

KOMMANDO^{SKULL} FACTION EQUIPMENT

CHOPPAS

Olk blades may appear crude and rusty, but this is of little comfort to those on the receiving end of a choppa blow.

Friendly KOMMANDO^{SKULL} operatives (excluding **BOMB SQUIG** and **GROT**) have the following melee weapon. Note that some operatives already have this weapon but with better stats; in that instance, use the better version.

NAME	ATK	HIT	DMG
➡ Choppa	3	3+	4/5

KOMMANDO^{SKULL} FACTION EQUIPMENT

DYNAMITE

Kommandos are known to utilise a variety of improvised explosives, the most common of which are bundles of volatile dynamite.

Once per battle, a friendly KOMMANDO^{SKULL} operative (excluding BOMB SQUIG and GROT) can use the following ranged weapon:

NAME	ATK	HIT	DMG
☰☰☰ Dynamite	5	4+	4/5
WR	Range 4", Blast 1", Heavy (Reposition only), Saturate		

KOMMANDO[®]

FACTION EQUIPMENT

HARPOON

This weapon fires a sharp, barbed projectile that snags any foes it doesn't kill outright, preventing them from moving.

Once per turning point, a friendly KOMMANDO[®] operative (excluding BOMB SQUIG and GROT) can use the following ranged weapon:

NAME	ATK	HIT	DMG
☰☰☰ Harpoon	4	4+	4/5
WR	Range 8", Lethal 5+, Stun		

KOMMANDO[®]

FACTION EQUIPMENT

COLLAPSIBLE STOCKS

Kommandos often use modified guns with cut down or folding shoulder stocks to enhance the impact of their firepower.

Remove the Range weapon rule from the following ranged weapons friendly KOMMANDO[®] operatives have:

- Shokka pistol
- Slugga