

Warband Name:	<i>The Unclean (Carnival of Chaos)</i>	Warband Rating:	91	Rout Limit:	3	Gold Coins:	3	Shards:	0
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Name: Rancius										Type: Carnival Master										Experience: 20 [+4]									
M WS BS S T W I A LD Sv										Weapons:																			
4 4 4 3 3 1 3 1 8 -										Hammer, Hammer, Bow																			
Rules: Leader, Wizard (Stench of Nurgle)																													

Name: Pestis										Type: Brute										Experience: 8 [+3]									
M	WS	BS	S	T	W	I	A	LD	Sv																				
4	4	0	4	4	1	2	2	7	-																				
Rules: No Need for Weapons																													

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	-				
Rules: No Need for Weapons													

Name: Typhodis										Type: Tainted One										Experience: 0 [+2]									
M WS BS S T W I A LD Sv										Weapons:																			
4 3 3 3 3 2 3 1 7 -										Halberd, Short Bow																			
Rules: Immune to Poison, Mark of Nurgle																													

Name: Diphthodis										Type: Tainted One										Experience: 0 [+2]									
M WS BS S T W I A LD Sv										Weapons:																			
4 3 3 3 3 2 3 1 7 -										Halberd, Short Bow																			
Rules: Immune to Poison, Mark of Nurgle																													

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

<i>Name:</i> The Carrier										<i>Type:</i> 3 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	-	Dagger, Dagger									

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

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Notes

Rancius: $70 + 3 + 3 + 15 = 91$ / Pestis: 60 / Choleric: 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

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.
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 (Nurgle Rituals) [8+]	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

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
Dagger (Strength +0)	Enemy save modifier +1. If it has none, it gets a 6+ armor save
Bow (Strength 3, Range 24)	
Short Bow (Strength 3, Range 16)	