

# KOMMANDO KILL TEAM

Below you will find a list of the operatives that make up a **KOMMANDO** kill team, including, where relevant, any wargear those models must be equipped with.

## OPERATIVES

➤ 1 **KOMMANDO NOB** operative selected from the following list:

- Equipped with a slugga and big choppa
- Equipped with a slugga and power klaw

➤ 9 **KOMMANDO** operatives selected from the following list:

- **KOMMANDO BOY**
- **KOMMANDO GROT**
- **KOMMANDO SLASHA BOY**
- **KOMMANDO BREACHA BOY**
- **KOMMANDO SNIPA BOY**
- **KOMMANDO DAKKA BOY**
- **KOMMANDO COMMS BOY**
- **KOMMANDO BURNA BOY**
- **KOMMANDO ROKKIT BOY**
- **BOMB SQUIG**

**KOMMANDO** operatives can be selected up to nine times, and each other option above can be selected once.

**The Balance dataslate:** If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).

# ABILITIES

KOMMANDO operatives in a KOMMANDO kill team (excluding BOMB SQUIG operatives) have the following ability:

## THROAT SLITTAS

This operative can perform a Charge action while it has a Conceal order.

# STRATEGIC PLOYS

If your faction is KOMMANDO, you can use the following Strategic Ploys during a game.

## SSSHHHHH!

1CP

### Strategic Ploy

Friendly KOMMANDO operatives that are not within Line of Sight of enemy operatives, or have a Conceal order and are more than 6 from enemy operatives, can immediately perform a free Dash action. You can only use this Strategic Ploy once.

## DAKKA! DAKKA! DAKKA!

1CP

### Strategic Ploy

Until the end of the Turning Point, each time a friendly KOMMANDO operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

## WAAAGH!

1CP

### Strategic Ploy

Until the end of the Turning Point, each time a friendly KOMMANDO operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.

## SKULK ABOUT

1CP

### Strategic Ploy

Until the end of the Turning Point, each time a shooting attack is made against a friendly KOMMANDO operative, before rolling defence dice for that shooting attack, if it has a Conceal order, you can retain one as a successful normal save without rolling it, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).

# TACTICAL PLOYS

If your faction is KOMMANDO, you can use the following Tactical Ploys during a game.

## JUST A SCRATCH

1CP

### Tactical Ploy

Use this Tactical Ploy in the Resolve Successful Hits step of a shooting attack or combat, when damage would be inflicted on a friendly KOMMANDO operative (excluding KOMMANDO GROT operatives) from an attack dice. Ignore the damage inflicted from that attack dice.

## KRUMP 'EM!

1CP

### Tactical Ploy

Use this Tactical Ploy at the end of the Firefight phase. Select one friendly KOMMANDO operative. It can perform a free Fight action.

## SNEAKY GIT

1CP

### Tactical Ploy

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly KOMMANDO operative (excluding BOMB SQUIG operatives). That operative can be set up with a Conceal order anywhere on the battlefield that is within 3 of Heavy terrain and more than 6 from enemy operatives and the enemy drop zone.

# TAC OPS

If your faction is **KOMMANDO**, you can use the Kommando Tac Ops listed below, as specified in the mission sequence.

## BLOW IT UP!

### *Kommando – Faction Tac Op 1*

You can reveal this Tac Op in the [Target Reveal](#) step of the first Turning Point. Your opponent selects one terrain feature that includes any parts with the [Heavy](#) trait to be their bulwark.

- If a friendly operative performs the **Blow It Up!** action, you score 2VPs.

Friendly operatives can perform the following mission action:

### BLOW IT UP!

2AP

An operative can perform this action while within  of your opponent's bulwark. An operative cannot perform this action while within  of enemy operatives. Other than a [Dash](#) action, an operative cannot perform any other action during an activation in which it would perform this action.

This Tac Op is not in use when the [Close Quarters](#) rules are in effect.

## SHOKK TAKTIKS

### *Kommando – Faction Tac Op 2*

Reveal this Tac Op at the end of the first [Turning Point](#).

