

WARHAMMER  
40.000  
**KILL TEAM**



**KOMMANDO** 

## ARCHETYPE: SEEK AND DESTROY/INFILTRATION

# KOMMANDO KILL TEAM

Below you will find a list of the operatives that make up a **KOMMANDO** kill team, including, where relevant, any wargear those models must be equipped with.

## OPERATIVES

- 1 **KOMMANDO NOB** operative selected from the following list:
  - Equipped with a slugga and big choppa
  - Equipped with a slugga and power klaw
- 9 **KOMMANDO** operatives selected from the following list:
  - **KOMMANDO BOY**
  - **KOMMANDO GROT** + **BOMB SQUIG** (This allows total of 11 operatives)
  - **KOMMANDO SLASHA BOY**
  - **KOMMANDO BREACHA BOY**
  - **KOMMANDO SNIPA BOY**
  - **KOMMANDO DAKKA BOY**
  - **KOMMANDO COMMS BOY**
  - **KOMMANDO BURNA BOY**
  - **KOMMANDO ROKKIT BOY**

**KOMMANDO BOY** operatives can be selected up to nine times, and each other option above can be selected once.

## ABILITIES

**KOMMANDO** operatives in a **KOMMANDO** kill team (excluding **BOMB SQUIG** operatives) have the following ability:

### THROAT SLITTAS

This operative can perform a **Charge** action while it has a Conceal order.

'RIGHT LADZ, LISTEN UP. DA DOOMIES '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



# TAC OPS

## KOMMANDO

If your faction is **KOMMANDO**, you can use the Kommando Tac Ops listed below, as specified in the mission sequence.

### BLOW IT UP!

#### *Kommando – Faction Tac Op 1*

You can reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one terrain feature that includes any parts with the Heavy trait to be their bulwark.

- If a friendly operative performs the **Blow It Up!** action, you score 2VPs.

Friendly operatives can perform the following mission action:

### BLOW IT UP! 2AP

An operative can perform this action while within ▲ of your opponent's bulwark. An operative cannot perform this action while within ○ of enemy operatives. Other than a **Dash** action, an operative cannot perform any other action during an activation in which it would perform this action.

Blow it up! Tac Op is not in use when the Close Quarters rules are in effect.

### SHOKK TAKTIKS

#### *Kommando – Faction Tac Op 2*

Reveal this Tac Op at the end of the first Turning Point.

- If any enemy operatives were incapacitated during the first Turning Point, you score 1VP.
- At the end of the second Turning Point, if friendly operatives control more objective markers than enemy operatives control, you score 1VP.

### GET STUCK IN!

#### *Kommando – Faction Tac Op 3*

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point (excluding the fourth), if three or more friendly operatives are within ◆ of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points (excluding the fourth), you score 1VP.

# STRATEGIC PLOYS

If your faction is **KOMMANDO**, you can use the following Strategic Ploys during a game.

## SSSSHHH! 1CP

Friendly **KOMMANDO** operatives that are not within Line of Sight of enemy operatives, or have a Conceal order and are more than **◆** from enemy operatives, can immediately perform a free **Dash** action. You can only use this Strategic Ploy once.

## DAKKA! DAKKA! DAKKA! 1CP

Until the end of the Turning Point, each time a friendly **KOMMANDO** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

## WAAAGH! 1CP

Until the end of the Turning Point, each time a friendly **KOMMANDO** operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.

## SKULK ABOUT 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **KOMMANDO** operative, before rolling defence dice for that shooting attack, if it has a Conceal order, you can retain one as a successful normal save without rolling it. *regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).*

# TACTICAL PLOYS

If your faction is **KOMMANDO**, you can use the following Tactical Ploys during a game.

## JUST A SCRATCH 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a shooting attack or combat, when damage would be inflicted on a friendly **KOMMANDO** operative (excluding **KOMMANDO GROT** operatives) from an attack dice. Ignore the damage inflicted from that attack dice.

## KRUMP 'EM! 1CP

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

## SNEAKY GIT 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **KOMMANDO** operative (excluding **BOMB SQUIG** operatives). That operative can be set up with a Conceal order anywhere on the battlefield that is within **▲** of Heavy terrain and more than **◆** from enemy operatives and the enemy drop zone. *You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).*



## 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.*



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⊕ Slugga	4	4+	3/4	Rng ●	-
⊗ Choppa	4	3+	4/5	-	-

### ABILITIES

### UNIQUE ACTIONS

KOMMANDO ●, ORK, <CLAN>, KOMMANDO BOY



## 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.*



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⊕ Throwing knives	4	3+	2/5	Rng ●, Silent	-
⊗ Twin choppas	4	3+	4/5	Relentless	-

### ABILITIES

### UNIQUE ACTIONS

**Dat All You Got?:** Each time after this operative fights in combat, if it lost any wounds in that combat but was not incapacitated, you can roll one D6: on a 4+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

KOMMANDO ●, ORK, <CLAN>, SLASHA BOY



## 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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⊗ Slugga	4	4+	3/4	Rng	-
⊗ Breacha ram	3	3+	5/5	Brutal	Stun-Bull charge

### ABILITIES

**Bull Charge:** Each time this operative fights in combat, if it made a charge move during that activation, **its breacha ram gains the Stun critical hit rule** for that combat.

