



Kommandos

BOY						
	M	APL	GA			
	3	2	1			
	DF	SV	W			
	3	5+	10			
Throat Slittas	Slugga	4	4+	3/4		
	Rng					
	Choppa	4	3+	4/5		

Throat Slittas

BURNA BOY						
	M	APL	GA			
	3	2	1			
	DF	SV	W			
	3	5+	10			
Throat Slittas	Burna	5	2+	2/2		
	Rng	Torrent				
	Fists	3	3+	3/4		

Throat Slittas

COMMS BOY						
	M	APL	GA			
	3	2	1			
	DF	SV	W			
	3	5+	10			
Throat Slittas	Shokka Pistol	6	4+	1/1		
	Rng					
	Fists	3	3+	3/4		

Throat Slittas

Listen In (1AP): Select one friendly KOMMANDO operative within 1 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.

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).

Kommandos



Operative

Kommandos

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FAQ: 1.8, DECK:4.2

Operative

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SNIPA BOY

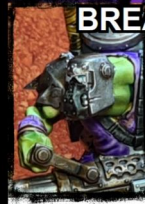
M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Scoped big shoota	6	3+	2/2
			! MW2
Fists	3	3+	3/4

Throat Slittas

'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 ② 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.



BREACHA BOY

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Slugga	4	4+	3/4
Rng ⑥			
Breacha ram	3	3+	5/5
			! Brutal

Throat Slittas

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.



SLASHA BOY

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Throwing Knives	4	3+	2/5
Rng ⑥ Silent			
Twin Choppa	4	3+	4/5

Relentless

Throat Slittas

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.



NOB

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	13

Slugga	4	4+	3/4
Rng ⑥			
Big Choppa	4	2+	5/6

Throat Slittas

Get it Dun!: Each time this operative is activated, you can select one friendly KOMMANDO operative within ⑥ of and Visible to it. Add 1 to the selected operative's APL.

Operative

Kommandos

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Operative

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Operative

Kommandos

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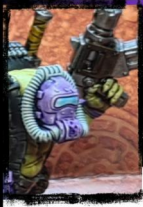


NOB

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	13

Slugga	4	4+	3/4
Rng ⑥			
Power Klaw	4	3+	5/7
Brutal			

Throat Slittas
Get it Dun! Each time this operative is activated, you can select one friendly KOMMANDO operative within ⑥ of and Visible to it. Add 1 to the selected operative's APL.



BOY

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Slugga	4	4+	3/4
Rng ⑥			
Choppa	4	3+	4/5

Throat Slittas



DAKKA BOY

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Dakka shoota	5	4+	3/4
Rng ⑥		! Unload Slugs	
Fists	3	3+	3/4

Throat Slittas
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.
***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 ⑥ of it, you can re-roll any or all of your attack dice.



GROT

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	5

Grot choppa	3	5+	1/4
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Throat Slittas
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.
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).

Operative

Kommandos

Operative

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Operative

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Operative

Kommandos



BOMB SQUIG

M APL GA

3 ② 2 1

DF SV W

3 6+ 6

Dynamite 4 3+ 5/6

AP1 Bomb Squig ! P2

Vicious bite 3 4+ 4/5

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

Stoopid: This operative cannot perform mission actions, cannot perform the Pick Up action and cannot have a Conceal order. It cannot be equipped with equipment. This operative's APL characteristic cannot be positively modified.



ROKKIT BOY

M APL GA

3 ② 2 1

DF SV W

3 5+ 10

Rokkit launcha 5 4+ 4/5

AP1 ! Splash 1

Fists 3 3+ 3/4

Throat Slittas

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.

(3) GET STUCK IN!

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 ⑥ 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.

Get to Enemy DZ

(1) BLOW IT UP!

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.

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 ② 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.

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

Action on Heavy

Operative

Kommandos

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Operative

Kommandos

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Tac Op

Kommandos

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Date: 1.8, DECK:4.2

Tac Op

Kommandos

Date: 1.8, DECK:4.2
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(2) SHOKK TAKTIKS

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.

Score Early

BOMB SQUIG

Ability

***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 ② 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.

Bomb Squig

SSSSHHHH!

Strategic

1CP

Friendly KOMMANDO operatives that are not within Line of Sight of enemy operatives, or have a Conceal order and are more than ⑥ from enemy operatives, can immediately perform a free Dash action. You can only use this Strategic Play once.

Team Dash

DAKKA! DAKKA! DAKKA!

Strategic

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.

