

ORKS

GREEN TIDE

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Ferocious Show-off

15 pts

ORKS INFANTRY model only. This model's melee attacks have:

- +1 A.
- <ins>Or:</ins> If this unit has 11+ models, +2 A.

'Ardboyz

25 pts

BOYZ unit only. This unit has 4+ Sv.

DETACHMENT RULE

- Friendly BOYZ units' melee attacks have [SUSTAINED HITS 1].
- If a friendly ORKS INFANTRY unit made a charge move this turn, that unit's melee attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

STRATAGEMS (3/3)

1 CP

GREEN TIDE STRATAGEM

COMMAND

MOB MENTALITY

When: Start of the Battle-shock step of your Command phase.
Target: One friendly Orks Infantry unit of 13+ models.
Effect: Select one visible friendly ORKS unit within 12" of your unit. That unit's battle-shock rolls are automatically successful.

1 CP

GREEN TIDE STRATAGEM

MOVEMENT

'ERE WE GO

When: Your Movement phase, when a friendly Beast Snagga Boyz/Boyz unit is selected to move.
Target: That BEAST SNAGGA BOYZ/BOYZ unit.
Effect: Your unit has +2 to advance rolls.

1 CP

GREEN TIDE STRATAGEM

CHARGE

UNBRIDLED CARNAGE

When: Fight phase, when a friendly Boyz unit that made a charge move this turn is selected to fight.

Target: That BOYZ unit.

Effect: Your unit's melee attacks have +1 A.