**Breach:** Each time this operative performs a **Normal Move**, **Dash** or **Charge** action, it can move through parts of terrain features that are no more than ▲ thick as if they were not there.

### UNIQUE ACTIONS

KOMMANDO ORK, <CLAN>, BREACHA BOY



## 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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⊗ Scoped big shoota	6	3+	2/2	-	MW2
⊗ Fists	3	3+	3/4	-	-

### ABILITIES

### UNIQUE ACTIONS

**'Av it! (2AP):** Perform a free **Shoot** action with this operative using its scoped big shoota. After making the shooting attack against the target, this operative can make a shooting attack against each other valid target within ○ of the original target. Each time this operative makes a shooting attack for this action, subtract 2 from the Attacks characteristic of its scoped big shoota for that shooting attack.

**Da Best Spot (2AP):** Perform a free **Shoot** action with this operative using its scoped big shoota, even if it has a Conceal order.

KOMMANDO ORK, <CLAN>, SNIPA BOY



## 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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
☉ Dakka shoota	5	4+	3/4	Unload Slugs*	-
✖ Fists	3	3+	3/4	-	-

### ABILITIES

**\*Unload Slugs:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if the target is within of it, you can re-roll any or all of your attack dice.

### UNIQUE ACTIONS

**Dakka Dash (1AP):** Perform a free **Shoot** action and free **Dash** action with this operative in any order.

You can only select a dakka shoota for this action's shooting attack

KOMMANDO , ORK, <CLAN>, DAKKA BOY



## 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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
☉ Shokka pistol	6	4+	1/1	Rng	Stun, MW2
✖ Fists	3	3+	3/4	-	-

### ABILITIES

**I Got a Plan, Ladz:** Once per Turning Point, during this operative's activation, it can perform a mission or **Pick Up** action for one less AP (to a minimum of 0AP).

### UNIQUE ACTIONS

**Listen In (1AP):** Select one friendly **KOMMANDO** operative within of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

KOMMANDO , ORK, <CLAN>, COMMS BOY



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	10

NAME	A	BS/WS	D	SR	!
⦿ Burna	5	2+	2/2	Rng  , Torrent ○	-
✕ Fists	3	3+	3/4	-	-

**ABILITIES** **UNIQUE ACTIONS**

KOMMANDO , ORK, <CLAN>, BURNA BOY



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	10

NAME	A	BS/WS	D	SR	!
⦿ Rokkit launcha	5	4+	4/5	AP1	Splash 1
✕ Fists	3	3+	3/4	-	-

**ABILITIES** **UNIQUE ACTIONS**

**Boom Boy:** Each time this operative performs a **Shoot** action during its activation, in the Roll Attack Dice step of that action's shooting attack, if it has not moved during that activation, you can re-roll any or all of your attack dice.

KOMMANDO , ORK, <CLAN>, ROKKIT BOY



## 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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	5

NAME	A	BS/WS	D	SR	!
✕ Grot choppa	3	5+	1/4	-	-

### ABILITIES

**Sneaky Zogger:** This operative cannot have an Engage order. In addition, this operative is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

### UNIQUE ACTIONS

**Grappling Hook (1AP):** Select a point on a terrain feature that is Visible to this operative (treat that point as an intended target). Perform a free **Normal Move** action with this operative, moving in a single straight line with an unlimited Movement as though it can FLY. It must finish that move within ▲ of that point.

KOMMANDO ●, ORK, <CLAN>, KOMMANDO GROT



## KOMMANDO NOB

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



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	13

NAME	A	BS/WS	D	SR	!
⊙ Slugga	4	4+	3/4	Rng ●	-
✕ Big choppa	4	2+	5/6	-	-
✕ Power klaw	4	3+	5/7	Brutal	-

### ABILITIES

**Get it Dun!** Each time this operative is activated, you can select one friendly KOMMANDO ● operative within ● of and Visible to it. Add 1 to the selected operative's APL.

