

THE GREEN TIDE

POINTS: 75 + MODELS

A single Ork is a formidable adversary, muscular and violent with a resilient physiology and an unquenchable lust for war. A single Ork is, however, rarely encountered, for when Orks go to battle they do so in countless thousands. This is when the Orks are at their most dangerous. When they are part of a great Waaagh! 'Uge mobz of Ork Boyz gather, for every Ork gunned down, three step forward to take its place. Their numbers are so vast that they resemble a green ocean. Wave after wave of Ork Boyz comes crashing down on enemy positions, quite literally a green tide that rises up and sweeps away all before it.

Any Orks in the vicinity of such a stampede get caught up in the violent charge. Some have no choice and must join the rush or else get crushed, but more often than not the Boyz find themselves tagging along by instinct. Something about so many Orks charging towards the enemy triggers something in the Ork psyche – after all, wherever they're going, so many Boyz can't be wrong! Even Orks that do run away quickly turn back and are once again swallowed up by the horde. In this way the ranks of the horde swell as the charge gathers momentum, overwhelming any resistance that dares oppose the might of the Greenskins.

Warboss Gitstomp

Gitstomp's Ladz



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FORMATION:

A single unit consisting of a Warboss leading an 'Uge mob.

An 'Uge mob is identical to a normal Ork Boyz mob and has all the same options with the exception that the unit numbers at least 100 models and may include a mixture of Boyz armed with sluggas and choppas and Boyz with shootas. There is no maximum size this unit may reach. The Warboss may not leave this unit. The entire formation goes to battle on foot and as such may not ride in any troop transports. The Warboss may not take a Warbike.

An adjutant directed the General's gaze to the south, where the Orks were said to be mustering after planetfall. Adjusting the focus of his magnoculars, Titus gave a gasp of disbelief. There were the Orks. The shapes of a dozen Gargants jutted up from the undulating ash wastes, a swarm of similar vehicles surrounding them. But it was not this that had given Titus such a shock. For miles in every direction around the Gargants, the ash desert was green; a sea of Orks so massive that the mind refused to acknowledge the possibility. Titus examined his own forces once more, his heart in his throat.

"Emperor's mercy," he whispered to himself, "I pray I have enough men to face that!"

SPECIAL RULES

Stampede: Nothing can stand in the way of so many stomping Orks. The formation has the Move Through Cover rule to represent the momentum the Boyz have barrelling through terrain. In addition the sheer number of Orks whips the Boyz into a constant state of bloodlust. The formation may call upon the Waaagh! each and every turn. If the rest of the army also calls upon the Waaagh! then the Green Tide may roll two dice and pick the highest when determining the extra distance moved.

Follow Me Ladz!: Nearby mobs tend to be caught up and swept along when such a large horde of Orks stampedes across the battlefield. Any Ork Boyz mob that falls back within 48" of the Warboss is removed and immediately placed in the unit led by the Warboss (or if by some miracle ALL his Boyz have been shot up, they form a unit which he then leads). The models are placed such that they are in unit coherency and are no closer to the enemy than the Warboss. There is no limit to the size this unit may reach.