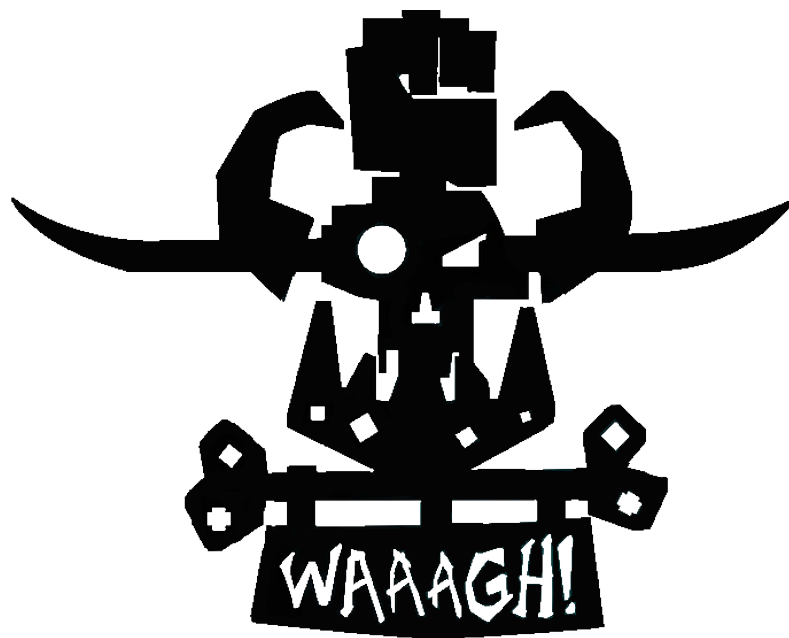




ORKS



PSYCHIC CARDS



MKV



ORK PSYCHIC POWER RULES

Ork psykers have the following rules:

- I. Ork psykers follow the standard rules for psychic powers. However, any failure that would require a roll on the Perils from the warp table, instead apply the following result:
 - a. **'Eadbang:** The Ork psyker and accompanying minderz are removed from play (award VP). Perform an attack on the closest formation (friend or foe) with 4AD at -3TSM.

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: One friendly
formation.

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



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