



# WARRIORS OF THE DARK GODS

## WARRIORS OF NURGLE - 4 500 POINTS




670 pts (15.00 %) 1190 pts (26.00 %) 2640 pts (59.00 %) 0 pts (0.00 %)

**Characters**      **Special**      **Core**      **Empowered**

(25 Max)      (0 NoLimit)      (20 Least)      (35 Max)


### Characters



#### ANointed - LORD OF CHAOS #1

Anointed - Lord of Chaos - Standard - Infantry - 50x100

**670 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Anointed - Lord of Chaos	4	8	3	5	5	3	7	5	9	Infantry
Daemonic Steed	8[7]	4	-	5	5	3	2	2	8	Monstrous Beast
<b>Model Rules</b>	Mark of True Chaos • Gaze of the Gods • Plate Armor									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+) • Barding									
<b>Model Rules (Daemonic Steed)</b>	Magical Attacks • Fear • Mount's Protection (6+) • Barding									

<b>Options</b>	Pestilence • May take a Shield • Halberd • Daemonic Steed • Sprout of Rebirth x1 • Necrotic Miasma
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### Core

Core

#### WASTELAND WARRIORS #1

Wasteland Warriors x20 - Standard - Infantry - 50x100

**660 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									


<b>Options</b>	Pestilence • Champion • Musician • Standard Bearer
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Core

#### WASTELAND WARRIORS #2

Wasteland Warriors x20 - Standard - Infantry - 50x100

**660 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									


<b>Options</b>	Pestilence • Champion • Musician • Standard Bearer
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Core

#### WASTELAND WARRIORS #3

Wasteland Warriors x20 - Standard - Infantry - 50x100

**660 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									

<b>Options</b>	Pestilence • Champion • Musician • Standard Bearer
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Core

## WASTELAND WARRIORS #4

Wasteland Warriors x20 - Standard - Infantry - 50x100

660 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wasteland Warriors	4	5	3	4	4	1	4	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Plate Armor • Shield									

**Options** Pestilence • Champion • Musician • Standard Bearer

### Special

Special

## CHOSEN #1

Chosen x10 - Standard - Infantry - 50x100

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chosen	4	6	3	4	4	1	5	2	8	Infantry
<b>Model Rules</b>	Mark of True Chaos • Scoring • Immune to Psychology • Chosen of the Gods • Plate Armor • Shield									

**Options** Pestilence • Great Weapon • Champion

Special

## WASTELAND KNIGHTS #1

Wasteland Knights x10 - Standard - Infantry - 50x100

830 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
KnightRider	4	5	3	4	4	1	5	2	8	Cavalry
Wasteland Steed	8[7]	3	-	4	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+) • Plate Armor • Shield • Barding									
<b>Model Rules (KnightRider)</b>	Mark of True Chaos • Scoring • Fear • Lance									

**Options** Pestilence • Champion • Musician • Standard Bearer • Banner of Filth

### Magics

#### Magic items

**Necrotic Miasma:** - Pestilence only

The bearer gains a Breath Weapon (Toxic Attacks). In addition, every Round of Combat each enemy model in base contact with the bearer suffers 1 Strength 1 hit with Armour Piercing (6) at Initiative 10.

**Sprout of Rebirth:** The bearer gains a Regeneration (4+).

#### Magic banners

**Banner of Filth:** - Pestilence only.

Close Combat Attacks of all models in the bearer's unit gain Poisoned Attacks.

#### Model Rules

**Barding:**

**Chosen of the Gods:**

**Fear:** All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

**Gaze of the Gods:** A model with this rule cannot refuse a Challenge and must issue one if no other model does so. If a model with this rule kills an enemy Character in a Challenge or slays a Monster, then the model part with Gaze of the Gods may reroll all to-hit and to-wound rolls until the end of the current player's next Magic phase. If two or more models with this rule slay a Monster at the same Initiative, only one model (chosen by the owner) can benefit from Gaze of Gods.

**Immune to Psychology:** If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

**Lance:**

**Mark of True Chaos:** Units with more than half of their models with the Mark of True Chaos may reroll failed Panic tests.

**Mount's Protection (6+):**

**Plate Armor:**

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:**

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Anointed - Lord of Chaos #1	Chosen #1	Wasteland Knights #1	Wasteland Warriors #1	Wasteland Warriors #2	Wasteland Warriors #3	Wasteland Warriors #4
	