

Carnival of Chaos

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

Carnival Special Rules

Dangerous to Know A Carnival of Chaos may never hire any type of Hired Sword.

Chaos Humans All members of the Carnival of Chaos that accrue experience use the maximum characteristics for Humans.

Tainted The Carnival of Chaos is treated equally to the Possessed for purposes of Exploration and Serious Injuries.

Carnival Equipment List

Hand-to-hand Combat Weapons

Dagger 1st free/2 gc

Mace / Hammer 3 gc

Axe 5 gc

Sword 10 gc

Spear 10 gc

Double-handed weapon 15 gc

Halberd 10 gc

Morning Star 15 gc

Missile Weapons

Bow 15 gc

Short Bow 10 gc

Pistol 15 gc (30 for a brace)

Armour

Light Armour 20 gc

Heavy Armour 50 gc

Shield 5 gc

Helmet 10 gc



Brutes Equipment List

Hand-to-hand Combat Weapons

Double-handed weapon 15 gc

Flail 10 gc

Blessings of Nurgle

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited. You may not buy new Blessings for a model after recruitment.

Any Tainted One may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings bought for the same model cost double.

Blessing	Cost	Effect
Stream of Corruption	25 gc	The Tainted One gains a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.
Nurgle's Rot	50 gc	The Tainted One gains <i>Immune to Poison</i> .
		If the Tainted One makes a successful hit roll of 6 in close combat, the target model contracts <i>Nurgle's Rot</i> (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected).
		Once a warrior has contracted the <i>Nurgle's Rot</i> , mark this on the warband roster.
		From now on, before the start of each battle, the warrior must pass a Toughness test. If the test is failed, the warrior loses one point of Toughness permanently (if he reaches zero, remove him from the roster).
		In addition, if a 6 is rolled for the Toughness test randomly select another warband member who has now also contracted the <i>Nurgle's Rot</i> . Mark this also on the warband roster.
Cloud of Flies	25 gc	The Tainted One's close combat opponents suffer -1 to hit on all attacks.
Bloated Foulness	40 gc	The Tainted One gains +1 Wound, +1 Toughness and -1 Movement
Mark of Nurgle	35 gc	The Tainted One gains +1 Wound and <i>Immune to Poison</i> .
Hideous	40 gc	The Tainted One causes <i>Fear</i> .

Rewards of the Shadowlord (Optional Rule)

When the Carnival Master may pick a skill, instead he may roll on the Rewards table below.

2D6	Effect
2	Remove the Carnival Master from the Roster.
3 - 6	Nothing happens.
7 - 8	Roll a D6. On a roll of 1 you lose a single point from one of your magister's characteristics (chosen by you). On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.
9 - 10	The Carnival Master gains a Chaos Armour (which cannot be transferred anywhere else)
11	The Carnival Master receives a Daemon Weapon (get +1 Strength in close combat and +1 to hit rolls using it).
12	The Carnival Master gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon Weapons.

Heroes

Carnival Master

Cost	70 Gold Crowns to hire								
Quantity	1								
Experience	20 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Carnival Master	4	4	4	3	3	1	3	1	8
Weapons/Armour	May choose from the Carnival Equipment list.								
Skill Lists	Combat, Shooting, Academic. Strength, Speed								
Special Rules	Leader: Any warband member within 6" of the Carnival Master may use his Leadership characteristic when taking any Leadership tests. Wizard: Starts with a single spell chosen at random from the <i>Nurgle Rituals</i> list.								

Brutes

Cost	60 Gold Crowns to hire								
Quantity	0 - 2								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Brute	4	4	0	4	4	1	2	1	7
Weapons/Armour	May choose from the Brutes Equipment list.								
Skill Lists	Combat, Strength, Speed								
Special Rules	Strongman: See the respective Strength skill.								

Tainted Ones

Cost	25 Gold Crowns to hire + Cost of Blessings of Nurgle								
Quantity	0 - 2								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Tainted One	4	3	3	3	3	1	3	1	7
Weapons/Armour	May choose from the Carnival Equipment list.								
Skill Lists	Combat, Speed								
Special Rules	Nurgles Blessing: Tainted Ones must start the game with one or more <i>Blessings of Nurgle</i> (see the list on the previous page)								



Henchmen (in groups of 1 - 5)

Plague Bearers

Cost	50 Gold Crowns to hire								
Quantity	0 - 2								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Bearer	4	4	3	4	4	1	4	2	10
Weapons/Armour	-								

- Special Rules**
- Cloud of Flies:** The Plague Bearer’s close combat opponents suffer -1 to hit on all attacks.
- Stream of Corruption:** The Plague Bearer has a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.
- Demonic:** The Plague Bearer never gains Experience.
- Immune to Poison:** The Plague Bearer is immune to any kind of poison.
- Immune to Psychology:** The Plague Bearer automatically passes any Leadership-based test he is required to take.
- Fearsome:** See the respective Strength skill.
- Daemonic Aura:** The Plague Bearer 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. Plague Bearers’ attacks are considered as magical as well.
- Daemonic Instability:** If the Plague Bearer is taken out of action, roll for injuries as normal, except a roll of 1 - 3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.

Brethren

Cost	25 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Brethren	4	3	3	3	3	1	3	1	7
Weapons/Armour	May choose from the Carnival Equipment list.								



Henchmen (in groups of 1 - 5)

Nurglings

Cost	15 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Nurgling	4	3	0	3	2	1	3	1	10
Weapons/Armour	-								
Special Rules	<p>Cloud of Flies: The Plague Bearer's close combat opponents suffer -1 to hit on all attacks.</p> <p>Swarm: You may have as many Nurglings as you wish in a Henchmen group (not limited to 5)</p> <p>Demonic: The Plague Bearer never gains Experience.</p> <p>Immune to Poison: The Plague Bearer is immune to any kind of poison.</p> <p>Immune to Psychology: The Plague Bearer automatically passes any Leadership-based test he is required to take.</p> <p>Daemonic Aura: The Plague Bearer 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. Plague Bearers' attacks are considered as magical as well.</p> <p>Daemonic Instability: If the Plague Bearer is taken out of action, roll for injuries as normal, except a roll of 1 - 3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.</p>								

Plague Cart

Cost	120 Gold Crowns to hire								
Quantity	0 - 1								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-
Weapons/Armour	-								
Special Rules	<p>Plague Cart: The maximum number of warriors allowed in the warband is increased by +2. Plague Bearers and Nurglings may re-roll Leadership tests for Daemonic Instability and may add +1 to their Injury tests if taken out of action.</p> <p>Guardian: The Guardian may never dismount from the cart or leave under any circumstances. He cannot be injured unless the Cart is destroyed in which case so is he. The Guardian never gains any Experience. Attacks from the Guardian cause Nurgle's Rot (see Blessings of Nurgle).</p> <p>Immune to Psychology: The Plague Cart automatically passes any Leadership-based test it is required to take.</p>								

Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour

Difficulty 8

The Master imbues his Daemonic minions with supernatural power.

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

2 Buboes

Difficulty 7

The Master bestows the gift of pus-filled buboes upon his enemies.

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

3 Stench of Nurgle

Difficulty 8

The Master spews forth a foul, stinking mist that chokes his foes.

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence

Difficulty 10

The Master inflicts horrible diseases upon the unbelievers.

All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

5 Scabrous Hide

Difficulty 8

The Master's skin becomes tough and leathery like that of his patron god.

The Master has an armour save of 2+ which replaces any normal Armour save.

The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot

Difficulty 9

The Master bestows the blessing of the Plague God upon his foe.

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).