									8	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGI	E TY	/PE	S	AP		D	Al	BILITIES	S
Gellercaust Mask	throw	of 6 for	r this n	nvulnerat nodel in th ade the at	ne Fight p	hase, ar ers 1 mo	nd this 1	nodel is	not shak	en, the
Mutated limbs and improvised weapons	Melee	M	elee	User	-1		1		-	
Frag grenades	6"		nade 06	3	0		1		-	
ABILITIES:										
Disgustingly Resilient	Each ti	me a m	odel w	ith this ab	ility loses not lose			a D6, on	a 5+ th	e mode
SPECIALISM:	LEAD	ER								
Resourceful		-		nodel is or mmand P				•	-	
Experience: □□			□□ F	lesh Wou	nds: □□	□ Cor	ıvalesce	nce: 🗆 🗎	New Re	cruit: [
									8	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3

								8	Points
NAME	M	WS E	s s	T	W	A	LD	SV	MAX
Gellerpox Mutant	5"	4+ 4	+ 4	4	1	2	6	6+	3
WEAPON	RANGE	ТҮРЕ	S	AP)	Al	BILITIES	
Gellercaust Mask	throw	of 6 for thi	+ invulneral s model in tl : made the at	he Fight pl	hase, an rs 1 mo	d this 1	model is	not shak	en, the
Mutated limbs and improvised weapons	Melee	Melee	User	-1]	L		-	
Frag grenades	6"	Grenac D6	le 3	0	1	L		-	
ABILITIES:									
Disgustingly Resilient	Each tir	ne a mode	l with this al doe	oility loses s not lose t			a D6, on	a 5+ the	e model
SPECIALISM:	COME	AT							
Expert Fighter		1	Add 1 to this	s model's A	Attacks	charac	teristic.		
Experience: □□[Flesh Wou	ınds: □□□	Con	valesce	ence: 🗆 🗎	New Re	cruit: 🗆

									8	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	TYP	Έ	S	AP	ı)	Al	BILITIES	
Gellercaust Mask		f 6 for t	his m	odel in the	e Fight p	hase, ar ers 1 mc	nd this r	nodel is 1	not shak	en, the
Frag grenades	6"	Gren Do		3	0	1	1		-	
Mutated limbs and improvised weapons	Melee	Mel	ee	User	-1	1	L		-	
ABILITIES:										
Disgustingly Resilient	Each tin	ne a moo	del wi	th this ab	ility loses not lose			a D6, on	a 5+ the	mode
SPECIALISM:	ZEALO	T								
Frenzied	You can	n add 1	to this	s model's round	Attacks in which		-	naracteri	stics in a	battle
Experience:			□ Fl	esh Wou	nds: □□I	□ Con	valesce	nce: 🗆 🛚	New Re	eruit: l
									31	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Nightmare Hulk	4"	4+	-	5	5	4	3	7	6+	2
WEAPON	RANGE	TYP	E	S	AP	I)	Al	BILITIES	
Hideous Mutations	Melee	Mel	ee	User	-2	2	2		-	

Subtract 1 from the Leadership characteristic of models whilst they are within $6{''}$ of any enemy models with this ability.

Each time a model with this ability loses a wound, roll a D6, on a 5+ the model

does not lose that wound.

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

ABILITIES:
Horrific

Disgustingly Resilient

Visage

4.4 AGE	Me Me		5 S User User Leadershi of any er	_		A 4 D 2 2	Re-roll v	6+ BILITIES wound ro	olls of 1	
lee dee	Me Me	elee elee m the I	S User User	AP -2 -2 p charact	teristic	D 2 2	Re-roll v	BILITIES wound ro his weapo	olls of 1	
elee	Me Me	elee elee m the I	User User Leadershi	-2 -2		2	Re-roll v	wound ro his weapo	olls of 1	
elee	Me	elee m the I	User Leadershi	-2 p charace		2	for t	his weapo		
tract	1 from	m the I	Leadershi	p charac			dala white	-		
				_		of mo	dala ***bi!			
				_		of mo	طماه سامانا عد			
n time				,	dels wi			they are	within	
	e a m	Each time a model with this ability loses a wound, roll a D6, on a 5+ the mode does not lose that wound.								
ΓERA	٨N									
is mo	odel ig	gnores p	penalties	to its Lea	adershi _]	p chara	acteristic a	nd Nerve	tests.	
		□□ Fl	lesh Wou	nds: □□	□ Co	nvales	cence: 🗆	New Rec	ruit: 🗆	
								5]	Point	
١	WS	BS	S	T	W	A	LD	SV	MAX	
, 4	4+									
									51	

									5	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Eyestinger Swarm	10"	4+	,	2	2	1	D3	8	7+	4
WEAPON	RANG	E TY	/PE	S	AP		D	AE	BILITIES	}
Spawning barb	Melee	М	elee	User	0		1	automati wound (wound	his weap cally resi	on ults in a nake a
ABILITIES:										
Hatchlings			•	made for t y flesh wo						
Mindless	Eyestir	nger sw	arms ca	innot be S	pecialists gain exp		_	of a fire te	am and	cannot
Buzzing Swarm	Subtra	t 1 froi		olls made f model aut			·		el. In ad	dition,
Experience: □□			□□ F	lesh Wou	nds: □□I	Со	nvalesc	ence: 🗆 🛚 1	New Red	cruit: 🗆

