

KOMMANDO[©] STRATEGY PLOY

DAKKA! DAKKA! DAKKA!

Whilst they are more subtle than other Orks, Kommandos hold to the same belief that any target can be overcome by simply applying a greater volume of fire.

Friendly KOMMANDO[©] operatives' ranged weapons have the Punishing weapon rule.

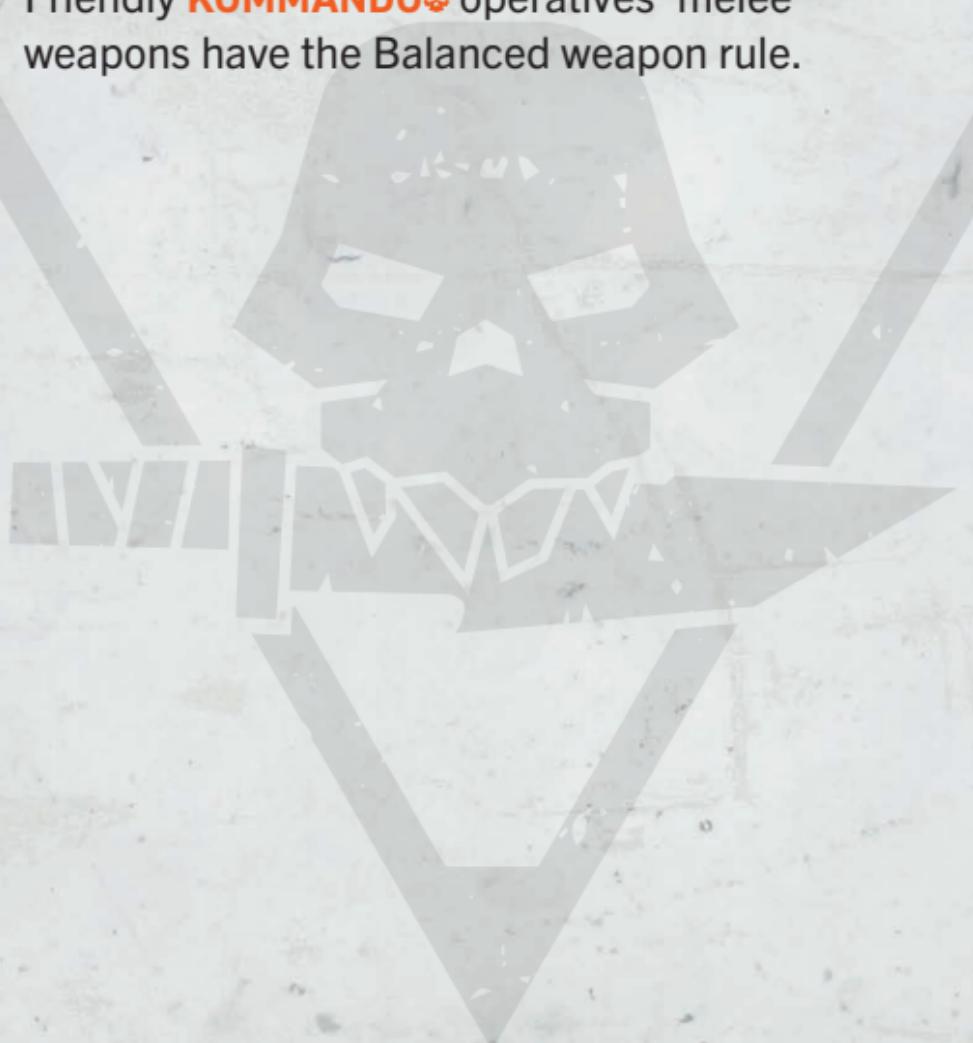


KOMMANDO^{SKULL} STRATEGY PLOY

WAAAGH!

The infamous and dreaded battle cry of the Orks heralds a tempest of violence and butchery.

Friendly KOMMANDO^{SKULL} operatives' melee weapons have the Balanced weapon rule.



KOMMANDO^{SKULL} STRATEGY PLOY

SKULK ABOUT

Kommandos exploit cover and terrain to confound the enemy and confuse their aim.

Whenever an enemy operative is shooting a friendly KOMMANDO^{SKULL} operative that has a Conceal order, you can retain one of your defence dice as a normal success without rolling it (in addition to a cover save, if any).

KOMMANDO^{SKULL} STRATEGY PLOY

SSSSHHHH!

Despite their colossal bulk, Ork Kommandos are capable of moving surprisingly quietly, should the situation demand it.

Each friendly KOMMANDO^{SKULL} operative that's not a valid target for enemy operatives, or has a Conceal order and is more than 6" from enemy operatives, can immediately perform a free Dash action. You cannot use this ploy during the first turning point.