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| <p align="center">-----ORKS----- GRUB</p> <p>Play on an Ork formation. Destroyed Grot units return to play. You may bring back 1D6 Grot stands which have already been removed as casualties. Play this card at any time.</p> <p align="center">OR</p> <p align="center">COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> | <p align="center">-----ORKS----- ZAG IT!</p> <p>This card allows you to add 10cm to the speed of one Ork formation for the rest of the turn. Play this card at any time.</p> <p align="center">OR</p> <p align="center">COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> | <p align="center">-----ORKS----- DUR</p> <p>Every Ork formation that has its HQ unit within 15cm of a Gargant becomes inspired for the rest of the turn (+1 in assault resolution). Play this card at any time.</p> <p align="center">OR</p> <p align="center">STOMP – 2</p> <p>Place the barrage template on an enemy formation within 30cm of one of your Wierdboyz. Any units under the template are hit by a Macro Weapon with 2BP unless the opposing player nullifies the stomp by playing a psychic attack with a higher value. Play this card at any time.</p> | <p align="center">-----ORKS----- BOSS</p> <p>Play this card on any single Ork formation. The formation automatically passes the next initiative test they take. Play this card at any time.</p> <p align="center">OR</p> <p align="center">STOMP – 2</p> <p>Place the barrage template on an enemy detachment within 30cm of one of your Wierdboyz. Any units under the template are hit by a Macro Weapon with 2BP unless the opposing player nullifies the stomp by playing a psychic attack with a higher value. Play this card at any time.</p> |
| <p align="center">-----ORKS----- BRILLIANT STRATEGY</p> <p><i>The threads of your plan come together now, outwitting your opponent at every turn and foiling his desperate attempts to out-manoeuvre your army.</i></p> <p>Your army automatically wins the Initiative in this phase, do not roll. This can be played to retain Initiative. Play this card at the start of any phase before initiative is decided.</p> | <p align="center">-----ORKS----- ORBITAL BARRAGE</p> <p><i>Vessels orbiting the planet rain down a salvo of fire against the enemy.</i></p> <p>You may make a single attack against one enemy detachment anywhere on the table. Roll 1D6 to determine the firepower of the attack (1-5=Strike Cruiser/ 6=Battle Barge). Play this card instead of nominating a detachment to activate.</p> | <p align="center">-----ORKS----- DIVINE INSPIRATION</p> <p><i>Your troops are filled with heroic courage and throw themselves into the fray with no regard for their own lives.</i></p> <p>You may immediately remove D3 Blast markers from a single detachment in your army. Play this card at any time.</p> | <p align="center">-----ORKS----- GREEN TIDE</p> <p><i>The assault sways dangerously back and forth.</i></p> <p>You may re-roll one of the two D6 rolled in the assault resolution phase. This may only be used for one assault. Play this after rolling assault resolution.</p> |
| <p align="center">-----ORKS----- CURSES, FOILED AGAIN</p> <p><i>By some amazing means, you have managed to turn the tables on your opponent.</i></p> <p>This card cancels a Fate card played by your opponent and allows you to immediately use it yourself (if possible). If you do not or cannot use the card straightaway, it is discarded. Play this card after your opponent uses a Fate card.</p> | <p align="center">-----ORKS----- COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 1</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p> | <p align="center">-----ORKS----- COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> <p align="center">OR</p> <p align="center">GRUB</p> <p>Play on an Ork formation. Destroyed Grot units return to play. You may bring back 1D6 Grot stands which have already been removed as casualties. Play this card at any time.</p> | <p align="center">-----ORKS----- COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 2</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p> |
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