### UNIQUE ACTIONS

KOMMANDO ●, ORK, <CLAN>, KOMMANDO NOB, LEADER



# 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	6+	6

NAME	A	BS/WS	D	SR	!
⚡ Dynamite	4	3+	5/6	AP1, Bomb Squig*	P2
✂ Vicious bite	3	4+	4/5	-	-

## ABILITIES

**\*Bomb Squig:** This operative can perform a **Shoot** action with this weapon if it is within Engagement Range of an enemy operative. When this operative performs a **Shoot** action and selects this ranged weapon, make a shooting attack against each other operative Visible to and within ○ of it (even if it has friendly operatives within its Engagement Range) with this weapon – each of them is a valid target and cannot be in Cover. After all of those shooting attacks have been made, this operative is incapacitated and do not roll for its BOOM! ability. This operative cannot make a shooting attack with this weapon by performing an **Overwatch** action.

**BOOM!** If this operative is incapacitated, roll one D6: on a 3+, it makes a shooting attack using its dynamite.

**Stooped:** This operative cannot perform mission actions, cannot perform the **Pick Up** action and cannot have a Conceal order. It cannot be equipped with equipment. In narrative play, it cannot gain (or lose) experience and automatically passes Casualty tests.

*This operative's APL characteristic cannot be positively modified.*

KOMMANDO, ORK, <CLAN>, BOMB SQUIG



# EQUIPMENT

**KOMMANDO** operatives in your Kill Team (excluding **KOMMANDO GROT** operatives) can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a \* can be selected a maximum of two times, and each operative can be equipped with no more than one of each item.

## CHOPPA [2EP]


The operative is equipped with the choppa melee weapon for the battle (see the Kommando Boy datacard, page 60).

## SLUGGA [2EP]

The operative is equipped with the slugga ranged weapon for the battle (see the Kommando Boy datacard, page 60).

## HARPOON+ [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Harpoon	4	4+	4/5
<b>Special Rules</b>	!		
Rng 	Stun		

## SLEDGEHAMMER+ [3EP]



The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Sledgehammer	4	3+	4/4
<b>Special Rules</b>	!		
-	Stun		

## SMOKE GRENADE [3EP]

The operative can perform the following action for the battle:



### SMOKE GRENADE 1AP

Place the centre of one Smoke token on a point within  of this operative. That token creates an area of smoke with a  radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is **Obscured if every** Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

## STUN GRENADE [2EP]



The operative can perform the following action for the battle:

### STUN GRENADE 1AP

Select one point on the battlefield within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.



## STIKKBOMB [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Stikkbomb	4	3+	2/4
<b>Special Rules</b>	!		
Rng  , Blast  , Indirect, Limited	-		

## DYNAMITE [4EP] *Can only be selected once per battle*




The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Dynamite	4	3+	5/6
<b>Special Rules</b>	!		
Rng  , Blast  , AP1, Indirect, Unwieldy. Limited	-		

## CLIMBING ROPE [1EP]

The operative gains the following ability for the battle:

### Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3  it travels are counted as  for that climb.
- This operative does not need to be within  of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

# KOMMANDO SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **KOMMANDO** as your faction keyword.

## BATTLE HONOURS

Each time a **KOMMANDO** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Kommando Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

'COME ON LADZ, PUSH 'EM BACK! DAT'S RIGHT, GET SOME FIRE IN THERE AN' BURN 'EM UP GOOD! THEY THOUGHT THEY WOZ GONNA AMBUSH US DID THEY, THE SNEAKY GITZ? WELL NOW THEY'RE GONNA SEE WOT A PROPPA FIGHT LOOKS LIKE!'

- Krogskull Drakka

### KOMMANDO SPECIALIST

#### D6 Battle Honour

- |   |   |
|---|---|
| 1 | <b>Skinna:</b> Each time this operative fights in combat, when you would retain attack dice for that combat, you can select one of your results of 5+ to be retained as a critical hit.   |
| 2 | <b>Irritable:</b> While this operative has lost any wounds, add 1 to both Damage characteristics of its melee weapons.  |
| 3 | <b>Destructive:</b> Each time this operative performs a <b>Fight</b> action, if it made a <b>Charge</b> action during that activation, its melee weapons gain the Relentless special rule for that combat.  |
| 4 | <b>Shifty:</b> Each time this operative is the target of a shooting attack, before rolling defence dice for that shooting attack, if it is in Cover and either has a Conceal order or is Ready, you can retain two dice as successful normal saves as a result of cover (instead of one). |
| 5 | <b>Thievin' Git:</b> Before the battle, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for 1 less EP (to a minimum of 0).  |
| 6 | <b>Ambusher:</b> Once per battle, at start or end of this operative's activation, you can change its order.   |




# RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **KOMMANDO**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

## 1. SHINY SLUGZ [2/3EP]

Select a slugga, dakka shoota or scoped big shoota the operative is equipped with. That weapon gains the AP1 special rule for the battle. If you selected a slugga, this rare equipment costs 2EP; otherwise, it costs 3EP.