Shoot Hit Better

Tac Op

Kommandos

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Ability

Kommandos

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Strategic

Kommandos

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Strategic

Kommandos

FAQ : 1.8, DECK:4.2
Date/late: Q4 2023

WAAAGH!

Strategic

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.

Melee Hit Better

Strategic

Kommandos

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SKULK ABOUT

Strategic

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).

Retain +1 Def

Strategic

Kommandos

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JUST A SCRATCH

Tactical

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.

Ignore 1 Dice

Tactical

Kommandos

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KRUMP 'EM!

Tactical

1CP

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

Free Fight

Tactical

Kommandos

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SNEAKY GIT

Tactical

1 CP

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 6 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).

Forward Deploy

Tactical

Kommandos

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STUN GRENADE

2EP

STUN GRENADE (1AP):Select one point on the battlefield within 6 of this operative. Roll one D6 for each operative within 2 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.

Area Stun

Equipment

Kommandos

FAQ : 1.8, DECK:4.2
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CLIMBING ROPE

1EP

Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 2 it travels are counted as 2 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.

Easy Climb

Equipment

Kommandos

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CLIMBING ROPE

1EP

Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 2 it travels are counted as 2 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.

Easy Climb

Equipment

Kommandos

FAQ : 1.8, DECK:4.2
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CLIMBING ROPE

1EP

Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels are counted as (2) 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.

Easy Climb

CHOPPA

2EP

The operative is equipped with the choppa melee weapon for the battle.

Choppa 4 3+ 4/5

CHOPPA

2EP

The operative is equipped with the choppa melee weapon for the battle.

Choppa 4 3+ 4/5

SLUGGA

2EP

The operative is equipped with the slugga ranged weapon for the battle.

Slugga 4 4+ 3/4
Rng Rng

Equipment

Kommandos

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Equipment

Kommandos

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Equipment

Kommandos

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Equipment

Kommandos

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SLUGGA

2EP

The operative is equipped with the slugga ranged weapon for the battle.

Slugga	4	4+	3/4
Rng			

HARPOON

Max: 1

3EP

The operative is equipped with the choppa melee weapon for the battle.

Harpoon	4	4+	4/5
Rng			! Stun

SLEDGEHAMMER

Max: 1

3EP

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

Sledgehammer	4	3+	4/4
			! Stun

STIKKBOMB

Max: 1

2EP

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

Stikkbomb	4	3+	2/4
Rng			Blast ② Indirect Limited ! Stun

Equipment

Kommandos

Equipment

Kommandos

Equipment

Kommandos

Equipment

Kommandos

DYNAMITE

Max: 1

4EP

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

Dynamite	4	3+	5/6
Rng	Blast	AP1	Indirect Unweildy Limited

SMOKE GRENADE

3EP

SMOKE GRENADE (1AP):Place the centre of one Smoke token on a point within 1 of this operative. That token creates an area of smoke with a 2 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.

Obscure Area

KOMMANDOS

Seek and Destroy, Infiltration

1 Nob and 9 operatives

NOB
BOY
SLASHA BOY
BREACHA BOY
SNIPA BOY
DAKKA BOY
COMMS BOY
BURNA BOY
ROKKIT BOY
BOMB SQUIG & GROT

THROAT SLITTAS

Faction Ability

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

THROAT SLITTASThis operative can perform a Charge action while it has a Conceal order.

Equipment

Kommandos

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Equipment

Kommandos

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Team

Kommandos

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Abilities

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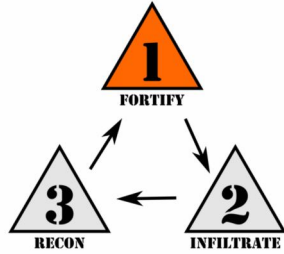
FORTIFY

Matched Play

Set up one additional barricade within 1 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



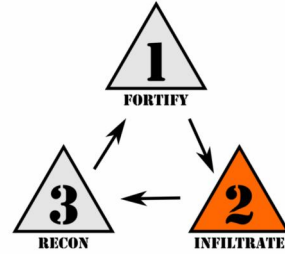
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



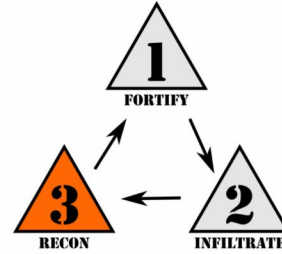
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

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Scouting

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Scouting

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Matched

Kommandos

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TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

PHIL TEAM

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Matched

Kommandos

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Scorecard

Kommandos

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Date: 1.8, DECK:4.2

Credits

Kommandos

Date: 1.8, DECK:4.2
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Credits

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