- If any enemy operatives were [incapacitated](#) during the first Turning Point, you score 1VP.
- At the end of the second Turning Point, if friendly operatives [control more objective markers](#) than enemy operatives control, you score 1VP.

## GET STUCK IN!

### *Kommando – Faction Tac Op 3*

You can reveal this Tac Op in the [Reveal Tac Ops](#) step of any [Turning Point](#).

- At the end of any Turning Point (excluding the fourth), if three or more friendly operatives are within  of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points (excluding the fourth), you score 1VP.

# EQUIPMENT

**KOMMANDO** operatives in your Kill Team (excluding **KOMMANDO GROT** operatives) can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a <sup>+</sup> can be selected a maximum of two times, and each operative can be equipped with no more than one of each item.

## CHOPPA [ 2EP ]

The operative is equipped with the choppa melee weapon for the battle.

Name	A	BS/WS	D
Choppa	4	3+	4/5

## SLUGGA [ 2EP ]

The operative is equipped with the slugga ranged weapon for the battle.

Name	A	BS/WS	D
Slugga	4	4+	3/4

## Special Rules

Rng  6

## HARPOON<sup>+</sup> [ 3EP ]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
Harpoon	4	4+	4/5

## Special Rules

Rng  6



Stun

## SLEDGEHAMMER<sup>+</sup> [ 3EP ]

The operative is equipped with the following melee weapon for the battle:

Name	A	BS/WS	D
Sledgehammer	4	3+	4/4

## Special Rules

-



Stun

## SMOKE GRENADE [ 3EP ]

The operative can perform the following action for the battle:

### SMOKE GRENADE

1AP

Place the centre of one Smoke token on a point within  6 of this operative. That token creates an area of smoke with a  2 radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

## STUN GRENADE [ 2EP ]

The operative can perform the following action for the battle:

### STUN GRENADE

1AP

Select one point on the battlefield within  6 of this operative. Roll one D6 for each operative within  2 of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

## STIKKBOMB [ 2EP ]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
Stikkbomb	4	3+	2/4
<b>Special Rules</b>	!		
Rng 6, Blast 2, Indirect, Limited	-		

## DYNAMITE [ 4EP ]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
Dynamite	4	3+	5/6
<b>Special Rules</b>	!		
Rng 6, Blast 2, AP1, Indirect, Unwieldy, Limited	-		

## CLIMBING ROPE [ 1EP ]

The operative gains the following ability for the battle:

### Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3(2) it travels are counted as (2) for that climb.
- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

# DATACARDS

## KOMMANDO BOY

Kommandos epitomise the Orky virtue of low cunning. Few things make them happier than sneaking up on an unsuspecting enemy and hacking, slashing and shooting before the foe strike back.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Slugga	4	4+	3/4	Rng 6	-
Choppa	4	3+	4/5	-	-

### ABILITIES

### UNIQUE ACTIONS

#### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT



## KOMMANDO SLASHA BOY

Slash Boyz love getting into the thick of action, even by Ork standards. Festooned with all manner of blades, they hack and slash their way through enemy after enemy.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Throwing knives	4	3+	2/5	Rng 6, Silent	-
Twin choppas	4	3+	4/5	Relentless	-

### ABILITIES

### UNIQUE ACTIONS

**Dat All You Got?**: Each time after this operative **fights in combat**, if it lost any wounds in that combat but was not **incapacitated**, you can roll one D6: on a 4+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

#### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT



## KOMMANDO BREACHA BOY

Kommando Breacha Boys have the task of barging into places and enemies alike and smashing them apart with their Breacha Rams. It is one they relish, and those that see them in action and survive soon learn to especially fear these brutal greenskins.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Slugga	4	4+	3/4	Rng 6	-
Breacha ram	3	3+	5/5	Brutal	-

### ABILITIES

### UNIQUE ACTIONS

**Bull Charge**: Each time this operative **fights in combat**, if it made a **charge move** during that activation, its breacha ram gains the **Stun** critical hit rule for that combat.

**Breach**: Each time this operative performs a **Normal Move**, **Dash** or **Charge** action, it can move through parts of terrain features that are no more than  thick as if they were not there.

#### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT



KOMMANDO, ORK, <CLAN>, KOMMANDO BREACHA BOY

## KOMMANDO SNIPA BOY

Though few Orks have the patience to be a Kommando Snipa Boy, those who perform the role are experts in finding the best spots to fire at the enemy, kill a target and enjoy watching the survivors flail and panic in the confusion inevitably caused.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Scoped big shoota	6	3+	2/2	-	MW2
Fists	3	3+	3/4	-	-

### ABILITIES

ABILITIES		UNIQUE ACTIONS
-		'Av it! (2AP): Perform a free Shoot action with this operative using its scoped big shoota. After making the shooting attack against the target, this operative can make a shooting attack against each other valid target within ② of the original target. Each time this operative makes a shooting attack for this action, subtract 2 from the Attacks characteristic of its scoped big shoota for that shooting attack.
-		Da Best Spot (2AP): Perform a free Shoot action with this operative using its scoped big shoota, even if it has a Conceal order.

### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT



KOMMANDO, ORK, <CLAN>, KOMMANDO SNIPA BOY

## KOMMANDO DAKKA BOY

The sound of roaring dakka is music to the ears of many Orks, not least to Kommando Dakka Boys. They take great delight in pouring vast quantities of bullets into the enemy, destroying light cover, sending foes running and causing pandemonium.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Dakka shoota	5	4+	3/4	Unload Slugs*	-
Fists	3	3+	3/4	-	-

### ABILITIES

\*Unload Slugs: Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if the target is within ⑥ of it, you can re-roll any or all of your attack dice.

### UNIQUE ACTIONS

Dakka Dash (1AP): Perform a free Shoot action and free Dash action with this operative in any order. You can only select a dakka shoota for this action's shooting attack.

### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT



KOMMANDO, ORK, <CLAN>, KOMMANDO DAKKA BOY

## KOMMANDO COMMS BOY

There's no excuse for not following the boss' plan, no matter how questionably sane it seems. Kommando Comms Boys perform the function of ensuring no Ork 'forgets' their orders on the field by relaying the boss' instructions.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

Name	A	BS/WS	D	Special Rules	!
Shokka pistol	6	4+	1/1	Rng 6	Stun, MW2
Fists	3	3+	3/4	-	-

### ABILITIES

**I Got a Plan, Ladz:** Once per Turning Point, during this operative's activation, it can perform a mission or **Pick Up** action for one less AP (to a minimum of 0AP).

### UNIQUE ACTIONS

**Listen In (1AP):** Select one friendly KOMMANDO operative within 6" of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT

KOMMANDO, ORK, <CLAN>, KOMMANDO COMMS BOY



## KOMMANDO BURNNA BOY

Burna Boyz are pyromaniacs all, obsessed with raging infernos - the bigger and hotter the better. Those of the Kommandos display an extraordinary patience, knowing the wait makes the devastation they wreak with their burnas even more satisfying.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

### ABILITIES

Name	A	BS/WS	D	Special Rules	!
Burna	5	2+	2/2	Rng 6, Torrent 2	-
Fists	3	3+	3/4	-	-

### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT

KOMMANDO, ORK, <CLAN>, KOMMANDO BURNNA BOY



## KOMMANDO ROKKIT BOY

Rising from hidden locations, Kommando Rokkit Boyz fire rockets at bunkers, fuel silos, ammo dumps or even into the midst of an unsuspecting enemy - all with a broad grin at the havoc they've caused.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	10	32mm

### ABILITIES

Name	A	BS/WS	D	Special Rules	!
Rokkit launcha	5	4+	4/5	AP1	Splash 1
Fists	3	3+	3/4	-	-

### DATACARD-RELATED

JUST A SCRATCH, SNEAKY GIT

KOMMANDO, ORK, <CLAN>, KOMMANDO ROKKIT BOY



## KOMMANDO GROT

For Grots to last long in the brutal reality of Ork society, they have to learn to lie, cheat, steal, sneak, suck up and plan - traits all valuable to Kommando kill teams.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	5	25mm

Name	A	BS/WS	D	Special Rules	!
 Grot choppa	3	5+	1/4	-	-

### ABILITIES

**Sneaky Zogger:** This operative cannot have an [Engage](#) order. In addition, this operative is always treated as having a [Conceal](#) order, regardless of any other rules (e.g. [Vantage Point](#)).