## 2. MORK'S EYEBALL [1/3EP]

Select a slugga, dakka shoota, scoped big shoota or rokket launcha the operative is equipped with. Improve the Ballistic Skill characteristic of that weapon by 1 for the battle. If you selected a slugga, that weapon loses the Rng  special rule for the battle and this rare equipment costs 1EP; otherwise, it costs 3EP.

## 3. DEVIL'S WHISPA [2EP]

A slugga the operative is equipped with gains the following improvements for the battle:

- Lethal 4+ special rule
- Silent special rule

## 4. SKRAGA'S CHOPPA [2EP]

A choppa, big choppa or twin choppas the operative is equipped with gains the Lethal 5+ special rule for the battle.

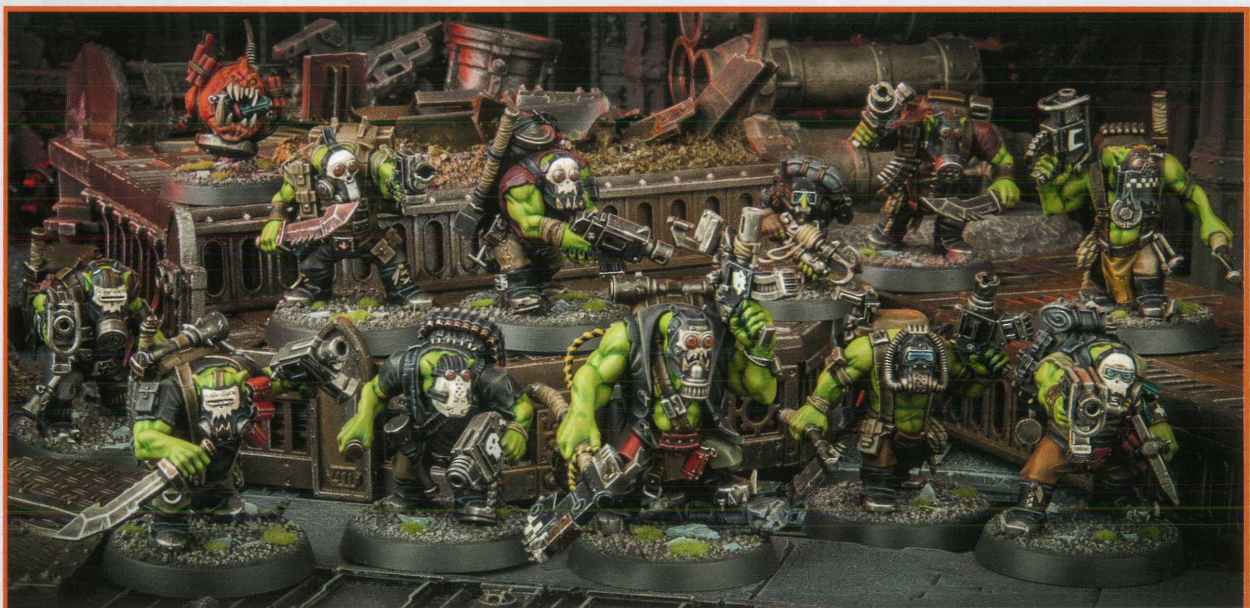
## 5. FUNGAL BREW [2EP]

The operative gains the following abilities for the battle:

- Before the battle, remove one Battle Scar the operative has.
- During the battle, the operative cannot be injured.
- After the battle, the operative passes its Casualty test.

## 6. KLEVER KAP [2EP]

Gain 1CP for the battle.






# ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **KOMMANDO**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

## TERRITORIAL GLYPHS

*The Orks mark their territory and honour Gork and Mork with crude glyphs, splatters of paint and battlefield trophies.*

At the start of the Set Up Operatives step of the mission sequence, you can place a Glyph Token within  of your drop zone. If both players have this asset, the Attacker sets up their token first.

- Unless they are being set up wholly within their drop zone, enemy operatives cannot be set up within  of that token.
- While a friendly **KOMMANDO** operative is within  of that token, each time it fights in a combat in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

## LOOT HOARD

*The Orks of this kill team have piled their bases high with loot they've taken from all manner of battlefields. This gives them great advantage when going to war, as they can take the weapon best suited for the mission – which is very often the biggest they can grab.*

In the Select Equipment step of each mission sequence, select one of the following:



- During this battle, friendly **KOMMANDO** operatives can perform **Stun Grenade** and **Smoke Grenade** actions twice, rather than once.
- During this battle, stikkbombs and dynamite that friendly **KOMMANDO** operatives are equipped with can be selected for use twice as a result of the Limited special rule, instead of only once.
- For this game, you can equip friendly **KOMMANDO** operatives with sluggas and choppas for 1EP, rather than 2EP.

