

<b>Warband Name:</b>	<b>The Unclean</b> <i>(Carnival of Chaos)</i>	<b>Warband Rating:</b>	<b>153</b>	<b>Rout Limit:</b>	<b>4</b>	<b>Gold Coins:</b>	<b>5</b>	<b>Shards:</b>	<b>1</b>
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<b>Name:</b> Rancius	<b>Type:</b> Carnival Master	<b>Experience:</b> 27 [+1]
<b>M WS BS S T W I A LD Sv</b> 4 4 4 3 3 1 3 1 8 -	<b>Weapons:</b> Halberd, Dagger, Bow	<b>Armour:</b> Unholy Relic
<b>Skill Lists:</b> Strength, Academic, Combat, Speed		
<b>Rules:</b> Leader, Wizard (Stench of Nurgle [-1]), Mind Focus		

<b>Name:</b> Pestis	<b>Type:</b> Brute	<b>Experience:</b> 15 [+2]
<b>M WS BS S T W I A LD Sv</b> 4 4 0 4 4 2 2 2 7 -	<b>Weapons:</b> Flail	
<b>Skill Lists:</b> Strength, Combat, Speed		
<b>Rules:</b> No Need for Weapons, Hatred (Orcs and Goblins), Dodge		

<b>Name:</b> Choleris	<b>Type:</b> Brute	<b>Experience:</b> 17 [+3]
<b>M WS BS S T W I A LD Sv</b> 4 5 0 4 4 1 3 2 7 -	<b>Weapons:</b> Flail	
<b>Skill Lists:</b> Strength, Combat, Speed		
<b>Rules:</b> No Need for Weapons, Resilient		

<b>Name:</b> Typhodis	<b>Type:</b> Tainted One	<b>Experience:</b> 8 [+3]
<b>M WS BS S T W I A LD Sv</b> 4 3 3 3 4 3 3 1 7 -	<b>Weapons:</b> Sword, Short Bow, Rabbits Foot	
<b>Skill Lists:</b> Combat, Speed		
<b>Rules:</b> Immune to Poison, Mark of Nurgle, Expert Swordsman, Dodge		

<b>Name:</b> Diphthodis	<b>Type:</b> Tainted One	<b>Experience:</b> 10 [+1]
<b>M WS BS S T W I A LD Sv</b> 4 3 3 3 3 2 3 1 8 -	<b>Weapons:</b> Sword, Short Bow, Rabbits Foot	<b>Armour:</b> Master Map of Mordheim
<b>Skill Lists:</b> Combat, Speed		
<b>Rules:</b> Immune to Poison, Mark of Nurgle, Dodge, Expert Swordsman, Step Aside		

<b>Name:</b> Leukemis	<b>Type:</b> Brethren	<b>Experience:</b> 1 [+1]
<b>M WS BS S T W I A LD Sv</b> 4 3 3 3 3 1 3 1 7 -	<b>Weapons:</b> Halberd, Dagger, Pistol	
<b>Skill Lists:</b> Strength, Academic		
<b>Rules:</b> Haggle, Old Battlewound		

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

<i>Warband</i>	<i>The Unclean</i>	<i>Warband</i>	153	Rout	4	Gold	5	Shards:	1
Name:	(Carnival of Chaos)	Rating:		Limit:		Coins:			

**Name:** *The Infested*      **Type:** 6 Nurglelings

**M WS BS S T W I A LD Sv**  
4 3 0 3 2 1 3 1 10 -

**Rules:** Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability

**Name:** *The Carrier*      **Type:** 2 Brethren

**M WS BS S T W I A LD Sv**  
4 3 3 3 3 1 3 1 7 -

**Weapons:**  
Hammer, Hammer,  
Dagger, Short Bow

**Name:** *The Demonic Minions*      **Type:** 1 Plaguebearer

**M WS BS S T W I A LD Sv**  
4 4 3 4 4 1 4 2 10 -

**Rules:** Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability, Fearsome, Stream of Corruption

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

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## Skills and other Rules

<b>Leader</b>	Any model within 6" may use the Leader's Leadership instead of its own.
<b>Mind Focus (Academic)</b>	The hero may reroll one dice roll used in the difficulty roll.
<b>No Need for Weapons</b>	The model does not suffer from any penalties when fighting unarmed.
<b>Hatred</b>	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.
<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>Resilient (Strength)</b>	All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.
<b>Immune to Poison</b>	This model is not affected by any poison.
<b>Expert Swordsman (Combat)</b>	The hero may re-roll to-hit rolls with swords (normal swords or weeping blades) when charging.
<b>Step Aside (Combat)</b>	The hero gains a special 5+ save against wounds suffered in close combat (as long as he is not wearing heavy armor).
<b>Haggle (Academic)</b>	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.
<b>Old Battleground (Injury)</b>	Roll a D6 before each game. On a roll of 1, the Hero will not take part in the game.
<b>Cloud of Flies (Nurglē)</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 (Nurglē)</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 (Nurglē)</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.
<b>Fearsome (Strength)</b>	The model causes fear in opposing models.
<b>Stream of Corruption (Nurglē)</b>	The Plague Bearer has a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.

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## Spells

**Stench of Nurgle (Nurgle Rituals) [7+]**

Range 6".

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

## Equipment

**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

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

The Strength bonus applies only to the first turn of hand to hand combat.

**Dagger (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 model's 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)

**Flail (Strength +2)**

**Sword (Strength +0)**

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

**Hammer (Strength +0)**

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

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

Takes a complete turn to reload, so your model may only fire every other turn.

If he has a brace he may fire every turn.

Enemy save modifier -1

A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved like a shot (S4 with Cutting Edge).

**Unholy Relic**

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

**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 ruins).

**Master Map of Mordheim**

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