### UNIQUE ACTIONS

**Grappling Hook (1AP):** Select a point on a terrain feature that is Visible to this operative (treat that point as an intended target). Perform a free [Normal Move](#) action with this operative, moving in a single straight line with an unlimited Movement as though it can [FLY](#). It must finish that move within  of that point.

### DATACARD-RELATED

[SNEAKY GIT](#)

**KOMMANDO**, ORK, <CLAN>, KOMMANDO GROT



## KOMMANDO NOB

The sneakiest of sneaky gits, Kommando Nobs are both brutal and cunning enough to boss about the most conniving of their species.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	13	32mm

Name	A	BS/WS	D	Special Rules	!
 Slugga	4	4+	3/4	Rng 	-
 Big choppa	4	2+	5/6	-	-
 Power klaw	4	3+	5/7	Brutal	-

### ABILITIES

**Get it Dun!**: Each time this [operative is activated](#), you can select one friendly **KOMMANDO** operative within  of and [Visible](#) to it. Add 1 to the selected operative's APL.

### UNIQUE ACTIONS

-

### DATACARD-RELATED

[JUST A SCRATCH](#), [SNEAKY GIT](#)

**KOMMANDO**, ORK, <CLAN>, LEADER, KOMMANDO NOB



## BOMB SQUIG

Bomb squigs are among the most dangerous of their kind. In addition to being voracious predators, as the name suggests they carry all manner of explosives. In battle they race for the foe, blowing up enemy troops and destroying their defences.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	6+	6	25mm

Name	A	BS/WS	D	Special Rules	!
✖ Dynamite	4	3+	5/6	AP1, Bomb Squig*	P2
✖ Vicious bite	3	4+	4/5	-	-

### ABILITIES

**\*Bomb Squig:** This operative can perform a **Shoot** action with this weapon if it is within Engagement Range of an enemy operative. When this operative performs a **Shoot** action and selects this ranged weapon, make a shooting attack against each other operative **Visible** to and within (2) of it (even if it has friendly operatives within its Engagement Range) with this weapon - each of them is a valid target and cannot be in **Cover**. After all of those shooting attacks have been made, this operative is **incapacitated** and do not roll for its **BOOM!** ability. This operative cannot make a shooting attack with this weapon by performing an **Overwatch** action.

**BOOM!:** If this operative is **incapacitated**, roll one D6: on a 3+, it makes a **shooting attack** using its dynamite.

**Stooid:** This operative cannot perform mission actions, cannot perform the **Pick Up** action and cannot have a **Conceal** order. It cannot be equipped with **equipment**. In **narrative play**, it cannot gain (or lose) **experience** and automatically passes **Casualty tests**.

### UNIQUE ACTIONS

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### DATACARD-RELATED

JUST A SCRATCH

KOMMANDO, ORK, <CLAN>, BOMB SQUIG



# SPEC OPS RULES

Below you will find a selection of rules for [Spec Ops campaigns](#) in which you have selected **KOMMANDO** as your faction keyword.

## BATTLE HONOURS

Each time a **KOMMANDO** operative gains a **Battle Honour**, instead of determining one from its specialism, you can instead determine one from the Kommando Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

### KOMMANDO SPECIALIST

D6	Battle Honour
1	<b>Skinna:</b> Each time this operative <a href="#">fights in combat</a> , when you would retain attack dice for that combat, you can select one of your results of 5+ to be retained as a critical hit.
2	<b>Irritable:</b> While this operative has lost any wounds, add 1 to both Damage characteristics of its melee weapons.
3	<b>Destructive:</b> Each time this operative performs a <a href="#">Fight</a> action, if it made a <a href="#">Charge</a> action during that activation, its melee weapons gain the <a href="#">Relentless</a> special rule for that combat.
4	<b>Shifty:</b> Each time this operative is the target of a <a href="#">shooting attack</a> , before rolling defence dice for that shooting attack, if it is in <a href="#">Cover</a> and either has a <a href="#">Conceal</a> order or is <a href="#">Ready</a> , you can retain two dice as successful normal saves as a result of cover (instead of one).
5	<b>Thievin' C!t:</b> Before the battle, when selecting <a href="#">equipment</a> from your stash, you can select one item of equipment to equip this operative with for 1 less EP (to a minimum of 0).
6	<b>Ambusher:</b> Once per battle, at start or end of this <a href="#">operative's activation</a> , you can change its order.

