

<b>Warband Name:</b>	<b>The Unclean</b> (Carnival of Chaos)	<b>Warband Rating:</b>	91	<b>Rout Limit:</b>	3	<b>Gold Coins:</b>	0	<b>Shards:</b>	0
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<b>Name:</b>	Rancius	<b>Type:</b>	Carnival Master	<b>Experience:</b>	20 [ +4 ]					
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	4	4	3	3	1	3	1	8	-	
<b>Rules:</b>	Leader, Wizard (Stench of Nurgle)									
<b>Weapons:</b>	Sword, Hammer, Bow									

<b>Name:</b>	Pestis	<b>Type:</b>	Brute	<b>Experience:</b>	8 [ +3 ]					
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	4	0	4	4	1	2	2	7	-	
<b>Rules:</b>	No Need for Weapons									

<b>Name:</b>	Choleris	<b>Type:</b>	Brute	<b>Experience:</b>	8 [ +3 ]					
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	4	0	4	4	1	2	2	7	-	
<b>Rules:</b>	No Need for Weapons									

<b>Name:</b>	Typhodium	<b>Type:</b>	Tainted One	<b>Experience:</b>	0 [ +2 ]					
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	3	3	3	3	2	3	1	7	-	
<b>Rules:</b>	Immune to Poison, Mark of Nurgle									
<b>Weapons:</b>	Hammer, Hammer, Short Bow									

<b>Name:</b>	Diphthodium	<b>Type:</b>	Tainted One	<b>Experience:</b>	0 [ +2 ]					
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	3	3	3	3	2	3	1	7	-	
<b>Rules:</b>	Immune to Poison, Mark of Nurgle									
<b>Weapons:</b>	Great Weapon, Short Bow									

<b>Name:</b>	The Infested	<b>Type:</b>	3 Nurglings							
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	3	0	3	2	1	3	1	10	-	
<b>Rules:</b>	Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability									

<b>Name:</b>	The Carrier	<b>Type:</b>	3 Brethren							
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	
4	3	3	3	3	1	3	1	7	-	
<b>Weapons:</b>	Dagger, Dagger									

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

<b>Warband</b>	<b>The Unclean</b>	<b>Warband</b>	<b>91</b>	<b>Rout</b>	<b>3</b>	<b>Gold</b>	<b>0</b>	<b>Shards:</b>	<b>0</b>
<b>Name:</b>	<b>(Carnival of Chaos)</b>	<b>Rating:</b>		<b>Limit:</b>		<b>Coins:</b>			

## Notes

Rancius:  $70 + 10 + 10 + 3 = 93$  / Pestis: 60 / Choleric: 60 / Typhodium:  $25 + 35 + 3 + 3 + 10 = 76$  /  
 Diphtodium:  $25 + 35 + 15 + 10 = 85$  / The Carrier:  $3 * 27 = 45$  / The Infested:  $3 * 15 = 45$   
 Total:  $93 + 60 + 60 + 76 + 85 + 45 + 45 = 500$

## 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.

### 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.

## Equipment

### Sword (Strength +0)

Once per combat phase the model may try to parry an incoming blow. To parry roll a D6. If the score is higher than the number your opponent rolled to hit, the hit is ignored. Add +1 to the roll if your WS is twice or more than that of your opponent. Models armed with a buckler and a weapon that grants parry may re-roll failed parry rolls. Models armed with two weapons that both grant parry adds +1 to the parry roll results. If your opponent scored several hits, the parry roll has to beat the highest roll. If a model is fighting against several opponents, it may choose whose attacks it wishes to parry. Attacks made with a Strength with at least twice the value of the models own Strength and attacks which scored a 6 on the to hit roll cannot be parried (this includes multiple hits where at least one scored a 6)

### Hammer (Strength +0)

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

### Great Weapon (Strength +2)

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. Always strikes last regardless of Initiative (unless the opponent also strikes last), even when charging

### 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)