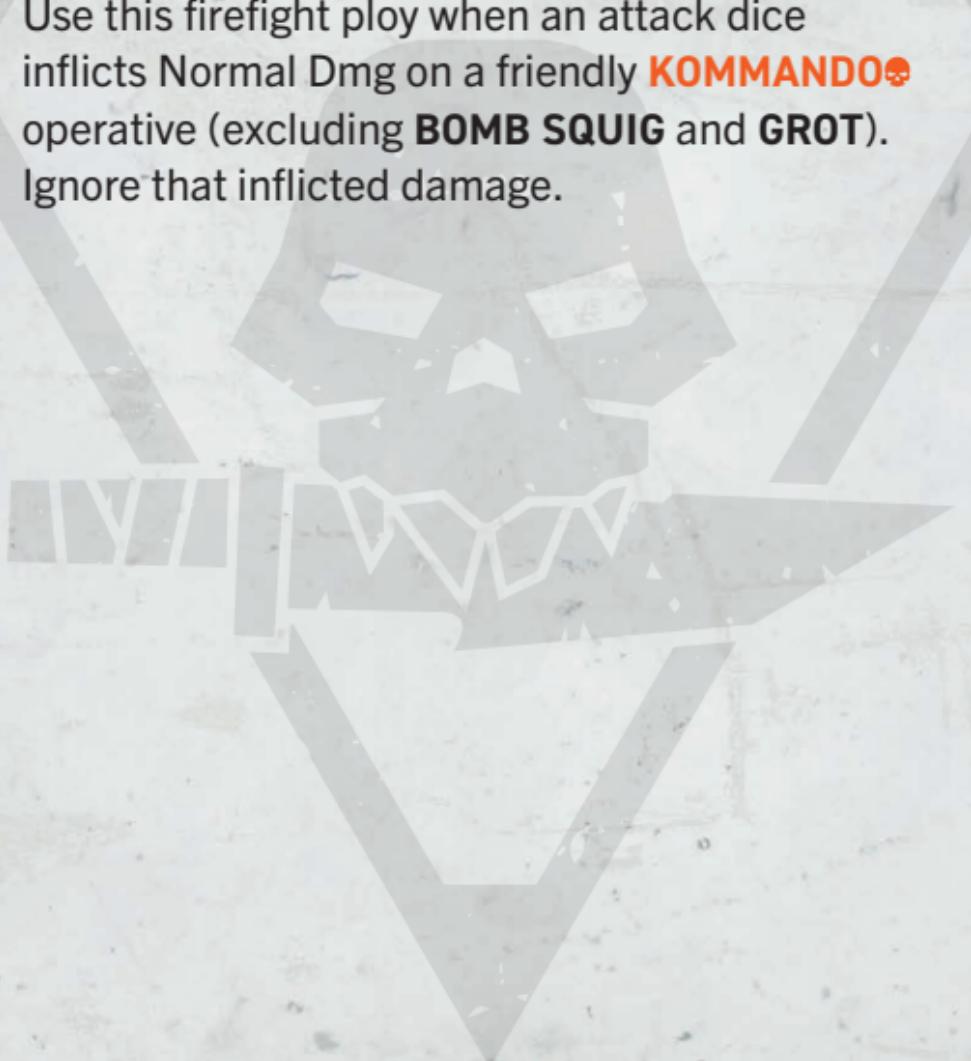


KOMMANDO^{SKULL} FIREFIGHT PLOY

JUST A SCRATCH

Orks have a remarkable ability to shrug off grievous damage that would incapacitate most other species.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly KOMMANDO^{SKULL} operative (excluding BOMB SQUIG and GROT). Ignore that inflicted damage.

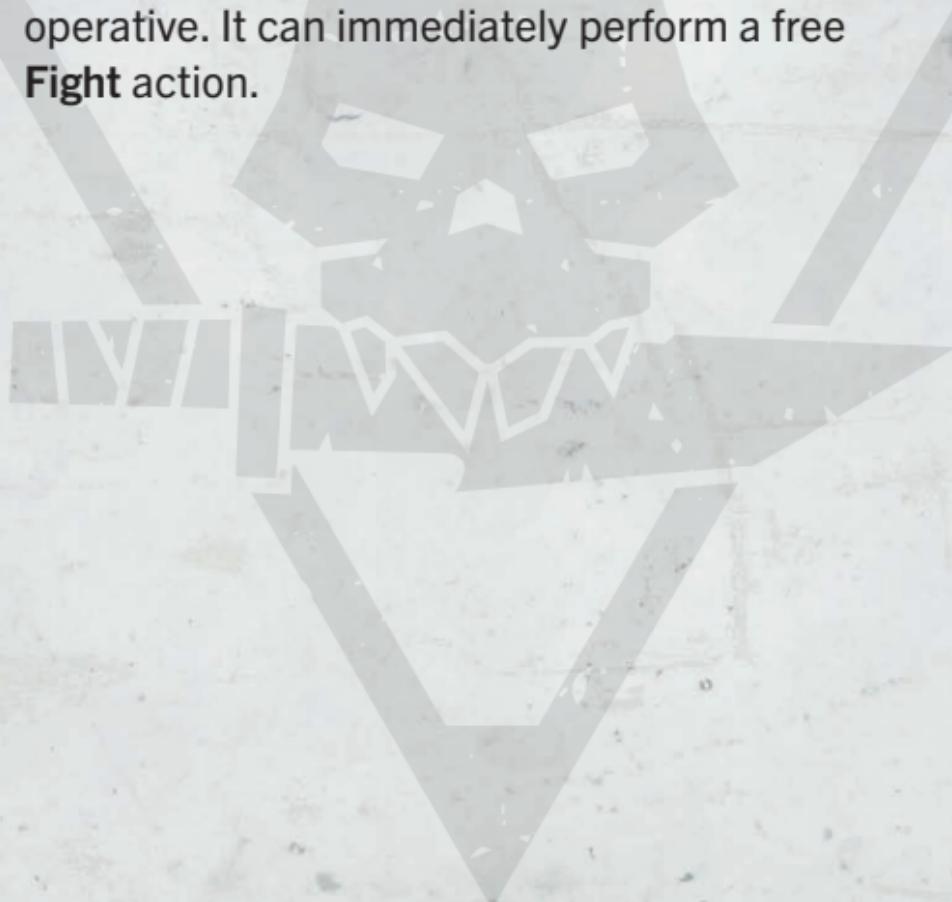


KOMMANDO[¶] FIREFIGHT PLOY

KRUMP 'EM!

Whilst they are far more crafty than your average Ork, Kommandos are still ultimately driven by a need to fight and kill.

Use this firefight ploy at the end of the Firefight phase. Select one friendly KOMMANDO[¶] operative. It can immediately perform a free **Fight** action.



KOMMANDO[®] FIREFIGHT PLOY

KUNNIN' BUT BRUTAL

Whilst they may utilise stealth and cunning to get within range of their enemies, Kommandos are no less enthusiastic about meting out brutal violence.

Use this firefight ploy when a friendly KOMMANDO[®] operative that has a Conceal order is fighting during an activation in which it performed the Charge action, you're resolving the first attack dice, and it's a strike with a normal success. Treat that normal success as a critical success instead.

KOMMANDO^{SKULL} FIREFIGHT PLOY

SHAKE IT OFF

Ork Kommandos bolster their natural resilience with makeshift armour and protective equipment, rendering their advance almost impossible to slow.

Use this firefight ploy when a friendly KOMMANDO^{SKULL} operative is activated, or when its APL stat is changed. Until the start of the next turning point, you can ignore any changes to its APL stat.