

Carnival of Chaos v.1.1.2

Warband Special Rules

Size Matters

A Carnival warband must have at least as many Nurglings as it has other warriors whose race is Daemon. If the number of Nurglings drops below the number of other warriors whose race is Daemon, no new warriors whose race is Daemon (*other than Nurglings*) can be hired or added to the warband until the number of Nurglings exceeds it again.

Unstable (4+)

When a warrior with this rule would *flee*, roll a D6 instead: On a roll of 1-3, the warrior continues fighting as normal and does not *flee*, but on 4+, this warrior placed straight *out of action*. Enemies will experience for his demise.

Poisonous Attacks

All of this warrior's attacks are poisonous except where his attacks could not be poisoned, such as with Slings. (*Poisonous attacks may re-roll natural 1s 'to wound.'*)

Daemonic Monstrosity

Warriors with this never use weapons or armour (*not even if a training skill would otherwise allow them to do so.*) – (*They may still use Special Equipment as normal.*)

- They also suffer no penalties for fighting unarmed and may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

Filth Vomit (6")

Warriors with this rule count as being armed with a missile weapon which they may shoot in the Shooting Phase in the same way as a normal shooting weapon:

Range: 6" **Strength:** 3

Poisonous (*May re-roll 1s to wound.*)

Quick to Fire: No -1 to hit for moving and shooting.

Cannot be Robbed, Swapped, or Discarded.

- Warrior may fire this weapon using his WS or BS, whichever is higher.

Warband Special Rules

Unnatural Strength

Warriors with this rule start with one free Nurgle or Strength skill, chosen by you.

Cards of Fate (4+)

When this warrior is deployed, roll a D6: On a roll of 4+, this warrior, or another Hero in his combat group (*chosen by you*) counts as being armed with a Lucky Charm this battle.

- *Cannot* target warriors who already carry a Lucky Charm.
- Charm is automatically lost at the end of the next post-battle sequence, even if the Hero did not go *out of action*.

Fly (8")

Warriors with this rule may fly 8" instead of moving. They may use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot* hide at the end of a flying move.

Cloven Hoofs

Warrior may re-roll failed Jump Down tests.

Unruly

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

Special Equipment

Plague Bombs 10gc

Missile Weapon

Range: 6" **Strength:** 4

Poisonous (*May re-roll 1s 'to wound.'*)

Strength Penalty (-1 S): Hits are -1 S vs. enemies immune to poison.

Quick to Fire: No -1 to hit for moving and shooting.

Carnival Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Nurgle
Master	V	V	V		V	V
Brute	V			V		V
Herald	V		V	V		V
Fortune Teller	(+10gc)		V		V	V
Jester	V	(+10gc)	(+10gc)	(+10gc)	V	V

Carnival Equipment Lists

Master and Troupe

Close Combat

Hand Weapon
Great Weapon
Spear
Morning Star

Shooting

Sling
Bow
Throwing Knives / Stars
Pistol
Blunderbuss
Plague Bombs

Armour

Light Armour
Shield

Brute

Close Combat

Great Weapon
Flail

Shooting

Sling
Throwing Axes

Armour

Light Armour

Fortune Teller

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Jester

Close Combat

Hand Weapon
Fighting Claws

Shooting

Sling
Short Bow
Javelins
Throwing Knives / Stars

Armour

Light Armour

Ungor

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling
Short Bow
Javelins

Armour

Light Armour
Shield

HEROES

0-1 Carnival Master

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

SPECIAL RULES

Leader (6")

0-2 Brutes

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Unnatural Strength

0-1 Herald of Nurgle

65gc to hire

Starting Experience: 20

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
3	3	-	3	4	3	2	1	6

SPECIAL RULES

Cause Fear, Unstable (4+), Poisonous Attacks, Daemonic Monstrosity, Filth Vomit (6"), Immune to Poison

Wizard (Lore of Nurgle): Starts with 1 spell.

0-1 Fortune Teller

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Cards of Fate (4+)

Wizard (Heavens or Death): Starts with 1 spell.

0-3 Putrid Jesters

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

HENCHMEN

Carnival Troupe

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

0-3 Ungors

20gc to hire

Starting Experience: 4

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	3	1	5

SPECIAL RULES

Cloven Hoofs

0-3 Plague Bearers

55gc to hire

Starting Experience: 14

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
3	3	-	3	4	3	2	1	6

SPECIAL RULES

Cause Fear, Unstable (4+), Poisonous Attacks, Daemonic Monstrosities, Filth Vomit (6"), Immune to Poison

0-2 Plague Drone Mosquitos

40gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
3	3	-	3	3	3	1	1	5

SPECIAL RULES

Cause Fear, Unstable (4+), Unruly, Fly (8"), Poisonous Attacks, Immune to Poison, Animals

0-5 Nurglings

30gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	3	-	3	2	3	3	1	5

SPECIAL RULES

Cause Fear, Unstable (4+), Poisonous Attacks, Immune to Poison, Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.*)

v.1.1.2

Corrected typos and Troupe starting XP.

v.1.1.1

Added Strength penalty to Plauge Bombs