

<b>Warband Name:</b>	<i>The Unclean (Carnival of Chaos)</i>	<b>Warband Rating:</b>	108	<b>Rout Limit:</b>	4	<b>Gold Coins:</b>	7	<b>Shards:</b>	0
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<b>Name:</b>	<i>Pestis</i>	<b>Type:</b>	Brute	<b>Experience:</b>	14 [ +3 ]
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<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>
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4	4	0	4	4	2	2	2	7	-
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**Rules:** No Need for Weapons, Hatred (Orcs and Goblins), Dodge

<b>Name:</b>	<i>Choleris</i>	<b>Type:</b>	Brute	<b>Experience:</b>	15 [ +2 ]
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<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>
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4	5	0	4	4	1	2	2	7	-
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**Rules:** No Need for Weapons, Resilient

<b>Name:</b>	<i>Typhodis</i>	<b>Type:</b>	Tainted One	<b>Experience:</b>	6 [ +2 ]
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<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>
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4	3	3	3	4	3	3	1	7	-
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**Weapons:**

Sword, Sword, Dagger,  
Bow, Rabbits Foot

**Armour:**

Master Map of Mordheim

**Rules:** Immune to Poison, Mark of Nurgle, Expert Swordsman

<b>Name:</b>	<i>Diphthodis</i>	<b>Type:</b>	Tainted One	<b>Experience:</b>	8 [ +3 ]
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<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>
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4	3	3	3	3	2	3	1	8	-
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**Weapons:**

Sword, Sword, Dagger,  
Bow, Rabbits Foot

**Armour:**

Unholy Relic

**Rules:** Immune to Poison, Mark of Nurgle, Dodge, Expert Swordsman, Step Aside, Leader

<b>Name:</b>	<i>Leukemis</i>	<b>Type:</b>	Brethren	<b>Experience:</b>	0 [ +2 ]
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<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>
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4	3	3	3	3	1	3	1	7	-
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**Weapons:**

Hammer, Hammer,  
Dagger, Bow

**Rules:** Haggle

<b>Name:</b>	<i>The Infested</i>	<b>Type:</b>	6 Nurglings
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<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>
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4	3	0	3	2	1	3	1	10	-
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**Rules:** Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability

<b>Name:</b>	<i>The Carrier</i>	<b>Type:</b>	2 Brethren
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<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>
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4	3	3	3	3	1	3	1	7	-
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**Weapons:**

Halberd, Short Bow

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

<b>Warband Name:</b>	<b>The Unclean (Carnival of Chaos)</b>	<b>Warband Rating:</b>	108	<b>Rout Limit:</b>	4	<b>Gold Coins:</b>	7	<b>Shards:</b>	0
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## Notes

**Name:** Rancius (returns in T-1) **Type:** Carnival Master **Experience:** 27 [ +1 ]

**M WS BS S T W I A LD Sv**

4 4 4 3 3 1 3 1 8 -

**Weapons:**

Dagger

**Rules:** Leader, Wizard (Stench of Nurgle [-1]), Mind Focus

## Skills and other Rules

**No Need for Weapons**

The model does not suffer from any penalties when fighting unarmed.

**Hatred**

The model hates another model, warband or race. When fighting in melee with a model that falls in the hated category, this model may re-roll all failed to hit rolls.

**Dodge (Speed)**

The hero can avoid any hits from a missile weapon on 5+. The roll is taken immediately after being hit and before any effects from other skills or equipment (such as lucky charms). Cannot be used when mounted.

**Resilient (Strength)**

All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.

**Immune to Poison**

This model is not affected by any poison.

**Expert Swordsman (Combat)**

The hero may re-roll to-hit rolls with swords (normal swords or weeping blades) when charging.

**Step Aside (Combat)**

The hero gains a special 5+ save against wounds suffered in close combat (as long as he is not wearing heavy armor).

**Leader**

Any model within 6" may use the Leaders Leadership instead of its own.

**Haggle (Academic)**

The Hero may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

**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.

<b>Warband</b>	<b>The Unclean</b>	<b>Warband</b>	<b>108</b>	<b>Rout</b>	<b>4</b>	<b>Gold</b>	<b>7</b>	<b>Shards:</b>	<b>0</b>
<b>Name:</b>	<b>(Carnival of Chaos)</b>	<b>Rating:</b>		<b>Limit:</b>		<b>Coins:</b>			

## 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)

### **Dagger (Strength +0)**

Enemy save modifier +1. If it has none, it gets a 6+ armor save

### **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

### **Bow (Strength 3, Range 24)**

### **Short Bow (Strength 3, Range 16)**

### **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).

### **Master Map of Mordheim**

The hero may re-roll one dice on the exploration chart as long as he was not taken out if action in the battle.

### **Unholy Relic**

Automatically pass the first leadership test this model needs to make (including Rout tests when worn by the leader).