									,	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Eyestinger Swarm	10"	4+	-	2	2	1	D3	8	7+	4
WEAPON	RANGE	T۱	/PE	S	AP		D	Al	BILITIES	3
Spawning barb	Melee	М	elee	User	0		1	automati wound wound	his weap ically res	oon oults in a make a
ABILITIES:										
Hatchlings		,	•	made for t ny flesh wo						
Mindless	Eyesting	ger swa	arms c	annot be S	pecialist gain exp		•	of a fire te	eam and	cannot
Buzzing Swarm	Subtrat	1 froi		olls made i model aut			_		lel. In ad	ldition,
Experience: □□			□□ I	lesh Wou	nds: □□	□ Co	nvalesc	ence: 🗆 🗎	New Re	cruit: □
									5	Points

Experience: □□			□ F	lesh Wou	nds: □□	□ Co	nvalesc	ence: 🗆 🗎	New Re	cruit: 🗆	
									5	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Eyestinger Swarm	10"	4+	-	2	2	1	D3	8	7+	4	
WEAPON	RANG	E TY	/PE	S	AP		D	Al	BILITIES	S	
Spawning barb	Melec	e M	elee	User	0		1	wound wound	his weap	oon ults in a make a	
ABILITIES:											
Hatchlings		,	•	nade for t y flesh wo							
Mindless	Eyesti	flesh wounds (any flesh wound result this model suffers has no effect). Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.									
Buzzing Swarm	Subtra	at 1 froi		olls made f model aut					lel. In ad	dition,	

									5	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Eyestinger Swarm	10"	4+	-	2	2	1	D 3	8	7+	4
WEAPON	RANG	E T\	/PE	S	AP		D	A	BILITIES	3
Spawning barb	Melee	e M	elee	User	0		1	automati wound wound	his weap	oon ults in a make a
ABILITIES:										
Hatchlings		,	•					this model suffers ha		
Mindless	Eyestir	nger sw	arms ca	innot be S	pecialists gain exp			of a fire to	eam and	cannot
Buzzing Swarm	Subtra	at 1 froi		olls made i model aut				t this mod ng Tests.	lel. In ad	dition,
Experience:			□□ F	lesh Wou	nds: □□	□ Co	nvaleso	cence: 🗆	New Re	cruit: □
									5	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Glitchling	5"	4+	-	2	2	1	2	7	6+	4
WEAPON	RANG	E T\	/PE	S	AP		D	A	BILITIES	3
Diseased claws and fangs	Melee	e M	elee	User	0		1	Re-roll v	wound ro	
ABILITIES:										
Daemonic			7	This mode	el has a 5-	⊦ invul	nerable	e save.		
Squishable	This m	odel or	•	ives the bo		. `		ly Resilier tic of 1.	nt ability	agains
Weapons				el is not sh						

Diseased claws and fangs	Melee	Melee	User	0	1	Re-roll wou for this v	
ABILITIES:							
Daemonic			This mode	l has a 5+ i	nvulnerabl	e save.	
Squishable	This mod	,			Disgusting characteris	yly Resilient al tic of 1.	oility against
Weapons Glitch	As long				ract 1 from at target thi	hit rolls made s model.	for attacks
Disgustingly Resilient	Each time	e a model v		ility loses a not lose th		ll a D6, on a 5	+ the model
Experience: 🗆 🗆 🛭			Flesh Wou	nds: □□□	Convales	ence: □ Nev	v Recruit: □

									5	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Glitchling	5"	4+	-	2	2	1	2	7	6+	4
WEAPON	RANGE	. T\	/PE	S	AP		D	A	BILITIES	S
Diseased claws and fangs	Melee	М	elee	User	0		1	Re-roll v	wound ro	
ABILITIES:										
Daemonic				Γhis mode	el has a 5-	⊦ invulr	nerable	e save.		
Squishable	This m	odel or	•	eives the b		·	_	•	nt ability	against
Weapons Glitch	As lon	g as th		el is not sh h ranged v					nade for	attacks
Disgustingly Resilient	Each tii	ne a m	odel w	rith this ab	oility loses not lose			ll a D6, or	a 5+ th	e model
Experience: □□			□□ F	lesh Wou	nds: □□	□ Cor	ivales	ence: 🗆	New Re	cruit: 🗆

									4	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cursemite	8"	4+	-	2	2	1	2	8	6+	4
WEAPON	RANG	E T\	/PE	S	AP		D	Al	BILITIES	3
Bloodsucking proboscis	Mele	e M	elee	User	0		1		modified ade with a scores 2	n this
ABILITIES:										
Leaping Insectoids	You							addition, ove up to 0		er this
Mindless	Curs	emites o	cannot	be Special	ists, are r experi		of a fi	re team ar	nd canno	ot gain
Vermin			Ad	ld 1 to Inj	ury rolls	made f	or this	model.		
Experience: □□			□ F	lesh Wou	nds: □□	Cor	rvalesc	ence: 🗆 🗎	New Re	cruit: 🗆

									4	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cursemite	8"	4+	-	2	2	1	2	8	6+	4
WEAPON	RANGE	. TY	PE.	S	AP		D	Al	BILITIES	3
Bloodsucking proboscis	Melee	M	elee	User	0		1		modified nade with n scores 2	n this
ABILITIES:										
Leaping Insectoids	You c			ed charge i piles in or						er this
Mindless	Curse	mites c	annot	be Special	ists, are r experi		t of a f	ire team ar	nd canno	ot gain
Vermin			A	dd 1 to Inj	ury rolls	made i	for this	model.		
Experience: □□			□ I	Flesh Wou	nds: □□	□ Co	nvaleso	ence: 🗆 🗎	New Re	cruit: 🗆