

NAZDREG

M	T	SV	W	LD	OC	
5"	7	2+	8	6+	1	5+

AUFSTELLUNG

1x Nazdreg (60mm)

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Da Boss, Deep Strike, Leader, Waaagh!

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".

Leader

This model can be attached to the following unit:

- MEGANOBZ