

GREEN TIDE

ENHANCEMENTS

Ferocious Show Off

10 pts

Orks Infantry model only. Each time the bearer fights, while resolving those attacks, add 1 to the Strength characteristic of the bearer's melee weapons. If the bearer's unit contains 10 or more models, while resolving those attacks, add 3 to the Strength characteristic instead.

Brutal But Kunnin'

25 pts

Orks Infantry model only. In your Command phase, if the bearer is on the battlefield (or is embarked within a Transport that is on the battlefield), roll one D6, adding 2 to the result if the bearer's unit contains 10 or more models: on a 5+, you gain 1 CP.

Raucous Warcaller

20 pts

Orks Infantry model only. While the bearer is leading a unit, that unit always counts as containing 10 or more models for the purposes of your Detachment rule and any Stratagems you use.

Bloodthirsty Belligerence

15 pts

Orks Infantry model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit. While that unit contains 10 or more models, you can re-roll Charge rolls made for that unit as well.

DETACHMENT-REGEL

Each time an attack targets a BOYZ unit from your army, models in that unit have a 6+ invulnerable save against that attack. Each time an attack targets a BOYZ unit from your army that contains 10 or more models, models in that unit have a 5+ invulnerable save against that attack.

STRATAGEMS

1 CP

GREEN TIDE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

COMMAND

BRAGGIN' RIGHTS

When: Your Command phase.

Target: Two Boyz units from your army that are within 6" of each other.

Effect: Until the start of your next Command phase, while those two units are within 6" of each other, they both count as containing 10 or more models for the purposes of your Detachment rule, any Enhancements models from your army have and any Stratagems you use.

1 CP

GREEN TIDE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

COMMAND

COME ON LADZ!

When: Your Command phase.

Target: One Boyz unit from your army.

Effect: Return up to D3+2 destroyed models to your unit (excluding Character models).

1 CP

GREEN TIDE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

GO GET 'EM!

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Boyz unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: After the attacking unit has shot, your unit can make a Go Get 'Em! move. To do so, roll one D6: each model in your unit can move a distance in inches up to the result, but your unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit contains 10 or more models, you can re-roll the D6 to determine how far your unit can move.

1 CP

GREEN TIDE – EPIC DEED STRATAGEM
· WAHAPEDIA

CHARGE

TIDE OF MUSCLE

When: Your Charge phase.

Target: One Boyz unit from your army that has not declared a charge this phase.

Effect: Until the end of the phase, each time your unit declares a charge, add 1 to the Charge roll and, if your unit contains 10 or more models, you can re-roll the Charge roll.'

1 CP

GREEN TIDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

BULLDOZER BRUTALITY

When: Fight phase.

Target: One Boyz unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, each time your unit is selected to fight, when determining which models in your unit are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP

GREEN TIDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

COMPETITIVE STREAK

When: Fight phase.

Target: One Boyz unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit contains 10 or more models, re-roll the Wound roll instead.