



## 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 countering.

KOMMANDO, ORK, LEADER, BOSS NOB

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## 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

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## 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

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## 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, ORK, BREACHA BOY

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## 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, 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

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## 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** 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

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## 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

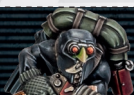
- ▶ Perform a free **Dash** action and a free **Shoot** action with this operative in any order. You can only select a dakka shoota for that **Shoot** action.
- ◆ This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

KOMMANDO, ORK, DAKKA BOY

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## 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

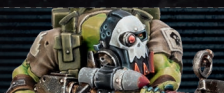
▶ Select a visible point on a terrain feature for this operative. Remove this operative from the killzone and set it back up within 1" horizontally of that point in a location it can be placed, not within control range of enemy operatives, and with that point visible to it. This operative cannot perform 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

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## KOMMANDO ROKKIT BOY



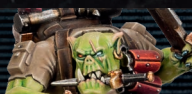
APL **2** MOVE **6"** SAVE **5+** WOUNDS **10**

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

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## 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

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## 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

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## KOMMANDOS KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

### OPERATIVES

➤ 1 **KOMMANDO** **BOSS NOB** operative with one of the following options:

- Slugga; big choppa
- Slugga; power claw

➤ 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.

## 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

### SSSSHHHH!


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





# KOMMANDOS: UPDATE LOG

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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

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JUNE '26

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, or through a door which is ignored when determining visibility for control range, is the other operative in that action a secondary target for a **Shoot** action caused by the **Boom!** rule?*

**A:** No.



# 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.

## KOMMANDO BOY

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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 Nobs 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

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KOMMANDOS » KILL TEAM SELECTION



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

## OPERATIVES

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

## ARCHETYPES



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

## BOSS NOB

Power claw

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

Choppa



## BREACHA BOY

Breacha ram



## BURNA BOY

Burna



## COMMS BOY

Shokka pistol



## DAKKA BOY

Dakka shoota



## GROT



## ROKKIT BOY

Rokkit launcha



## SLASHA BOY

Twin choppas



Throwing knives

## SNIPA BOY

Scoped big shoota



## BOMB SQUIG

Explosives

