

ORDER



DAKKAI DAKKAI

This is for when there's loads of enemy skum to kill. It'll make your Boyz dead shooty.

Any of your Orks may fire twice. They may fire, move and then fire again OR fire twice before or after moving. Discard this card after use.

ORDER



GET A ZOGGIN' MOVE ON

This will make your Boyz move faster so they can get into battle dead quick.

Any of your Orks may move twice. They may move, fire and then move again OR move twice before or after firing. Discard this card after use.

ORDER



GET DA GITZ!

Your Boyz are gonna charge forward shootin', then smash the enemy gitz – It's good for clearing the way.

Any of your Orks armed with bolters may fire them AND attack in hand-to-hand combat this turn. Discard this card after use.

ORDER



WAAARGH!

Your Boyz leap forward in a berserk attack and batter their way through the enemy skum.

Any of your Orks may roll an extra heavy weapon dice in hand-to-hand combat but can't shoot any ranged weapons. Discard this card after use.

EQUIPMENT



BIONIK BITZ

A Painboy has fitted a bionik arm to your Nob so he can crush the enemy skum in his mighty grip.

Your Nob may reroll one dice whenever he attacks in hand-to-hand combat to try to improve his score. Remains in use for the entire mission.

EQUIPMENT



POWER ARMOUR

Your Nob has a suit of well 'ard power armour to protect him from enemy attacks.

Your Nob's power armour may deflect enemy shots or hand-to-hand combat attacks – increase his armour value to 3. Remains in use for the entire mission.

EQUIPMENT



KUSTOM WEAPON

One of your Boyz is a Mekaniak armed with a kustom multi-barrelled kombi-weapon.

Choose one of your Boyz as the Mek. He can either fire his kustom weapon as a normal bolter OR he can put it into multi-barrelled death-shredda mode and unleash a hail of bolter fire with the same effect as a heavy plasma gun (in which case, he can't move in the same turn).

EQUIPMENT



PAINBOY

One of your Boyz is a Painboy and he can use his mendin' skills to patch up the Nob.

This card restores your Nob to six life points if he's been wounded. You can't use it if your Nob has just been reduced to zero life points. Discard this card after use.

EQUIPMENT



BOLT PISTOLS

Your Boyz are armed with bolt pistols as well as bolters giving them extra shootiness at close quarters.

All your Boyz may roll one extra light weapon dice in hand-to-hand combat. Remains in use for the entire mission.

EQUIPMENT



BATTLE FRENZY

Overwhelmed by the joy of battle, your Boyz leap into close combat with frenzied strength.

Any of your Orks may roll two extra heavy weapon dice in hand-to-hand combat. Discard this card after use.

EQUIPMENT



FRAG STIKKBOMBZ

Frag stikkbombz blast the enemy to bitz – and they make plenty of noise!

Any one Ork may throw a frag stikkbomb instead of firing. The stikkbomb attacks in the same way as a missile launcher.

EQUIPMENT



FREEBOOTER

Your Nob has paid some teef to a Freebooter Ork who joins the mob for this mission.

Play this at the start of the mission – you get an extra Ork with the same stats as your Nob (except he only has one life) and your choice of Nob's weapons. Discard this card after use.