KOMMANDOS - ORKS

125 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

AUFSTELLUNG

9x Kommandos w/ Slugga and choppa oder Kommandos w/ Kustom shoota oder Kommandos w/ Breacha ram oder Kommandos w/ Burna oder Kommandos w/ Rokkit launcha (32mm)
1x Nob (32mm)

Equipped with: Burna, Kustom Shoota, Slugga, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Big Choppa, Breacha Ram, Choppa, Power Klaw

Wargear Options:
- This model can be equipped with 1x Kustom Shoota, 1x Burna or 1x Rokkit Launcha.
- Each Nob can replace its Choppa with Power Klaw or Big Choppa.

KEYWORDS: Infantry, Kommandos, Smoke, Explosives

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna BLAST 1, TORRENT	12"	3	-	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa CLEAVE 2	Melee	4	3+	7	-1	2
Breacha Ram	Melee	2	4+	8	-2	2
Choppa	Melee	3	3+	5	-1	1
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

Bomb Squig (Once per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place one Bomb Squig token next to the unit, removing it after this ability is used.

Found 'Em!
In your Movement phase, you can select one enemy unit within 12" of this unit. That unit has +3" detection range until the end of the turn.

Place one Kommando Grot token next to that enemy unit to remind you.

Nowhere to Hide
This unit's attacks that target a hidden unit have +1 to hit rolls.

Taktikal Know-wotz
In the Declare Battle Formations step, you can split this unit into two units, each with a starting strength of 5. If you do, select which one of those units will have the Bomb Squig ability and which one of those units will have the Found 'Em! ability.

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FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.

- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.

- That unit's ranged attacks have [ASSAULT].

- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).