

WARHAMMER  
40,000  
**KILL TEAM**

# KOMMANDO

## UPDATE 1.5

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 64, Kommando Grot, Grappling Hook unique action

Add the following sentence:

'This operative cannot perform the Operate Hatch action during this action.'

##### 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 **BOMB 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.