

Warband Name:	<i>The Unclean (Carnival of Chaos)</i>	Warband Rating:	81	Rout Limit:	3	Gold Coins:	0	Shards:	0
Name:	<i>Rancius Tuberculi</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()</i>								
Weapons:	<i>Dagger, Dagger, Short Bow</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>								
Weapons:	<i>Dagger, Dagger, Short Bow</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>								
Weapons:	<i>Dagger, Dagger, Short Bow</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:									
Weapons:	<i>Dagger, Dagger</i>								

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

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Warband
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Rout
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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.

Equipment

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