Commando

A commando is a soldier of an elite light infantry or special operations force specialized in assault or unconventional high-value targets. Commandos differ from other types of special forces in that they primarily operate in overt combat, front-line reconnaissance, and raiding, rather than long range reconnaissance and unconventional warfare.

Tactical Aid

Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

Pre-Planning

Starting at 7th level, after spending 1 hour studying a map, plan or similar of an 8-mile area, you learn something about two of the following points of your choice:
Access (the password for entering a restricted area, the location of a keycard, an unlocked entry door or window).
Alternative routes (the ventilation system, the basement access, roof access and such)
Dead Drop (an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies).
Surveillance (location of cameras, the security room, number of guards, metal detectors and such).
Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

Additional Fighting Style

At 10th level, you can choose a second option for the Fighting Style class feature.

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

First Contact

At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

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