

ORK PSYCHIC POWER CARDS

Ork Psykers follow the standard rules for psychic powers as described in the Psychic Powers section of the core rulebook.

The Ork Equivalent of a Primaris Power is Gork and Morks Blessing.

However, on any failure that would require a roll on the Perils from the Warp table will instead apply the “Eadbang” result.

- ‘Eadbang: The Ork psyker and minderz are eliminated and removed (Award VP). Then 4 attack dice will strike the closest formation at a -3 TSM.



GORK AND
MORKS BLESSING

ZZAP!

Target: One element

Effect: Element makes
armor save at -2 TSM

1

FRAZZLE

Target: One
Formation

Effect: 1d10 hits at
-1TSM

1

WARPATH

Target: One infantry
formation.

Effect: Each element
in formation gains
+1 to hit in close
combat

2

GORK'LL GET 'EM!

Target: See Below

Effect: Player may select one
of the two options below:

Gork's Fist: Target one
element, makes armor save at
-4 TSM
Gork's Foot: Gains a Blast 4
attack at -3 TSM

2

PSYCHIC VOMIT

Target: One
Formation

Effect: Gains a Blast
8 attack at -2 TSM.
Attack ignores cover
[IC]

3

'ERE WE GO!

Target: One friendly
formation.

Effect: Formation gains
the Deepstrike ability
(one use) and may
deploy as per reserve
rules next turn

3

WAARGH!

Target: Entire army
(see Waargh table)

Effect: Apply the
bonuses of the Waargh
Table as if an 11+ was
rolled for the rest of
the turn.



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