

Warband Name:		The Unclean (Carnival of Chaos)								Warband Rating:		91	Rout Limit:		3	Gold Coins:		0	Shards:		0
Name:		Rancius Tuberculus										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	-	Sword, 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:		Typhodium										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	-	Hammer, Hammer, Short Bow											
Rules:		Immune to Poison, Mark of Nurgle																			

Name:		Diphthodium										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	-	Great Weapon, Short Bow											
Rules:		Immune to Poison, Mark of Nurgle																			

Name:		The Infested										Type:		3 Nurglings							
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:		3 Brethren							
M	WS	BS	S	T	W	I	A	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

**Warband
Name:**

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Chaos)**

**Warband
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**Gold
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0

Shards: 0

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.

Equipment

Sword (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 models 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)

Hammer (Strength +0)

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

Great Weapon (Strength +2)

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
Always strikes last regardless of Initiative (unless the opponent also strikes last), even when charging

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)