## RARE EQUIPMENT

Each time you would determine an item of [rare equipment](#) to add to your stash, if your faction is **KOMMANDO**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

### 1. SHINY SLUGZ [2/3EP]

Select a slugga, dakka shoota or scoped big shoota the operative is equipped with. That weapon gains the [AP1](#) special rule for the battle. If you selected a slugga, this rare equipment costs 2EP; otherwise, it costs 3EP.

### 2. WORK'S EYEBALL [1/3EP]

Select a slugga, dakka shoota, scoped big shoota or rokkit launcha the operative is equipped with. Improve the Ballistic Skill characteristic of that weapon by 1 for the battle. If you selected a slugga, that weapon loses the [Rng 6](#) special rule for the battle and this rare equipment costs 1EP; otherwise, it costs 3EP.

### 3. DEVIL'S WHISPA [2EP]

A slugga the operative is equipped with gains the following improvements for the battle:

- [Lethal 4+](#) special rule
- [Silent](#) special rule

### 4. SKRAGA'S CHOPPA [2EP]

A choppa, big choppa or twin choppas the operative is equipped with gains the [Lethal 5+](#) special rule for the battle.

### 5. FUNGAL BREW [2EP]

The operative gains the following abilities for the battle:

- Before the battle, remove one [Battle Scar](#) the operative has.
- During the battle, the operative cannot be [injured](#).
- After the battle, the operative passes its [Casualty test](#).

### 6. KLEVER KAP [2EP]

Gain [1CP](#) for the battle.

## ASSETS

Each time you would add a [strategic asset](#) to your [base of operations](#), if your faction is **KOMMANDO**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

## TERRITORIAL GLYPHS

The Orks mark their territory and honour Gork and Mork with crude glyphs, splatters of paint and battlefield trophies.

At the start of the [Set Up Operatives](#) step of the mission sequence, you can place a Glyph Token within [6](#) of your drop zone. If both players have this asset, the Attacker sets up their token first.

- Unless they are being set up wholly within their drop zone, enemy operatives cannot be set up within [6](#) of that token.
- While a friendly **KOMMANDO** operative is within [6](#) of that token, each time it fights in a combat in the [Roll Attack Dice](#) step of that combat, you can re-roll one of your attack dice.

## LOOT HOARD

The Orks of this kill team have piled their bases high with loot they've taken from all manner of battlefields. This gives them great advantage when going to war, as they can take the weapon best suited for the mission - which is very often the biggest they can grab.

In the [Select Equipment](#) step of each mission sequence, select one of the following:

- During this battle, friendly **KOMMANDO** operatives can perform [Stun Grenade](#) and [Smoke Grenade](#) actions twice, rather than once.
- During this battle, stikkbombs and dynamite that friendly **KOMMANDO** operatives are equipped with can be selected for use twice as a result of the [Limited](#) special rule, instead of only once.
- For this game, you can equip friendly **KOMMANDO** operatives with sluggas and choppas for 1EP, rather than 2EP.

## EXPLOSIVES STASH

To Orks, explosions are as enjoyable as they are effective. The kill team has a vast collection of explosives in its base of operations and goes on every mission laden with them.

Friendly **KOMMANDO** operatives (excluding **BOMB SQUIG** operatives) can perform the following action:

### LAY EXPLOSIVES

2AP

An operative can perform this action while within [1](#) of a terrain feature that includes any parts with the [Heavy](#) trait. An operative cannot perform this action if it is [Visible](#) to and within [2](#) of an enemy operative.

