

Cirque Anastasio (Kermesse du Chaos) - Louis (NPC)																		
(*+3 EXP at creation)																		
Rating:	142																	
Treasury:	4 couronnes																	
Number of models:	14 (4 to rout)																	
Maximum number:	15																	
Master, Brutes & Brethren max 4 6 6 4 4 3 6 4 9																		
Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills	
Dr. McGillicuddy	Roi	Carnival Master(Hero)	1	4"	4	4	3	3	1	3	1/2	8	2/3+	25	108	Dagger; Sword; Hammer Lt.Armour; Shield	0	
Leader: Any model within 6" of the Master may use his leadership instead of their own.																		
Sorcery: +1 to casting spells																		
Warrior Wizard: May wear armour and cast spells																		
1. Daemonic Vigour Plague Bearers + Nurglings within 8" get Daemonic Aura save of 4+ until next turn; Difficulty (x8)																		
2. Buboes One single enemy model within 8" must pass a Toughness test or lose a wound with no armour save allowed.; Difficulty (x7)																		
3. Stench of Nurgle All living creatures within 6", friend or foe, must pass a Toughness test or lose an Attack until their next turn. ; Difficulty (x8)																		
4. Pestilence All enemy models within 6" of the Master suffer a S3 hit with no armour saves allowed.; Difficulty (x9)																		
5. Scabrous Hide Master gains an armour save of 2+ which replaces his normal armour save. Lasts until his next turn; Difficulty (x8)																		
		Warhorse (Crippled)	-	6"	2	0	3	3	1	3	1	5	-	5	-	Barding (-1 M)		
Viktor Cleaner	Dame	Brute (Hero)	1	4"	4	-	4+2	4	1	2	2	7	-	13	75	Dagger; 2-Handed Sword	0	
Strongman: Can wield a double-handed weapon without the Strike Last rule																		
Iron Skin: Missile attacks are -1S																		
Advance:																		
Frank Stein	Valet	Brute (Hero)	1	4"	4	-	4+2	4	1	2	2	8	-	14	75	Dagger; 2-Handed Sword	1	
Strongman: Can wield a double-handed weapon without the Strike Last rule																		
Resilient: -1 Strength to all Close combat hits																		
Advance: +1 Ld																		
The Living Bullet	10	Tainted One(Hero)	1	4"	3	3	3	3	2: OO	3	1/2	7	-	5	73	Dagger; Hammer; Sword	0	
Mark of Nurgle (+1 Wound, Immune to poisons)																		
Sprint: 3X move (=12") when running or charging																		
Scale Sheer Surfaces: Can climb up or down 8" without making Initiative test.																		
Advance:																		
Rico the Clown	9	Tainted One(Hero)	1	3"	3	3	3	5	2: OO	3	1/2	7	-	5	78	Dagger; Hammer; Sword	0	
Bloated Foulness (-1 Move, +1 Toughness, +1 Wound)																		
Leap: additional 1d6" (over man-sized models and obstacles 1" high)																		
Advance: +1 T																		
Johnny Guitar	8	Brethren (Hero)	1	4"	3	3	3	3	1	3	1	7	-	5	43	Dagger; Mace; Pistol	0	
Lad's got Talent: Academic+Shooting skills																		
Wyrdstone Hunter: Reroll one Exploration dice																		
Pistolier: can fire every turn with a Pistol																		
Advance:																		
	6	Plague Bearers	1	4"	4	3	4	4	1	4	2	10	5+	NA	50 50	None		
Cause Fear, Immune to psychology, Immune to poisons, Magical Attacks																		
Cloud of Flies (Enemies in HtH are at -1 to hit Nurgling)																		
Stream of Corruption (Maggots-and-Filth Shooting attack, Range 6", Strength 3, no Armour save)																		
Daemonic Aura (Armour save of 5+, negated by magical weapons)																		
Daemonic Instability (Destroyed on a 1-3 on a D6 if taken OOA; Also, if Warband routs, Ld test or destroyed)																		
	3	Nurglings A	1	4"	3	-	3	2	1	3	1	10	5+	NA	15 15 15	None		
Cause Fear, Immune to psychology, Immune to poisons, Magical Attacks																		
Cloud of Flies (Enemies in HtH are at -1 to hit Nurgling)																		
Daemonic Aura (Armour save of 5+, negated by magical weapons)																		
Daemonic Instability (Destroyed on a 1-3 on a D6 if taken OOA; Also, if Warband routs, Ld test or destroyed)																		
	2	Nurglings B	1	4"	3	-	3	2	1	3	1	10	5+	NA	15 15 15	None		
Cause Fear, Immune to psychology, Immune to poisons, Magical Attacks																		
Cloud of Flies (Enemies in HtH are at -1 to hit Nurgling)																		
Daemonic Aura (Armour save of 5+, negated by magical weapons)																		
Daemonic Instability (Destroyed on a 1-3 on a D6 if taken OOA; Also, if Warband routs, Ld test or destroyed)																		
Stash:																		
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Dagger	+1 armour save, or save of 6+ if the model has none.																	
2-Handed Sword	+2 Strength. Always strike last in combat. Requires 2 hands to use.																	
Helmet	If the model is 'Stunned', roll a dice - on a 4+ it is 'Knocked Down' instead.																	
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.																	
Hammer	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.																	
Mace	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.																	
Pistol	1 Attack, 6" R, S4. Extra -1 save modifier. Takes 1 turn to reload (if you have 2, you can fire 1 per turn). May be used in the first round of hand-to-hand combat.																	
Shield	+1 Armour Save. -1 movement if used with Heavy Armour.																	
Notes:	Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience. Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																	