## EXPLOSIVES STASH

*To Orks, explosions are as enjoyable as they are effective. The kill team has a vast collection of explosives in its base of operations and goes on every mission laden with them.*

Friendly **KOMMANDO** operatives (excluding **BOMB SQUIG** operatives) can perform the following action:

### LAY EXPLOSIVES 2AP

An operative can perform this action while within  of a terrain feature that includes any parts with the Heavy trait. An operative cannot perform this action if it is Visible to and within  of an enemy operative.

Each time a friendly operative performs a **Blow It Up!** (see page 41), **Sabotage** (see Sabotage Tac Op) or **Lay Explosives** action, that terrain feature has been wrecked. While a terrain feature is wrecked, any parts of that terrain feature with the Heavy trait are treated as Light terrain instead.

**'I PUT ME AXE IN 'IS FACE, THEN PUT ME 'UVVER AXE IN ANUVVER OOMIE'S FACE. MADE A GOOD MESS. THEN SKIGRUT THREW SOME STIKKBOMBS AT THE REST OF 'EM – ARMS AND LEGS WENT EVERYWHERE. YOU SHOULDA SEEN IT LADZ, FUNNIEST FING I'VE EVER SEEN!'**

- Thagrak Longtoof,  
gloating about his mob's recent success  
clearing Bunker Gamma-372 on Emush

# REQUISITIONS

In a Spec Ops campaign, if your faction is **KOMMANDO**, you can use the following Requisitions in addition to those presented in other publications.

## ORKY CONSTITUTION 1RP

*Orks are remarkably tough, capable of shrugging off most wounds.*

Purchase this Requisition after taking a Casualty test, Recovery test, or determining a Battle Scar for a friendly **KOMMANDO** operative. You can re-roll that test, or roll again when determining that Battle Scar.

## GRAB DA LOOT 0RP

*Many Orks pick battlefields clean of anything they perceive to be valuable, whether that be weapons, armour or anything shiny that catches their eye.*

Purchase this Requisition after a game in which you scored maximum victory points from the mission objectives. Gain D3 RPs. You can only use this Requisition once after each battle.

## FEARSOME REPUTATION 1RP

*Orks are brutal creatures who thrive on violence. For them might makes right, and Orks who can kill a lot of enemies swiftly earn a reputation amongst their tribes.*

Purchase this Requisition in the Update Dataslates step of the mission sequence, when updating experience for a friendly **KOMMANDO** operative. If that operative incapacitated three or more enemy operatives during the battle, or incapacitated two or more enemy operatives including an enemy **LEADER** in the battle, it gains 3 XP. This is not affected by a passed Casualty test. You can only use this Requisition once after each battle.

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KOMMANDO • SPEC OPS RULES • REQUISITIONS



## SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **KOMMANDO**, you can select one from those found opposite instead of selecting one from another source.

## BLITZ

Your kommandos need to hit hard and fast in a series of locations before the enemy can build momentum. Once the enemy operatives are in disarray, their supply lines burning and their morale in tatters, your kommandos can deliver the killing strike to achieve victory.

### OPERATION 1: RAPID ASSAULTS

*Your kill team must use their stealth and mobility to strike at a series of targets in the area. Move in, wreak havoc, then retreat before reinforcements arrive.*

Complete five games in which you scored victory points from the 'Shokk Taktiks' or 'Get Stuck In!' Tac Op.

### OPERATION 2: KILLING BLOW

*With the enemy reeling from your kill team's rapid assaults, your kill team can deliver the final strike. Land the killing blow and your kill team will be feared across the war zone.*

Complete a game in which you scored victory points from the 'Execution' Tac Op.

### COMMENDATION

- Each friendly operative that incapacitated an enemy operative during the battle earns 1 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You gain one Requisition point.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

## RAMPANT DESTRUCTION

With an enemy's main force engaging the tribe elsewhere, your kommandos have made it behind enemy lines. They can now attempt their mission: plant their explosives, light the fuse and cause utter mayhem to the enemy's supply network.

### OPERATION 1: LIGHT THE FUSE

*Each key target lies relatively undefended – let the destruction begin!*

Complete five games in which you scored victory points from the 'Blow It Up!' or 'Sabotage' Tac Op.

### OPERATION 2: RETURN TO THE CLAN

*Deep in enemy territory, with the fires of destruction raging about them, your kommandos must break back through the enemy's line and report back to the tribe.*

Complete a game in which you scored victory points from the 'Behind Enemy Lines' Tac Op.

### COMMENDATION:

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can use the Equipment Drop Requisition twice without spending any Requisition points.

### SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a Demolition Spec Op.

# NAMES AND DEMEANORS

This section is a tool to help you forge the names of your Ork kill team. If you wish to randomly generate a name for one of your ladz, you roll a D66 and consult one of the tables below. To roll a D66 simply roll two D6, one after the other – the first represents tens, the second represents digits, giving you a result between 11 and 66.

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## ORK NAMES

D66	FRONT BIT	D66	UVVA BIT
11	Urzog	11	Drakka
12	Snikrat	12	Grug
13	Krogskull	13	Gitstompa
14	Gorgrok	14	Skullcrusha
15	Droknog	15	Facekrumpa
16	Grodd	16	the 'Ard
21	Zogwarp	21	Grot Kicker
22	Gitzog	22	da Shiv
23	Ruggat	23	(no uvva bit)
24	Zargruk	24	Blaktoof
25	Stugbrog	25	da Hammer
26	Snarkrat	26	Ghazbhag
31	Zagblag	31	Steelfang
32	Bokgrobber	32	Daggafist
33	Zarknutz	33	Squigbiter
34	Dhakadak	34	da Stompy
35	Nargrunt	35	da Facegrinda
36	Farksnot	36	Loudgob
41	Gharagh	41	Facebiter
42	Urlakk	42	da Maniak
43	Zogger	43	Steelbootz
44	Slazbag	44	Ripblade
45	Squigface	45	'Umiechewa
46	Ugul	46	Ironboot
51	Tuska	51	Flame Spitta
52	Nakboz	52	Wurldkilla
53	Skarzot	53	Stompkrumpa
54	Kroggler	54	Spleenrippa
55	Grukk	55	Bigfangz
56	Fragbad	56	Badfang
61	Traknug	61	Snotkicka
62	Grizgutz	62	Brewguzzla
63	Shrokbog	63	Bonesplitta
64	Kraznag	64	'Eadkrakka
65	Gragnatz	65	Madeye
66	Blokrotz	66	Trakeye



## KILL TEAM NAME

To generate your Ork kill team name, roll first on the left table, then on the second. Alternatively, pick a team name using whichever of the options you prefer. If you wish you can name your kill team in other ways. Perhaps you could name them after your kill team's leader, such as Zogger's Mob. You can also use their preferred weapons as inspiration, for example Da Burna Boyz.

D6	NAME	D6	NAME
1	Sneaky	1	Ladz
2	Bad	2	Gits
3	Snazzy	3	Jokers
4	Red	4	Mob
5	Brutal	5	Boyz
6	Kunnin'	6	Krew

## BACKGROUND

### D6 DA LADZ

- Da Boss' Fist:** No self-respecting Warboss would admit they employ a hand-picked mob of Kommandos to backstab their foes. That doesn't make it untrue.
- Slinkerz:** This Kommando mob formed from outcasts deemed un-Orky by their tribemates for being too sneaky, and have built a reputation as kunnin' killers.
- From the Wildz:** Left behind by, or cut off from their tribe, these Kommandos have only been rendered tougher, meaner and more sneaky by their survival experiences.
- Opportunists:** These avaricious Kommandos learned their trade mostly because lurking about behind enemy lines is a great way to get the best loot!
- Experimunt Numba Three:** Should a Painboy have gone rummaging about in a bunch of Orks' skulls, seeking to create the perfect Kommandos? Probably not. Did he do it anyway? Of course.
- Out for Blood:** These Kommandos are all that remains of their massacred warband. They couldn't care less about their dead comrades, but getting revenge is professional courtesy at this point.

## BASE OF OPERATIONS

### D6 LOCATION

- Submersible:** A ramshackle war-sub, cobbled together by Mekboyz and lurking through the waterways or chem canals of the war zone.
- Chinork:** A rangy twin-rotored war 'copter ferries these Kommandos from one battle to the next, add-ons bolted to it and spare gear hanging in nets underneath.
- Squig-riddled Cave:** A dank, dark and well-located hidden cave that has, over time, developed something of a squig infestation.
- Looted Bunka:** A former command bunker, many of whose systems still function, that has been 'commandeered' by the Kommandos.
- Krawlwayz:** A webwork of gloomy, fungus-sprouting ducts, tunnels or sewer pipes within which to lurk.
- Old Fort:** From the outside this burned and blackened scrap-fort looks long abandoned, yet it conceals a dangerous secret.

## SQUAD QUIRK

### D10 DA KNOW-WOTZ

- Stolen Stealth:** This mob have looted chamelioline cloaks, T'au stealth tech or similar high tech kit, using it to become even sneakier.
- Skarboyz:** Especially leathery and hide-scarred, these Kommandos are real veteran killers.
- Looters:** This mob are never above nicking anything that isn't tied down if they can improvise weapons, booby traps or bombs from it.
- Un-Orky:** These Kommandos lack the usual Ork fondness for raucous humour and brutish violence. They are cold, cruel and unsettlingly ruthless.
- Bomboyz:** This mob is united by their love of - and alarming proficiency in - blowing things up with liberally applied high explosives.
- Rippaz:** There's nothing these Kommandos enjoy more than getting in close and opening some throats with their long, jagged knives.

# THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (\*) bullet point.



## CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



## EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



## REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

**FORGE WORLD** replaced by **HUNTER CLADE**

**THOUSAND SONS** replaced by **WARPCOVEN**

**TROUPE** replaced by **VOID-DANCER TROUPE**



## CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



# SEASON ONE



## KILL TEAM COMPENDIUM

### SPACE MARINE & GREY KNIGHT

- Operative selection: Every fire team except **SCOUT** and **TACTICAL MARINE** can take 1 additional **WARRIOR** operative.

### DEATH GUARD

- Operative selection: **PLAGUE MARINE** fire team:
  - 1 additional **WARRIOR** operative.
  - **CHAMPION** operative is instead of 1 **WARRIOR** operative, not in addition to.

### CRAFTWORLD

- Operative selection: Every fire team can take 1 additional **WARRIOR** operative.

### TOMB WORLD

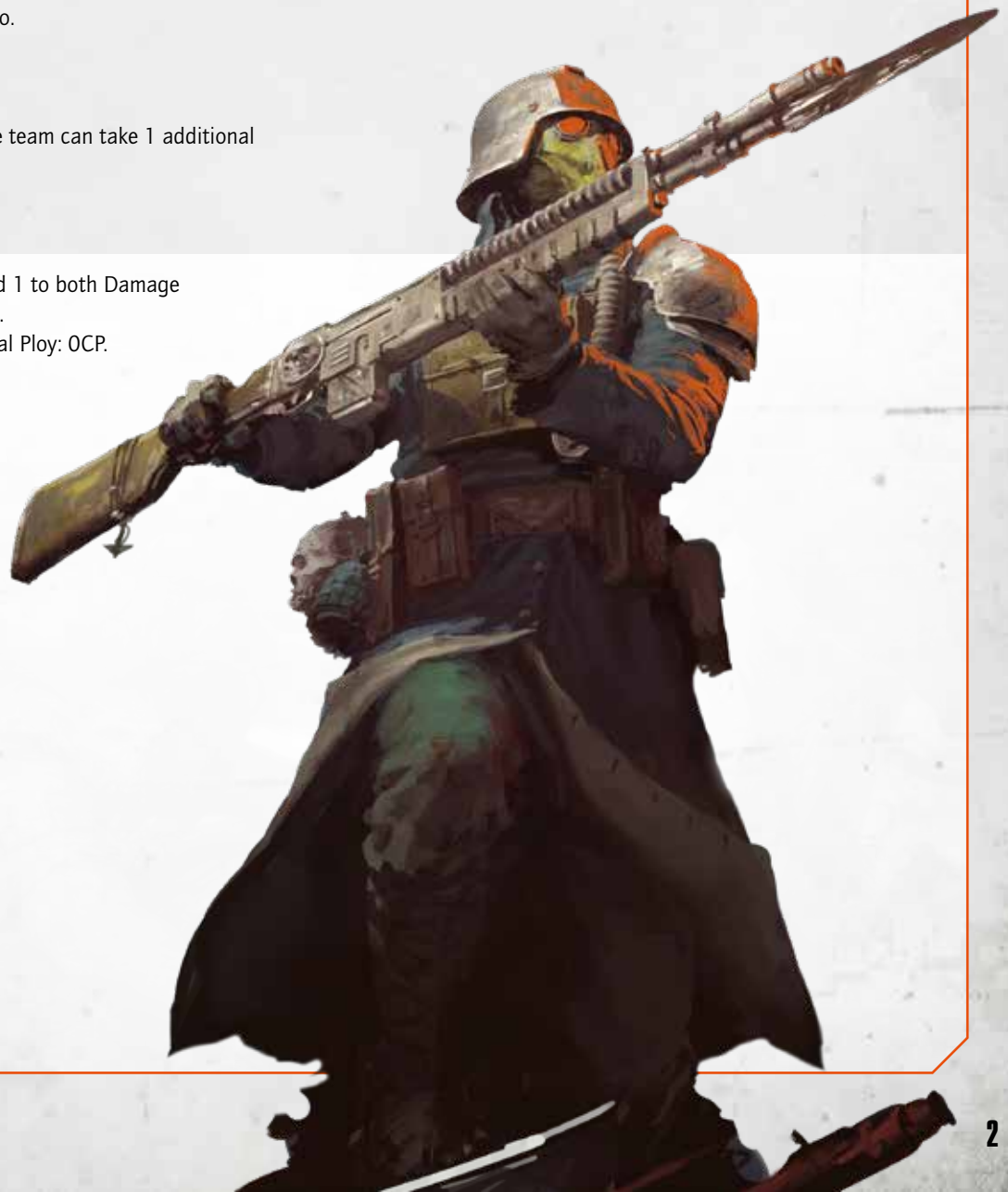
- **FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: OCP.



