

ORKS

KOMMANDOS

120 PTS



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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Breacha ram	Melee	2	4+	9	-2	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

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 Boss Nob (32mm)

Equipped with: Burna, Kustom shoota, Rokkit launcha, Slugga, Big choppa, Breacha ram, Choppa, Close combat weapon, Power klaw

Wargear Options:

- This model's Slugga and Choppa can be replaced with 1x Kustom shoota and 1x Close combat weapon, 1x Burna and 1x Close combat weapon or 1x Rokkit launcha and 1x Close combat weapon.
- Each Boss Nob can replace its Choppa with Power klaw or Big choppa.

ABILITIES

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Distraction Grot

Once per battle, in your opponent's Shooting phase, before making a saving throw for a model in this unit, it can deploy the distraction grot. If it does, until the end of the phase, models in this unit have a 5+ invulnerable save.

Designer's Note: *Place a Distraction Grot token next to the unit, removing it when this unit uses this ability.*



Patrol Squad

At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models. (when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that is equipped with 1 bomb squig and/or 1 distraction grot, only one of the new units can use that ability during the battle – make a note of which of the new units this will be).

Sneaky Gitz

Enemy units cannot target this unit with snap shooting attacks.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

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).