

ORKS

TAKTIKAL BRIGADE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Kill Kommanda

20 pts

BIG MEK/WARBOSS INFANTRY model only. While this unit is part of an attached unit, this model has:

- Infiltrators.
- Stealth.

Throat-slittas

15 pts

KOMMANDOS/STORMBOYZ unit only. This unit's melee attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

DETACHMENT RULE

Friendly STORMBOYZ units have BATTLELINE.

- When a friendly BOYZ/KOMMANDOS/STORMBOYZ unit is selected to make an fall-back move, that fall-back move does not prevent that unit from being eligible to declare a charge.

STRATAGEMS (3/3)

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

DUBIOUS RESTRAINT

When: Start/end of your Movement phase.

Target: One friendly Boyz/Kommandos/Stormboyz unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

MIND MOSTLY ON THE MISSION

When: Your Movement phase, when a friendly Boyz/Kommandos/Stormboyz unit is selected to make an advance/fall-back move.

Target: That BOYZ/KOMMANDOS/STORMBOYZ unit.

Effect: That move does not prevent your unit from being eligible to start an action.

1 CP TAKTIKAL BRIGADE STRATAGEM **MOVEMENT**

WHILE THEIR BACKS ARE TURNED

When: End of your opponent's Movement phase.

Target: One friendly unengaged Boyz/Kommandos/Stormboyz unit that was engaged at the start of the phase.

Effect: Your unit can make a normal move of up to 6".