

Warband Name:	<i>The Unclean (Carnival of Chaos)</i>	Warband Rating:	81	Rout Limit:	3	Gold Coins:	0	Shards:	0
Name:	<i>Rancius Tuberculus</i>				Type:	<i>Carnival Master</i>		Experience:	20 [+4]
M	WS	BS	S	T	W	I	A	LD	Sv
4	4	4	3	3	1	3	1	8	-
Rules:	<i>Leader, Wizard (Stench of Nurgle)</i>								
Name:	<i>Pestis</i>				Type:	<i>Brute</i>		Experience:	8 [+3]
M	WS	BS	S	T	W	I	A	LD	Sv
4	4	0	4	4	1	2	2	7	-
Rules:	<i>No Need for Weapons</i>								
Name:	<i>Choleris</i>				Type:	<i>Brute</i>		Experience:	8 [+3]
M	WS	BS	S	T	W	I	A	LD	Sv
4	4	0	4	4	1	2	2	7	-
Rules:	<i>No Need for Weapons</i>								
Name:	<i>Typhodium</i>				Type:	<i>Tainted One</i>		Experience:	0 [+2]
M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	3	2	3	1	7	-
Rules:	<i>Immune to Poison, Mark of Nurgle</i>								
Name:	<i>Diphthodium</i>				Type:	<i>Tainted One</i>		Experience:	0 [+2]
M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	3	2	3	1	7	-
Rules:	<i>Immune to Poison, Mark of Nurgle</i>								
Name:	<i>The Infested</i>				Type:	<i>2 Plaguebearer</i>			
M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	4	4	1	4	2	10	-
Rules:	<i>Cloud of Flies, Fearsome, Immune to Psychology, Immune to Poison, Stream of Corruption, Daemonic Aura, Daemonic Instability</i>								
Name:	<i>The Carrier</i>				Type:	<i>2 Brethren</i>			
M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	3	1	3	1	7	-
Rules:	<i>Dagger, Dagger</i>								

* 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:			

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.

Fearsome (Strength)

The model causes fear in opposing models.

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 (Lesser Magic) [8+]

Range 6".
Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

Equipment

Dagger (Strength +0)

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

Short Bow (Strength 3, Range 16)