## KILL TEAM: OCTARIUS

### KOMMANDO

- Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).
- \* Sneaky Git Tactical Ploy: You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).
- \* **BOMB SQUIG** operative: This operative's APL characteristic cannot be positively modified.



WARHAMMER  
40,000

# KILL TEAM

# KOMMANDO

## UPDATE 1.4

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

## ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

### KILL TEAM: OCTARIUS

#### Page 59, Skulk About Strategic Ploy

Change the final part of the sentence to read:

'you can retain one as a successful normal save without rolling it, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).'

#### Page 61, Kommando Breacha Boy, breacha ram

Change the 'Brutal' rule from a critical hit rule (!) to a special rule (SR).

#### Page 61, Kommando Breacha Boy, Bull Charge ability

Change to read:

'Each time this operative fights in combat, if it made a charge move during that activation, its breacha ram gains the Stun critical hit rule for that combat.'

#### Page 62, Kommando Dakka Boy, Dakka Dash unique action

Add the following sentence:

'You can only select a dakka shoota for this action's shooting attack.'

#### Page 64, Kommando Nob, Keywords

Add the following keyword:

'LEADER'

#### Page 66, Smoke Grenade action

Change the third sentence to read:

'Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke.'

### CLOSE QUARTERS

#### Page 41, Blow It Up! Tac Op

This Tac Op is not in use when the Close Quarters rules are in effect.

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### **KILL TEAM: OCTARIUS**

*Q: Can a **BOMB SQUIG** score victory points for the Capture Hostage and Infiltrate Tac Op when it's incapacitated as a result of its Bomb Squig special rule?*

A: No.

*\*Q: When a **BOMG SQUIG** operative is incapacitated as a result of its Bomb Squig special rule, do its remaining wounds count as being lost, in particular for Tac Ops and mission objectives that require this (e.g. Calculated Eradication, **HUNTER CLADE**)?*

A: Yes.

ORKS

++ ~~UNIT NAME~~ COULDOMAN - NARRATIVE DATASLATE ++

SPEZHUL MISSIONZ

KILL TEAM NAME: DA LADZ

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

[Empty box]

SPARE LOOT

[Empty box]

[Empty box]

PLAYER NAME: DA BIG BOSS

[Empty box]

[Empty box]

FACTION KEYWORD:

KOMMANDOS!

STASH:

SELECTABLE KEYWORD: CLAN

STRATEGIC ASSETS:

SPEZHUL STUFF

BASE OF OPERATIONS: HIDIN' PLACE

[Empty box]

HISTORY: WOT WE DONE

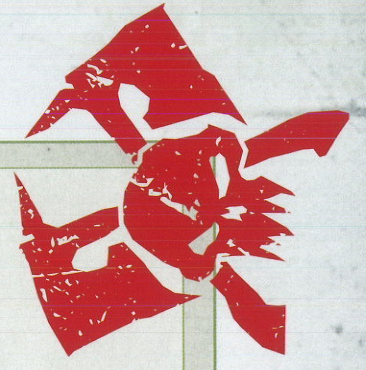
[Empty box]

NOTES:

[Large empty notes area]

QUIRKS: WOT WE LIKEZ

[Empty box]



++ NARRATIVE DATACARD ++

OPERATIVE:

[Empty text box]

RESTED TALLY

[Empty text box]

EXPERIENCE POINTS

[Empty inverted triangle]

OPERATIVE TYPE:

[Empty text box]

SPECIALISM



BATTLE HONOURS:

[Empty text box]



[Empty checkbox]

BATTLE SCARS:

[Empty text box]



[Empty checkbox]

NOTES:

[Empty text box]



[Empty checkbox]



[Empty checkbox]



[Empty checkbox]

++ NARRATIVE DATACARD ++

OPERATIVE:

*GIT*

[Empty text box]

RESTED TALLY

[Empty text box]

EXPERIENCE POINTS

[Empty inverted triangle]

OPERATIVE TYPE: *WOT 'E DUZ*

[Empty text box]

SPECIALISM



BATTLE HONOURS: *SPE2HUL SKILLZ*

[Empty text box]



[Empty checkbox]

BATTLE SCARS: *NOCKS*

[Empty text box]



[Empty checkbox]

NOTES:

[Empty text box]



[Empty checkbox]



[Empty checkbox]



[Empty checkbox]

*LAZY!*

*ORKS*

*HOW BIG 'E IZ*