

ORKS

NAZDREG

Leader Da Boss Deep Strike Waaagh!

M5"

T7

SV2+

W8

LD6+

OC1

RW5+

165 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

Intimidating Motivation
(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".

3BESCHUSS

Kustom Blasta X - Gatler **HAZARDOUS**

R	A	BS	S	AP	D
24"	6	4+	9	-2	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Kustom Blasta X - Shoota

LETHAL HITS: NON-MONSTER/VEHICLE **RAPID FIRE 2**

R	A	BS	S	AP	D
18"	4	4+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Kustom Blasta X - Skorchcha **BLAST 1** **TORRENT**

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Kustom Blasta X **CLEAVE 1** **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	6	2+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Moonchewa **CLEAVE 1** **TWIN-LINKED**

R	A	WS	S	AP	D
Melee	5	2+	12	-2	3

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 2+ · 5++ · 8 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++
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REGELN & KEYWORDS KURZ

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

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" horizo...

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.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Nazdreg

Ausrüstung: Kustom Blasta X - Gatler, Kustom Blasta X - Shoota, Kustom Blasta X - Skorchcha, Kustom Blasta X, Moonchewa

Anführer

This model can be attached to the following unit:

- MEGANOBOZ