAME	ATK	HIT	DMG
💣 Dynamite	5	4+	4/5

WR

Range 4", Blast 1", Heavy (Reposition only), Saturate

KOMMANDO[®] FACTION EQUIPMENT

HARPOON

This weapon fires a sharp, barbed projectile that snags any foes it doesn't kill outright, preventing them from moving.

Once per turning point, a friendly KOMMANDO[®] operative (excluding BOMB SQUIG and GROT) can use the following ranged weapon:

NAME	ATK	HIT	DMG
💣 Harpoon	4	4+	4/5

WR

Range 8", Lethal 5+, Stun

KOMMANDO[®] FACTION EQUIPMENT

COLLAPSIBLE STOCKS

Kommandos often use modified guns with cut down or folding shoulder stocks to enhance the impact of their firepower.

Add 4" to the Range weapon rule of the following ranged weapons that friendly KOMMANDO[®] operatives have:

- Dakka shoota (short range)
- Shokka pistol
- Slugga

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

☰ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

☰ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►



Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- ▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTH KYN SALVAGER**, **FLY, MANDRAKE** or **SHADOW PASSAGE**).
 - ▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
 - ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

SMOKE GRENADE

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

NOTES:



KOMMANDOS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

RULES COMMENTARY

JUNE '25

This section provides clarification on ambiguous and complex rules interactions.

Q: If a KOMMANDO BOMB SQUIG is incapacitated during a Door Fight or Hatchway Fight action, is the other operative in that action a secondary target for a Shoot action caused by the Boom! rule?

A: No.

PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

GROT OPERATIVE, SNEAKY ZOGGER RULE

Second sentence changed to read:

'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".'

BURNA BOY OPERATIVE, BURNA (DELUGE) WEAPON

'Torrent 0"** weapon rule added.

Additional text added to datacard:

'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).'

BOMB SQUIG OPERATIVE, EXPENDABLE RULE

Relevant part of second sentence changed to read:

'It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives [...]'

KOMMANDO OPERATIVES

Unusually amongst their warlike species, Ork Kommandos have an appreciation for subtlety. They will use any dirty and underhanded trick they can think of to achieve their goals. Of course, when the fight begins, their natural love for violence comes to the fore.

2

KOMMANDO BOY

Kommandos epitomise the Orky virtue of low cunning. Few things make them happier than sneaking up on an unsuspecting enemy and hacking, slashing and shooting before the foe can strike back.

KOMMANDO SLASHA BOY

Slasha Boyz love getting into the thick of action, even by Ork standards. Festooned with all manner of blades, they hack and slash their way through enemy after enemy.

KOMMANDO BREACHA BOY

Kommando Breacha Boys have the task of barging into places and enemies alike and smashing them apart with their Breacha Rams. It is one they relish, and those that see them in action and survive soon learn to especially fear these brutal greenskins.

KOMMANDO SNIPA BOY

Though few Orks have the patience to be a Kommando Snipa Boy, those who perform the role are experts in finding the best spots to fire at the enemy, kill a target and enjoy watching the survivors flail and panic in the confusion inevitably caused.

KOMMANDO DAKKA BOY

The sound of roaring dakka is music to the ears of many Orks, not least to Kommando Dakka Boys. They take great delight in pouring vast quantities of bullets into the enemy, destroying light cover, sending foes running and causing pandemonium.



'NEVER UNDERESTIMATE THEM. THEIR BRUTISH APPEARANCE BELIES A CUNNING THAT HAS BEEN THE RUIN OF MANY AN ARMY. WHERE YOU SEE CRUDENESS, ASSUME PLANNING. WHERE YOU SEE OAFISHNESS, ASSUME CONNIVERY.'

- Colonel Hriskhan Loast,
33rd Death Korps Siege Regiment



KOMMANDO COMMS BOY

There's no excuse for not following the boss' plan, no matter how questionably sane it seems. Kommando Comms Boys perform the function of ensuring no Ork 'forgets' their orders on the field by relaying the boss' instructions.

KOMMANDO BURNA BOY

Burna Boyz are pyromaniacs all, obsessed with raging infernos – the bigger and hotter the better. Those of the Kommandos display an extraordinary patience, knowing the wait makes the devastation they wreak with their burnas even more satisfying.

KOMMANDO ROKKIT BOY

Rising from hidden locations, Kommando Rokkit Boyz fire rockets at bunkers, fuel silos, ammo dumps or even into the midst of an unsuspecting enemy – all with a broad grin at the havoc they've caused.

KOMMANDO GROT

For Grots to last long in the brutal reality of Ork society, they have to learn to lie, cheat, steal, sneak, suck up and plan – traits all valuable to Kommando kill teams.

KOMMANDO NOB

The sneakiest of sneaky gits, Kommando Nobz are both brutal and cunning enough to boss about the most conniving of their species.

BOMB SQUIG

Bomb squigs are among the most dangerous of their kind. In addition to being voracious predators, as the name suggests they carry all manner of explosives. In battle they race for the foe, blowing up enemy troops and destroying their defences.

KOMMANDOS KILL TEAM



Below you will find a list of the operatives that make up a KOMMANDOS kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

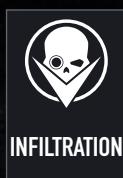
- ✓ 1 KOMMANDOS BOSS NOB operative with one of the following options:
 - Slugga; big choppa
 - Slugga; power klaw

- ✓ 9 KOMMANDOS operatives selected from the following list:
 - BOMB SQUIG*
 - BOY
 - BREACHA BOY
 - BURNA BOY
 - COMMS BOY
 - DAKKA BOY
 - GROTS*
 - 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.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

BOSS NOB

Power klaw



Slugga

Big choppa



'RIGHT LADZ, LISTEN UP. DA OOMIES 'AV GOT A BIG SHINY BOX AN' IT'S POWERIN' ALL THEIR GUBBINZ. DA PLAN IS, WE'ZE GOIN' TO KICK DA DOOR IN, GIVE 'EM ALL SUM DAKKA, CHUCK ROKKITS ABOUT 'TIL DA BOX BLOWS UP LIKE MUGROT'S BUGGY IN DAT MINEFIELD, AND BOSH, JOB'S A GOOD 'UN! ANY QUESTIONS? NAH? GOOD, DIDN'T FINK SO... LET'S GET STUCK IN THEN BOYZ! WAAAGH!'

- Boss Nob Gazrot Gitstompa,
just minutes before the infamous Meltdown Catastrophe of Generatorum Beta-2

BOY

Slugga



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



BREACHA BOY

Breacha ram



BURNA BOY

Burna



COMMS BOY

Shokka pistol



DAKKA BOY

Dakka shoota



GROT



ROKKIT BOY

Rokkit launcha



SLASHA BOY

Twin choppas



SNIPA BOY

Scoped big shoota



BOMB SQUIG

Explosives