Each time a friendly operative performs a [Blow It Up!](#), [Sabotage](#) or [Lay Explosives](#) action, that terrain feature has been wrecked. While a terrain feature is wrecked, any parts of that terrain feature with the [Heavy](#) trait are treated as [Light](#) terrain instead.

## REQUISITIONS

In a [Spec Ops campaign](#), if your faction is **KOMMANDO**, you can use the following **Requisitions** in addition to those presented in other publications.

### ORKY CONSTITUTION

1RP

Orks are remarkably tough, capable of shrugging off most wounds.

Purchase this Requisition after taking a [Casualty test](#), [Recovery test](#), or determining a [Battle Scar](#) for a friendly **KOMMANDO** operative. You can re-roll that test, or roll again when determining that Battle Scar.

### GRAB DA LOOT

ORP

Many Orks pick battlefields clean of anything they perceive to be valuable, whether that be weapons, armour or anything shiny that catches their eye.

Purchase this Requisition after a game in which you scored maximum victory points from the mission objectives. Gain D3 RPs. You can only use this Requisition once after each battle.

### FEARSOME REPUTATION

1RP

Orks are brutal creatures who thrive on violence. For them might makes right, and Orks who can kill a lot of enemies swiftly earn a reputation amongst their tribes.

Purchase this Requisition in the [Update Dataslates](#) step of the mission sequence, when updating [experience](#) for a friendly **KOMMANDO** operative. If that operative [incapacitated](#) three or more enemy operatives during the battle, or incapacitated two or more enemy operatives including an enemy **LEADER** in the battle, it gains 3 XP. This is not affected by a passed [Casualty test](#). You can only use this Requisition once after each battle.

## SPEC OPS

Each time you would select a [Spec Op](#) for your kill team to be assigned to, if your faction is **KOMMANDO**, you can select one from those found below instead of selecting one from another source.

### BLITZ

Your kommandos need to hit hard and fast in a series of locations before the enemy can build momentum. Once the enemy operatives are in disarray, their supply lines burning and their morale in tatters, your kommandos can deliver the killing strike to achieve victory.

#### OPERATION 1: RAPID ASSAULTS

Your kill team must use their stealth and mobility to strike at a series of targets in the area. Move in, wreak havoc, then retreat before reinforcements arrive.

Complete five games in which you scored victory points from the 'Shokk Taktiks' or 'Get Stuck In!' Tac Op.

#### OPERATION 2: KILLING BLOW

With the enemy reeling from your kill team's rapid assaults, your kill team can deliver the final strike. Land the killing blow and your kill team will be feared across the war zone.

Complete a game in which you scored victory points from the 'Execution' Tac Op.

#### COMMENDATION

- Each friendly operative that incapacitated an enemy operative during the battle earns 1 XP. This is not affected by a passed [Casualty test](#).
- You can add one item of [rare equipment](#) to your stash, or you can increase your [asset capacity](#) by one.
- You gain one [Requisition point](#).

#### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this [Spec Op](#) is considered a 'Purge Order' Spec Op.

# RAMPANT DESTRUCTION

With an enemy's main force engaging the tribe elsewhere, your kommandos have made it behind enemy lines. They can now attempt their mission: plant their explosives, light the fuse and cause utter mayhem to the enemy's supply network.

## OPERATION 1: LIGHT THE FUSE

*Each key target lies relatively undefended - let the destruction begin!*

Complete five games in which you scored victory points from the 'Blow It Up!' or 'Sabotage' Tac Op.

## OPERATION 2: RETURN TO THE CLAN

*Deep in enemy territory, with the fires of destruction raging about them, your kommandos must break back through the enemy's line and report back to the tribe.*

Complete a game in which you scored victory points from the 'Behind Enemy Lines' Tac Op.

## COMMENDATION

- You gain one [Requisition point](#).
- After the battle, all friendly operatives pass [Casualty](#) and [Recovery](#) tests.
- You can use the [Equipment Drop](#) Requisition twice without spending any [Requisition points](#).

## SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this [Spec Op](#) is considered a '[Demolition](#)' Spec Op.