

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

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

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

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

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

Name:	The Infested	Type:	3 Nurglings							
M	WS	BS	S	T	W	I	A	LD	Sv	Rules:
4	3	0	3	2	1	3	1	10	-	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

Skills and other Rules

<i>Leader</i>	Any model within 6" may use the Leaders Leadership instead of its own.
<i>No Need for Weapons</i>	The model does not suffer from any penalties when fighting unarmed.
<i>Immune to Poison</i>	This model is not affected by any poison.
<i>Cloud of Flies</i>	The models close combat opponent suffers a -1 to hit modifier on all attacks.
<i>Immune to Psychology</i>	This model is not affected by psychology (such as fear) and never leave combat.
<i>Daemonic Aura</i>	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.
<i>Daemonic Instability</i>	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

<i>Stench of Nurgle (Nurgle Rituals) [8+]</i>	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

<i>Sword (Strength +0)</i>	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)
<i>Hammer (Strength +0)</i>	A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury
<i>Great Weapon (Strength +2)</i>	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
<i>Dagger (Strength +0)</i>	Enemy save modifier +1. If it has none, it gets a 6+ armor save
<i>Bow (Strength 3, Range 24)</i>	
<i>Short Bow (Strength 3, Range 16)</i>	