Warband The Unclean Name: (Carníval of Chaos)	Warband 81 Rout 3 Gold o Shards: o Rating: Límít: Coins:								
Name: Rancius Tuberculius	Type: Carníval Master Experíence: 20 [+4]								
M WS BS S T W I A LD Sv	Weapons:								
4 4 4 3 3 1 3 1 8 -	Dagger, Dagger, Short Bow								
Rules: Leader, Wizard()									
Name: Pestís	Type: Brute Experience: 8 [+3]								
M WS BS S T W I A LD Sv									
4 4 0 4 4 1 2 2 7 -									
Name: Choleris	Type: Brute Experience: 8[+3]								
M WS BS S T W I A LD Sv									
4 4 0 4 4 1 2 2 7 -									
Name: Typhodium	Type: Tainted One Experience: o [+2]								
M WS BS S T W I A LD Sv	Weapons:								
4 3 3 3 3 2 3 1 7 -	Dagger, Dagger, Short Bow								
Rules: Immune to Poison, Mark of Nurgle									
Name: Díphthodíum	Type: Tainted One Experience: o [+2]								
M WS BS S T W I A LD Sv	Weapons:								
4 3 3 3 3 2 3 1 7 -	Dagger, Dagger, Short Bow								
Rules: Immune to Poison, Mark of Nurgle									
Name: The Infested	Type: 2 Plaguebearer								
M WS BS S T W I A LD Sv									
4 4 3 4 4 1 4 2 10 -									
Rules: Cloud of Flies, Fearsome, Immune to Psychology, Immune to Poison, Stream of Corruption, Daemonic Aura, Daemonic Instability									

Name: The Carrier										Type: 2 Brethren
М	WS	BS	S	T	W	I	А	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

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Skills and other Rules

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

Immune to PoisonThis model is not affected by any poison.Fearsome (Strength)The model causes fear in opposing models.

Immune to PsychologyThis model is not affected by psychology (such as fear) and never leave combat.

Equipment

Dagger (Strength +0) Enemy save modifier +1. If it has none, it gets a 6+ armor save

Short Bow (Strength 3, Range 16)