# NAZDREG

**165 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 7 | 2+ | 8 | 6+ | 1 |

**INVULNERABLE SAVE** 5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Kustom Blasta X - Gatler<br>HAZARDOUS | 24" | 6 | 4+ | 9 | -2 | 3 |
| Kustom Blasta X - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2 | 18" | 4 | 4+ | 5 | -1 | 1 |
| Kustom Blasta X - Skorcha<br>BLAST 1, TORRENT | 12" | 3 | - | 5 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Kustom Blasta X<br>CLEAVE 1, EXTRA ATTACKS | Melee | 6 | 2+ | 5 | -1 | 1 |
| Moonchewa<br>CLEAVE 1, TWIN-LINKED | Melee | 5 | 2+ | 12 | -2 | 3 |

## ABILITIES

**CORE** - Leader

**Intimidating Motion (Once per battle round, per army)**
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

**Nazdreg's Know-wotz**
- This unit has Deep Strike
- This unit's ranged attacks have [IGNORES COVER].

**Supreme Kunnin' (Once per phase, per army)**
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can:

- Make a normal move of up to D6".
- <ins>Or:</ins> If this unit is riled up, make a normal move of up to 5".

**Leader**
This model can be attached to the following unit:

- MEGANOBZ

## FACTION RULES

**Da Boss**
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

**Waaagh!**
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

### AUFSTELLUNG

1x Nazdreg (60mm)

**Equipped with:** Kustom Blasta X - Gatler, Kustom Blasta X - Shoota, Kustom Blasta X - Skorcha, Kustom Blasta X, Moonchewa

**KEYWORDS:** Infantry, Epic Hero, Character, Warboss, Mega Armour, Nazdreg, Leader
**FACTION KEYWORDS:** Orks

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## CORE RULES

**Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

**KEYWORDS:** Infantry, Epic Hero, Character, Warboss, Mega Armour, Nazdreg, Leader
**FACTION KEYWORDS:** Orks