

Corrupted Carnival

Corrupted Carnivals travel the world spreading wholesome fun and horrific disease.

Special Rules

Plague Daemon

The following apply:

- Animal
- 5+ Ward Save
- -1 to hit model in close combat
- Immune to Poison
- Immune to Psychology

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Ogre Mercenary• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard• Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Carnival Master	1	20	70pg
Brute	1-2	8	60pg
Tainted Ones	1-2	0	25pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Tallyman	1-2	50pg
Plagueling	-	15pg
Brethren	-	25pg
Plague Cart	1	120pg

Pestilent Blessings

Stream of Corruption (25pg)

In the shooting phase, a Tallyman can vomit over enemies. Draw a straight line 6" long from the Tallyman towards its target. The first model the line touches takes a S3 hit with no armour saves.

Pestilent Rot (50pg)

Immune to Poison. Passes to another model in close combat. If the model hits in close combat, roll a D6 before rolling to wound. On the roll of a 6, the model hit catches the Pestilent Rot. At the start of each skirmish, take a T test. Failure reduces the model's T by 1 permanently, until T reaches 0, which means the model has died. If a 6 is rolled for the T test, then a random member of the party has also contracted Pestilent Rot.

Cloud of Flies (25pg)

Close combat attacks against the warrior are at -1 to hit.

Bloated Foulness (40pg)

+1 W and T, but -1 M.

Mark of Pestilence (35pg)

+1 W and Immune to Poison.

Hideous (40pg)

Causes Fear.

Equipment

Carnival Member	Cost to Equip
Dagger	1 st free /2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Spear / Halberd / Short Bow / Helmet	10pg
Double-handed Weapon / Morning Star / Bow	15pg
Pistol	15pg (30pg for brace)
Light Armour	20pg
Heavy Armour	50pg

Brute	Cost to Equip
Flail	10pg
Double-handed Weapon	15pg

Warrior Profiles

Carnival Master

These madmen are the leaders of the Corrupted Carnival. They have been blessed by the Dark Gods with arcane ability.

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

Equipment – any from Carnival Member list.

Skills – Combat, Shooting, Academic, Strength, Speed

Special Rules

Leader

Wizard – uses Rituals of Pestilence.

Brute

Mutated mockeries of the circus strong-man, Brutes are savage, rotten, hulks.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	4	1	2	2	7

Equipment – any from Brute list.

Skills – Combat, Strength, Speed

Special Rules

Brutes start with the Strongman skill.

Tainted One

Tainted Ones are cultists of Pestilence whose robes hide hideously diseased bodies.

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

Equipment – any from Carnival Member list.

Skills – Combat, Speed

Special Rules

Tainted Ones must be purchased with at least one Pestilent Blessing.

Tallyman

Tallymen are supernatural Pestilent daemons who can only be maintained through sacrifice.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	4	1	4	2	10

Equipment – none, but no penalty for unarmed combat.

Special Rules

Plague Daemon

Stream of Corruption – in the shooting phase, a Tallyman can vomit over enemies. Draw a straight line 6" long from the Tallyman towards its target. The first model the line touches takes a S3 hit with no armour saves.

Fear

Instability – if taken Out of Action, a Tallyman's Injury roll is as follows: 1-3 – destroyed. 4-6 – survives. In addition, if the party Routs, every Tallyman not Out of Action must pass a Ld test or be destroyed.

Plagueling

Plaguelings are annoying little daemoniac mites that try to overwhelm enemies with their numbers.

M	WS	BS	S	T	W	I	A	Ld
4	3	0	3	2	1	3	1	10

Equipment – none.

Special Rules

Plague Daemon

Swarm – you can have more than 5 Plaguelings in a Henchman group.

Instability – if taken Out of Action, a Tallyman's Injury roll is as follows: 1-3 – destroyed. 4-6 – survives. In addition, if the party Routs, every Tallyman not Out of Action must pass a Ld test or be destroyed.

Brethren

Brethren are crazed and diseased followers of the Dark Gods.

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

Equipment – any from Carnival Member list.

Plague Cart

	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	4	-	-	-
Horse	8	-	-	3	3	2	3	-	-
Driver	-	3	-	3	3	-	3	1	-

Equipment – none.

Special Rules

Plague Shrine - Increases maximum party size by 2. Tallymen and Plaguelings can re-roll Ld tests for Instability and can add +1 to their Injury Rolls as long as the Plague Cart is not Out of Action.

Animal

Wheels – the Horses lose 2 M for every wound caused to the Wheels.

Horses – the Horses lose 4 M for every wound caused to them.

Immune to Psychology

Rituals of Pestilence

1. Daemonic Vigour
2. Buboes
3. Pestilent Stench
4. Unnatural Disease
5. Scabrous Hide
6. Pestilent Rot

Daemonic Vigour – Difficulty 8

Any Tallymen or Plaguelings within 8" of the caster increase their Ward Save to 4+ until the beginning of their next turn.

Buboes – Difficulty 7

Range 8". Cast on enemy model. The model must pass a T test or lose a wound. No armour saves allowed.

Pestilent Stench – Difficulty 8

Range 6". Effects all models within range. Each model must pass a T test or lose 1 A until their next turn.

Unnatural Disease – Difficulty 10

Range 12". Effects all models within range. Each model suffers a S 3 hit with no armour saves.

Scabrous Hide – Difficulty 8

Cast on the Seer. The Seer gains a 2+ armour save until the beginning of their next shooting phase.

Pestilent Rot – Difficulty 9

Effects all models in base contact. All models effected must take a T test or contract Pestilent Rot.

Pestilent Rot – Immune to Poison. Passes to another model in close combat. If the model hits in close combat, roll a D6 before rolling to wound. On the roll of a 6, the model hit catches the Pestilent Rot. At the start of each skirmish, take a T test. Failure reduces the model's T by 1 permanently, until T reaches 0, which means the model has died. If a 6 is rolled for the T test, then a random member of the party has also contracted Pestilent Rot.