



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 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

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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
▼ 2MOVE
➡ 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

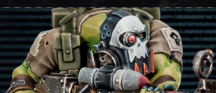
▶ Select a visible point on a terrain feature for this operative. Remove this operative from the killzone and set it back up within 1" horizontally of that point in a location it can be placed, not within control range of enemy operatives, and with that point visible to it. This operative cannot perform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

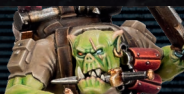
APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 5+WOUNDS
🔥 10

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
▼ 2MOVE
➡ 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
▼ 2MOVE
➡ 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 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

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 play 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.

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

- 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-snares 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 Insignificant and 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.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

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, except the feet which are Insignificant and Exposed. 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 ▶

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.

ERRATA

OCTOBER '25

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**.

BOSS NOB OPERATIVE, BIG CHOPPA WEAPON

Atk stat changed to '5'.

'**Punishing**' weapon rule deleted.

BOSS NOB OPERATIVE, POWER KLAU WEAPON

'**Shock**' weapon rule added.

BOSS NOB OPERATIVE

Additional rule added:

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

DAKKA BOY OPERATIVE, DAKKA SHOOTA (SHORT RANGE) WEAPON

'Range 6"' weapon rule changed to 'Range **9**"'.

FACTION EQUIPMENT, COLLAPSIBLE STOCKS

Relevant part of first sentence changed to:

'**Remove** the Range weapon rule **from** the following [...]'

First bullet point deleted:

'~~Dakka shoota (short range)~~'

PREVIOUS ERRATAS

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"](#).'

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](#) [...].'

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*).'

PREVIOUS RULES COMMENTARIES

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.

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

4

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****ROKIT BOY**

Rokkit launcha

**SLASHA BOY**

Twin choppas

Throwing
knives**SNIPA BOY**

Scoped big shoota

**BOMB SQUIG**

Explosives

