

KOMMANDOS

Infiltrators Stealth Waaagh!

M

6"

T

5

SV

5+

W

1

LD

7+

OC

1

125 PTS
Base 32mm



1

KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

Burna **BLAST 1** **TORRENT**

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Kustom Shoota
LETHAL HITS: NON-MONSTER/VEHICLE
RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	5+	4	0	1

VERWUNDET

2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Slugga **CLOSE-QUARTERS**
LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1

VERWUNDET

2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

► Rokkit Launcha - Blasta **BLAST 2**

R	A	BS	S	AP	D
24"	2	5+	4	0	1

VERWUNDET

2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

► Rokkit Launcha - Busta

R	A	BS	S	AP	D
24"	2	5+	10	-2	3

VERWUNDET

2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

4

ANGRIFF

—

5 NAHKAMPF

Big Choppa **CLEAVE 2**

R	A	WS	S	AP	D
Melee	4	3+	7	-1	2

VERWUNDET

2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Breacha Ram

R	A	WS	S	AP	D
Melee	2	4+	8	-2	2

VERWUNDET

2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Choppa

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Power Klaw

R	A	WS	S	AP	D
Melee	3	3+	10	-2	2

VERWUNDET

2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

VERTEIDIGUNG

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

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT
W5 - RW 5+ · 1 LP JE Modell
WIRD VERWUNDET MIT

2+ S10+

3+ S6-9

4+ S5

5+ S3-4

6+ S1-2

RETTUNGSWURF JE DS

DS 0 5+

DS -1 6+

DS -2 -

DS -3 -

DS -4 -

REGELN & KEYWORDS KURZ
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 deploy...
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).
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

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
1x Nob
Ausrüstung: Burna, Kustom Shoota, Slugga, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Big Choppa, Breacha Ram, Choppa, Power Klaw
• 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.