

<b>Warband Name:</b>	<i>The Unclean (Carnival of Chaos)</i>	<b>Warband Rating:</b>	113	<b>Rout Limit:</b>	4	<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> 22 [ +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>	<b>Weapons:</b>	<b>Armour:</b>		
4	4	4	3	3	1	3	1	8	-	Hammer, Hammer, Bow	Unholy Relic		
<b>Rules:</b> Leader, Wizard (Stench of Nurgle)													

<b>Name:</b> Pestis										<b>Type:</b> Brute										<b>Experience:</b> 10 [ +1 ]									
M	WS	BS	S	T	W	I	A	LD	Sv																				
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> 10 [ +1 ]	
<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> Typhodis										<b>Type:</b> Tainted One		<b>Experience:</b> 3 [ +1 ]	
<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>	<b>Weapons:</b>			
4	3	3	3	3	3	3	1	7	-	Halberd, Short Bow			
<b>Rules:</b> Immune to Poison, Mark of Nurgle													

<b>Name:</b> Diphthodis										<b>Type:</b> Tainted One										<b>Experience:</b> 3 [ +1 ]									
<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>										<b>Weapons:</b>																			
4      3      3      3      3      2      3      1      7      -										Halberd, Short Bow, Rabbits Foot																			
<b>Rules:</b> Immune to Poison, Mark of Nurgle, Dodge																													

<b>Name:</b> The Infested										<b>Type:</b> 6 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											

<i>Name:</i> The Carrier										<i>Type:</i> 2 Brethren	
<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>Sv</i>	<i>Weapons:</i>	
4	3	3	3	3	1	3	1	7	-	<i>Dagger, Dagger</i>	

\* 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>113</b>	<b>Rout</b>	<b>4</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:  $70 + 3 + 3 + 15 = 91$  / Pestis:  $60$  / Cholericis:  $60$  / 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

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

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

<b>Hammer (Strength +0)</b>	A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury
<b>Halberd (Strength +1)</b>	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
<b>Dagger (Strength +0)</b>	Enemy save modifier +1. If it has none, it gets a 6+ armor save
<b>Bow (Strength 3, Range 24)</b>	
<b>Short Bow (Strength 3, Range 16)</b>	
<b>Unholy Relic</b>	Automatically pass the first leadership test this model needs to make (including Rout tests when worn by the leader).
<b>Rabbits Foot</b>	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).