

KOMMANDOS

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.

⚙ 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

ABILITIES

RULES - Infiltrators, Stealth, Waaagh!

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.



► 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

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.

