

KOMMANDO

STRATEGY PLOYS

SSSSHHHH!

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.

DAKKA! DAKKA! DAKKA!

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

WAAAGH!

Friendly **KOMMANDO** operatives' melee weapons have the Balanced weapon rule.

SKULK ABOUT

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).

FIREFIGHT PLOYS

JUST A SCRATCH

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

KRUMP 'EM!

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

KUNNIN' BUT BRUTAL

Use this firefight ploy when a friendly **KOMMANDO** operative that has a Conceal order is fighting during an activation in which it's 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.

SHAKE IT OFF

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.

OPERATIVES

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

- 1 **KOMMANDO NOB** operative equipped with one of the following options:
- Slugga and big choppa
 - Slugga and power klaw

9 **KOMMANDO** operatives elected 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.

FACTION RULES

THROAT SLITTAS

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

FACTION EQUIPMENT

CHOPPAS

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.

A HT D WR				
X	Choppa	3	3+	4/5 -

COLLAPSIBLE STOCKS

Remove the Range weapon rule from the following ranged weapons that friendly **KOMMANDO** operatives have:

- Shokka Pistol
- Slugga

DYNAMITE

Once per battle, a friendly **KOMMANDO** operative (excluding **BOMB SQUIG** and **GROT**) can use the following Ranged Weapon;

A HT D WR				
⊕	Dynamite	5	4+	4/5 Rng 4", Blast 1", Heavy (Reposition only), Saturate

HARPOON

Once per turning point, a friendly **KOMMANDO** operative (excluding **BOMB SQUIG** and **GROT**) can use the following Ranged Weapon;

A HT D WR				
⊕	Harpoon	4	4+	4/5 Rng 8", Lethal 5+, Stun

KOMMANDO

BOSS NOB	APL 3	MV 6"	SV 5+	W 14
	A	HT	D	WR
⊕ Slugga	4	4+	3/4	Rng 8"
X Big choppa	5	3+	5/6	-
X 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.

BOMB SQUIG	APL 2	MV 6"	SV 5+	W 5
	A	HT	D	WR
⊕ Explosives	6	4+	4/5	Blast 1", Limited 1, Explosive*
X 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! Whenever this operative is incapacitated during a battle in which it hasn't used its explosives, roll one D6, or 2D6 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.

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**, or use any weapons that aren't on its data card.

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.).

BREACHA BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Slugga	4	4+	3/4	Rng 8"
X Breacha ram	4	4+	5/5	Brutal, Severe, Shock

BREACH1AP

● 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.

BURNA BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Burna				
- Standard	4	2+	3/3	Rng 8", Saturate, Torrent 2"
- Deluge	4	2+	3/3	Rng 4", Saturate, Seek Light, Torrent 0"
X 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).

COMMS BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Shokka pistol	6	4+	1/0	Rng 8", Devastating 2, Severe, Stun
X Fists	3	3+	3/4	-

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

LISTEN IN1AP

● **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.

DAKKA BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Dakka shoota				
- Short range	5	4+	3/4	Rng 9", Ceaseless
- Long range	5	4+	3/4	-
X Fists	3	3+	3/4	-

DAKKA DASH1AP

● 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 within control range of an enemy operative or while it has a Conceal order.

GROT	APL 2	MV 6"	SV 5+	W 5
	A	HT	D	WR

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 HOOK1AP

● Selected 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. The 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).

ROKKIT BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Rokkit launcha				
- Aimed	6	4+	4/5	Blast 1", Ceaseless, Heavy (Dash only)
- Mobile	6	4+	4/5	Blast 1"
X Fists	3	3+	3/4	-

SLASHA BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Throwing knives	4	3+	2/5	Rng 6", Silent
X 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.

SNIPA BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Scoped big shoota				
- Concealed	5	3+	3/3	Devastating 2, Heavy, Silent, Concealed Position*
- Stationary	5	3+	3/3	Devastating 2, Heavy
- Sweeping	5	3+	3/4	Heavy (Dash only), Torrent 1"
X Fists	3	3+	3/4	-

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

BOY	APL 2	MV 6"	SV 5+	W 10
	A	HT	D	WR
⊕ Slugga	4	4+	3/4	Rng 8"
X Choppa	4	3+	4/5	-

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

- One friendly **KOMMANDO BOY** can perform the **Smoke Grenade** action.
- One friendly **KOMMANDO BOY** 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 select those grenades from equipment).