

EQUATORIAL HORDES

3 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Unkillable Scourge

25 pts

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.

Kunnin' Hunt

25 pts

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".

DETACHMENT RULE

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.

STRATAGEMS (3/3)

1 CP EQUATORIAL HORDES STRATAGEM **COMMAND**

Extricating themselves from dense jungle terrain takes some Orks

When: Your Command phase.

Target: One friendly MOB/KOMMANDOS unit.

Effect: Your unit heals 2D3 wounds.

1 CP EQUATORIAL HORDES STRATAGEM **SHOOTING**

Orks erupting as though from nowhere amidst hails of

When: Your Shooting phase or the Fight phase, when a friendly

Target: That MOB unit.

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

1 CP EQUATORIAL HORDES STRATAGEM **SHOOTING**

Pointing and shouting can prove a surprisingly effective way of

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