

# Nexus Open Blight Disciples • 3000pts

Ascended Harbinger of Blight [1] - 805pts

Quality 2+

Defense 2+

Tough 12

Daemon, Fear(2), Hero, Tough(12), Unwavering, Caster(3), Regeneration, Flying, Warning Cry

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
2x Great Blight Gauntlets	-	A6	3	Reap
Upgrade	SPE			
Riftskin	Regeneration			
Wings	Flying			
Blightling Pets	Warning Cry			

Blight Lord [1] - 105pts

Quality 3+

Defense 3+

Tough 3

Hero, Tough(3), Unwavering, Dark Tactics

Weapon	RNG	ATK	AP	SPE
Blight Rifle	18"	A1	1	Reap
CCW	-	A1	-	-

3x Blightlings [3] - 65pts

Quality 6+

Defense 6+

Tough 3

Daemon, Putrid, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Blight Claws	-	A3	-	Reap

3x Blight Zombies [10] - 120pts

Quality 5+

Defense 6+

Putrid, Slow, Undead, Corrosive

Weapon	RNG	ATK	AP	SPE
10x Claws	-	A2	-	-
Upgrade	SPE			
Blightblood	Corrosive			

Blight Lord [1] - 120pts

Joined to Blight Brothers

Quality 3+

Defense 3+

Tough 3

Hero, Tough(3), Unwavering, Blessing of Plague, Putrid

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Blight Burst Rifle	18"	A3	1	Reap
Upgrade	SPE			
Blightskin	Putrid			

Blight Disciples (Plague Disciples Redesign) 3

Blight Brothers [10] - 360pts

Quality 3+

Defense 3+

Unwavering, Putrid

Weapon	RNG	ATK	AP	SPE
8x Blight Rifles	18"	A1	1	Reap
10x CCWs	-	A1	-	-
2x Blight Burst Rifles	18"	A3	1	Reap
Upgrade	SPE			
Blightskin	Putrid			

Greater Mutated Blight Brothers [6] - 550pts

Quality 3+

Defense 4+

Tough 3

Fast, Mutations, Tough(3), Unwavering, Putrid

Weapon	RNG	ATK	AP	SPE
6x Blight Claws	-	A4	1	Reap
Upgrade	SPE			
Blightskin	Putrid			

Blight Tank [1] - 505pts

Quality 3+

Defense 2+

Tough 12

Impact(3), Slow, Tough(12), Unwavering, Regeneration

Weapon	RNG	ATK	AP	SPE
2x Twin Blight Cannons	24"	A2	1	Blast(3), Reap
Blight Cannon	24"	A1	1	Blast(3), Reap
Upgrade	SPE			
Daemon Engine	Regeneration			

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## Special Rules

**AP:** Targets get -X to Defense rolls when blocking hits.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Blast:** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Blessing of Plague:** This model and its unit get Regeneration.

**Caster:** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

**Corrosive:** Whenever this model takes a wound in melee, the attacker takes 1 hit.

**Daemon:** This model may be deployed as if it had Ambush or Scout, but only up to half of the units with this rule in the army may deploy using one or the other (rounding up).

**Dark Tactics:** Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

**Defense:** Gets +X to Defense rolls.

**Fast:** Moves +2" when using Advance, and +4" when using Rush/Charge.

**Fear:** This model counts as having dealt +X wounds when checking who won melee.

**Flying:** May move through units and terrain, and ignores terrain effects whilst moving.

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**Impact:** Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

**Mutations:** When in melee, roll one die and apply one bonus to all models with this rule. On a 1-3 attacks get Rending, on a 4-6 attacks get AP(+1).

**Putrid:** When taking a wound, roll one die. On a 6+ it is ignored.

**Reap:** Enemies that roll to block hits from this weapon take one extra wound for each unmodified result of 1 that they roll.

**Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.

**Slow:** Moves -2" when using Advance, and -4" when using Rush/Charge.

**Strider:** May ignore the effects of difficult terrain when moving.

**Tough:** This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

**Undead:** Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

**Unwavering:** When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

**Warning Cry:** Enemy units using Ambush must be set up over 12" away from this model.