



SPACE ORKS

AT START: Starting spice: 10 · 10 forces Plastic Basin. 10 in Reserve, 10 in Tanks. 10 spice.

REVIVAL: For every force lost in combat, immediately revive 2 forces.

ADVANTAGES

BIGGEST IS BEST (ADVANCED)*: Each time one of your leaders is used in battle that resolves with no traitor call, slide a "Krump Klip" onto the leader disc, permanently adding +1 to their combat strength, even if they are killed.

UNBRIDLED CARNAGE*: When making a battle plan, for every force you dial you will grab the same number of D6 dice. After plans are revealed, roll these dice and for every two dice that yield a result of 2 or higher, add 0.5 to your combat dial.

DA JUMP*: Instead of taking a normal shipping action, announce Da Jump and select 1 group of your forces on DUNE and select a destination territory. Roll a D6 and if the result is 4+ then all forces selected are sent to the selected territory, a result of 1-3 all forces are sent to a territory adjacent to the destination territory.

SKRAPPERS*: Whenever a Worthless card (including your own) is discarded in a battle you may take that Worthless card and add it to your hand. Worthless cards do not count against your hand limit in the Battle Phase.

At any time you may replace the top card of the Treachery discard pile with 2 Worthless cards, or a Worthless card and a Non-Worthless card from your hand. If multiple cards are discarded at once, you may select from any of the discarded cards if you declare your intent.

ORKS IS BEST*: At the end of the game, Roll 1 D100. If the Orks roll a 100 they instantly win the game, because they believe they have won.

ALLIANCE

When making a battle plan, for every force you dial you will grab the same number of D6 dice. After plans are revealed, roll these dice and for every two dice that yield a result of 2 or higher, add 0.5 to your combat dial.

FATE

WAAAGGHHH!!!!: During your turn in Shipping and Movement, you may move any number of groups of forces up to 4 territories, as long as they all have the same destination (this does not prevent you from also taking your regular movement or using effects like Hajr).

KARAMA EFFECTS

BIGGEST IS BEST (ADVANCED): Your leader does not get stronger after a battle.

UNBRIDLED CARNAGE: You roll no dice.

DA JUMP: Must be karama'd before the roll.

SKRAPPERS: No effect, the Ork's belief is stronger.

ORKS IS BEST: No effect, the Ork's belief is stronger.

TROOPS



TROOP ×30

Abnormal forces, strength of 1, which can be spiced to increase their strength, on average, to 1.25.

LEADERS

