

Warband Name:		The Unclean (Carnival of Chaos)		Warband Rating:		108		Rout Limit:		4		Gold Coins:		6		Shards:		0	
Name: Pestis										Type: Brute					Experience: 14 [+3]				
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:									
4	4	0	4	4	2	2	2	7	-	Flail									
Rules: No Need for Weapons, Hatred (Orcs and Goblins), Dodge																			
Name: Choleris										Type: Brute					Experience: 15 [+2]				
M	WS	BS	S	T	W	I	A	LD	Sv										
4	5	0	4	4	1	2	2	7	-										
Rules: No Need for Weapons, Resilient																			
Name: Typhodis										Type: Tainted One					Experience: 6 [+2]				
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					Armour:				
4	3	3	3	4	3	3	1	7	-	Hammer, Hammer, Dagger, Bow, Rabbits Foot					Master Map of Mordheim, Black Lotus				
Rules: Immune to Poison, Mark of Nurgle, Dodge																			
Name: Diphthodis										Type: Tainted One					Experience: 8 [+3]				
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					Armour:				
4	3	3	3	3	2	3	1	8	-	Sword, Sword, Dagger, Bow, Rabbits Foot					Unholy Relic				
Rules: Immune to Poison, Mark of Nurgle, Dodge, Expert Swordsman, Step Aside, Leader																			
Name: Leukemis										Type: Brethren					Experience: 0 [+2]				
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:									
4	3	3	3	3	1	3	1	7	-	Hammer, Hammer, Dagger, Bow									
Rules: Haggle																			
Name: The Infested										Type: 5 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	-	Halberd, Short Bow									

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

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Notes

Name: Rancius (returns in T-1) **Type:** Carnival Master **Experience:** 27 [+1]

M WS BS S T W I A LD Sv

4 4 4 3 3 1 3 1 8 -

Weapons:

Dagger

Rules: Leader, Wizard (Stench of Nurgle [-1]), Mind Focus

Skills and other Rules

No Need for Weapons

The model does not suffer from any penalties when fighting unarmed.

Hatred

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.

Dodge (Speed)

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.

Resilient (Strength)

All enemies gain -1 to Strength against this hero in close combat. This does not affect the armour modifiers.

Immune to Poison

This model is not affected by any poison.

Expert Swordsman (Combat)

The hero may re-roll to-hit rolls with swords (normal swords or weeping blades) when charging.

Step Aside (Combat)

The hero gains a special 5+ save against wounds suffered in close combat (as long as he is not wearing heavy armor).

Leader

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

Haggle (Academic)

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.

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.

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<i>Name:</i>	<i>(Carnival of Chaos)</i>	<i>Rating:</i>		<i>Limit:</i>		<i>Coins:</i>			

Equipment

Flail (Strength +2)

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

Hammer (Strength +0)

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

Dagger (Strength +0)

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

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)

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

Bow (Strength 3, Range 24)

Short Bow (Strength 3, Range 16)

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 ruin).

Master Map of Mordheim

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

Unholy Relic

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