

Warband Name:		The Unclean (Carnival of Chaos)		Warband Rating:		98 Rout Limit:		3 Gold Coins:		23 Shards:		0		
Name: Rancius				Type: Carnival Master				Experience: 22 [+2]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			Armour:	
4	4	4	3	3	1	3	1	8	-	Hammer, Hammer, Bow			Unholy Relic	
Rules: Leader, Wizard (Stench of Nurgle)														
Name: Pestis				Type: Brute				Experience: 10 [+1]						
M	WS	BS	S	T	W	I	A	LD	Sv					
4	4	0	4	4	1	2	2	7	-					
Rules: No Need for Weapons														
Name: Choleris				Type: Brute				Experience: 10 [+1]						
M	WS	BS	S	T	W	I	A	LD	Sv					
4	4	0	4	4	1	2	2	7	-					
Rules: No Need for Weapons														
Name: Typhodis				Type: Tainted One				Experience: 3 [+1]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:				
4	3	3	3	3	3	3	1	7	-	Halberd, Short Bow, Rabbits Foot				
Rules: Immune to Poison, Mark of Nurgle														
Name: Diphthodis				Type: Tainted One				Experience: 3 [+1]						
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:				
4	3	3	3	3	2	3	1	7	-	Halberd, Short Bow, Rabbits Foot				
Rules: Immune to Poison, Mark of Nurgle, Resilient														
Name: The Infested				Type: 2 Nurglings										
M	WS	BS	S	T	W	I	A	LD	Sv					
4	3	0	3	2	1	3	1	10	-					
Rules: Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability														
Name: The Carrier				Type: 3 Brethren										
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:				
4	3	3	3	3	1	3	1	7	-	Dagger, Dagger				

* the [+*] notation behind the experience states how many xp you need to gain the next advance

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Name:	(Carnival of Chaos)	Rating:		Limit:		Coins:			

Notes

Rancius: $70 + 3 + 3 + 15 = 91$ / Pestis: 60 / Choleric: 60 / Typhodis: $25 + 35 + 10 + 10 = 80$ /
 Diphtodis: $25 + 35 + 10 + 10 = 80$ / The Carrier: $3 * 27 = 81$ / The Infested: $3 * 15 = 45$
 Total: $91 + 60 + 60 + 80 + 80 + 45 + 81 = 497$

Skills and other Rules

Leader	Any model within 6" may use the Leaders Leadership instead of its own.
No Need for Weapons	The model does not suffer from any penalties when fighting unarmed.
Immune to Poison	This model is not affected by any poison.
Resilient (Strength)	All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.
Cloud of Flies	The models close combat opponent suffers a -1 to hit modifier on all attacks.
Immune to Psychology	This model is not affected by psychology (such as fear) and never leave combat.
Daemonic Aura	The model has a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. The models attacks are considered as magical also.
Daemonic Instability	If taken out of action roll a D6 instead of rolling on the injury table. On a roll of 1-3 the model is destroyed. In addition, if the warband routs this model must take an immediate Leadership test. If this test is failed, it counts as destroyed.

Spells

Stench of Nurgle (Nurgle Rituals) [8+]	Range 6". Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.
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Equipment

Hammer (Strength +0)	A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury
Halberd (Strength +1)	May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting
Dagger (Strength +0)	Enemy save modifier +1. If it has none, it gets a 6+ armor save
Bow (Strength 3, Range 24)	
Short Bow (Strength 3, Range 16)	
Unholy Relic	Automatically pass the first leadership test this model needs to make (including Rout tests when worn by the leader).
Rabbits Foot	The wearer may re-roll one dice during the battle. If it is not used during the battle it, can be used to re-roll one dice during Exploration (provided the wearer may search the ruin).