

<b>Warband Name:</b>	<b>The Unclean</b> (Carnival of Chaos)	<b>Warband Rating:</b>	113	<b>Rout Limit:</b>	3	<b>Gold Coins:</b>	0	<b>Shards:</b>	1
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<b>Name:</b>	Rancius	<b>Type:</b>	Carnival Master	<b>Experience:</b>	26 [ +2 ]						
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	4	4	3	3	1	3	1	8	-	Halberd, Bow	Unholy Relic, Master Map of Mordheim
<b>Rules:</b> Leader, Wizard (Stench of Nurgle [-1]), Mind Focus											

<b>Name:</b>	Pestis	<b>Type:</b>	Brute	<b>Experience:</b>	11 [ +3 ]						
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	4	0	4	4	1	2	2	7	-		
<b>Rules:</b> No Need for Weapons, Hatred (Orcs and Goblins), Dodge											

<b>Name:</b>	Choleris	<b>Type:</b>	Brute	<b>Experience:</b>	12 [ +2 ]						
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	5	0	4	4	1	2	2	7	-		
<b>Rules:</b> No Need for Weapons											

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

<b>Name:</b>	Diphthodis	<b>Type:</b>	Tainted One	<b>Experience:</b>	5 [ +1 ]						
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	3	3	3	3	2	3	1	7	-	Sword, Sword, Short Bow, Rabbits Foot	
<b>Rules:</b> Immune to Poison, Mark of Nurgle, Dodge, Expert Swordsman											

<b>Name:</b>	The Infested	<b>Type:</b>	4 Nurglings	<b>Experience:</b>							
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	3	0	3	2	1	3	1	10	-		
<b>Rules:</b> Cloud of Flies, Immune to Psychology, Immune to Poison, Daemonic Aura, Daemonic Instability											

<b>Name:</b>	The Carrier	<b>Type:</b>	2 Brethren	<b>Experience:</b>							
<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>	<b>Weapons:</b>	<b>Armour:</b>
4	3	3	3	3	1	3	1	7	-	Hammer, Hammer, Short Bow	

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

<b>Warband</b>	<b>The Unclean</b>	<b>Warband</b>	<b>113</b>	<b>Rout</b>	<b>3</b>	<b>Gold</b>	<b>0</b>	<b>Shards:</b>	<b>1</b>
<b>Name:</b>	<b>(Carnival of Chaos)</b>	<b>Rating:</b>		<b>Limit:</b>		<b>Coins:</b>			

## Skills and other Rules

### **Leader**

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

### **Mind Focus (Academic)**

The hero may reroll one dice roll used in the difficulty roll.

### **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.

### **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.

### **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) [7+]*

Range 6".  
Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

## Equipment

*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

*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

*Bow (Strength 3, Range 24)*

*Short Bow (Strength 3, Range 16)*

*Unholy Relic*

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

*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.

*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).