



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 KLAW 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

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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

