

EQUATORIAL HORDES

COUNTLESS ORKS INFEST ARMAGEDDON'S JUNGLES IN RAVENING HORDES

DETACHMENT RULES

JUNGLE KNOW-WOTZ

The Ork tribes of the Equatorial Jungle know their territories all too well, and can always find a kunnin' trail by which they can sneak up on their quarry.

In the Declare Battle Formations step, select up to three friendly **MOB/KOMMANDOS** units. Those units have **Scouts 6"** until the end of the battle.

ENHANCEMENTS

KUNNIN' HUNTA

It takes both brutality and kunnin' to stalk the monstrous carnivores of Armageddon's deep jungles. The same talents can be applied to hunting battlefield foes.

BEASTBOSS/INFANTRY WARBOSS model only. (Once per turn, per unit) In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is **unengaged**, this unit can make a **normal move** of up to D3+3".

UNKILLABLE SCOURGE

Having survived the perilous jungles long enough to claim rule over Armageddon's equatorial tribes, this Ork leader has built up an impressive immunity to staying dead.

BEASTBOSS/INFANTRY WARBOSS model only. When this model is **destroyed**, if this unit has not been **selected to fight** this phase, roll one D6, with +1 to that roll if the Waaagh! is active for this unit:

- On a 3+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

CONCEALED KRUMPIN'

1CP

EQUATORIAL HORDES STRATAGEM

Orks erupting as though from nowhere amidst hails of dakka and flurries of ferocious choppa blows can cause spectacular devastation.

WHEN: Your Shooting phase or the Fight phase, when a friendly **hidden MOB** unit is **selected to attack**.

TARGET: That **MOB** unit.

EFFECT: Your unit's attacks have **[LETHAL HITS]**.



STRAGGLERZ

1CP

EQUATORIAL HORDES STRATAGEM

Extricating themselves from dense jungle terrain takes some Orks longer than others, but the latecomers arrive just in time to bolster their warband's ranks.

WHEN: Your Command phase.

TARGET: One friendly **MOB/KOMMANDOS** unit.

EFFECT: Your unit **heals** 2D3 wounds.



DEY'RE OVER 'ERE

1CP

EQUATORIAL HORDES STRATAGEM

Pointing and shouting can prove a surprisingly effective way of rooting out hidden enemies.

WHEN: Start of your Shooting phase.

TARGET: One friendly **MOB/KOMMANDOS** unit.

EFFECT: While a **visible** enemy unit is within 6" of your unit, that unit has +3" **detection range**.

