									8	Points
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	TY	PE	S	AP		D	A	BILITIES	
Mutated limbs and improvised weapons	Melee	М	elee	User	-1		1		-	
Frag grenades	6"		nade 06	3	0		1		-	
Abilities:										
Disgustingly Resilient	Each ti	me a m	odel wi	th this ab does	ility loses not lose			a D6, on	a 5+ the	model
Specialism:	Leader									
Resourceful	As long			is on the l nd Point a						ditional
Experience: 🗆 🗆 🗆]□□ F	lesh Wou	ınds: 🗆 [□□С	onvales	cence: 🗆	New Re	cruit: 🗆
									8	Points
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Mutated limbs and improvised weapons	Melee	М	elee	User	-1		1		-	
Frag grenades	6"		nade 06	3	0		1		-	
Abilities:										
Disgustingly Resilient	Each ti	me a m	odel wi	th this ab does	ility loses not lose			a D6, on	a 5+ the	model
Specialism:	Combat	•								
Expert Fighter			Ado	d 1 to this	model's	Attacks	charact	eristic.		
Experience: 🗆 🗆 🗖]□□ F	lesh Wou	ınds: 🗆 [□□С	onvales	cence: 🗆	New Re	cruit: 🗆
									8	Points
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	TY	PE	S	AP		D	A	BILITIES	
Frag grenades	6"		nade	3	0		1		-	
		L)6							

		8	Points							
NAME	M	WS BS S T		T	W	A	LD	SV	MAX	
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	. T\	/PE	S	AP		D	ABILITIES		
Frag grenades	6"		enade D6	3	0		1	-		
Mutated limbs and improvised weapons	Melee	Melee Mele		User	-1		1	-		
Abilities:										
Disgustingly Resilient	Each 1	time a m	nodel w	ith this ab	ility lose not lose			a D6, on	a 5+ the	model
Specialism:	Zealot									
Frenzied	You can	add 1 t	to this n	nodel's At in	tacks and which th	_		cteristics	in a battl	e round
Experience:] []	Flesh Wou	ınds: 🗆	□□С	onvales	cence: 🗆	New Re	cruit: 🗆

									31	Point				
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX				
Nightmare Hulk	4"	4+	-	5	5	4	3	7	6+	2				
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES					
Hideous Mutations	Melee	Ме	elee	User	-2		2		-					
Abilities:														
Horrific Visage	Subtract	:1 from		adership f any enen					ney are wi	thin 6"				
Disgustingly Resilient	Each ti	me a mo	odel wi	th this ab does	ility loses not lose			l a D6, on	a 5+ the 1	model				
Experience: 🗆 🗆 🗆			□□ F	lesh Wou	nds: □ [ПС	onvale	scence:						
NAME	M	WS	BS	S	T	W	A	LD	31 J	Point				
Gnasher-	IVI	W 2	D3	<u> </u>	'	VV	A	LU	21	MAX				
Screamer	4"	4+	-	5	5	4	4	8	6+	1				
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES					
Plague Cleaver	Melee	Ме	elee	User	-2		2		wound ro his weap					
Hideous Mutations	Melee	Ме	elee	User	-2		2		-					
Abilities:														
	Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.													
Horrific Visage	Subtract		0	f any enen	Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound.									
		me a me		th this ab	ility loses	s a wou	nd, rol	•	a 5+ the 1	model				
Horrific Visage Disgustingly				th this ab	ility loses	s a wou	nd, rol	•	a 5+ the 1	model				
Horrific Visage Disgustingly Resilient Specialism:	Each ti	l nodel i	odel wi	th this ab does	ility loses not lose to its Lea	s a wou that wo	nd, rolound.	l a D6, on	nd Nerve	tests.				
Horrific Visage Disgustingly Resilient Specialism: Grizzled	Each ti	l nodel i	odel wi	th this ab	ility loses not lose to its Lea	s a wou that wo	nd, rolound.	l a D6, on	nd Nerve	tests.				
Horrific Visage Disgustingly Resilient Specialism: Grizzled	Each ti	l nodel i	odel wi	th this ab does	ility loses not lose to its Lea	s a wou that wo	nd, rolound.	l a D6, on	nd Nerve New Red	tests.				
Horrific Visage Disgustingly Resilient Specialism: Grizzled	Each ti	l nodel i	odel wi	th this ab does	ility loses not lose to its Lea	s a wou that wo	nd, rolound.	l a D6, on	nd Nerve New Red	tests. cruit: □				
Horrific Visage Disgustingly Resilient Specialism: Grizzled Experience:	Veterar	l model iş □□□	odel wi gnores □□ F	th this ab does penalties	not lose not lose to its Lea	s a wou that wo dership C	nd, rolound. o characonvales	l a D6, on cteristic ar scence: □	nd Nerve New Red 5	tests. cruit: □ Point				
Horrific Visage Disgustingly Resilient Specialism: Grizzled Experience:	Veterar This r	nodel i; □□□	gnores BS	th this ab does penalties lesh Wou	ility loses not lose to its Lea nds:	s a wou that wo dership C W	nd, rol ound. o charac onvales	l a D6, on cteristic ar scence:	nd Nerve New Red 5 I	tests. cruit: Point MAX				
Horrific Visage Disgustingly Resilient Specialism: Grizzled Experience:	Veteran This r M 10"	ws 4+	gnores BS	th this ab does penalties lesh Wou	ility loses not lose not lose to its Learnds:	s a wou that wo dership C W	nd, rol und. o charac onvalee	teristic ar scence: LD 8 Each hit for automati	New Red SV 7+ BILITIES roll of 6- this weap ically resu. (do not re	tests. Point MAX 4 + made on ults in a nake a				

Add 1 to Injury rolls made for this model. However, this model can never suffer

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.

Subtrat 1 from hit rolls made for attacks which target this model. In addition, this

model automatically passes Falling Tests.

Hatchlings

Mindless

Buzzing Swarm

									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	RANGE	TY	'PE	S	AP		D	A	BILITIES		
Spawning barb	Melee	M	elee	User	0		1	for automati	roll of 6- this weap cally resu (do not 1 bll for tha	on ılts in a nake a	
Abilities:											
Hatchlings		, ,	•					is model suffers ha			
Mindless	Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.										
Buzzing Swarm	Subtrat	1 from					_	is model.	In addit	ion, thi	
Experience: 🗆 🗆 🖸				odel autoi Iesh Wou	•	•		cence:	New Re	cruit: 🗆	
1											
NAME	M	WS	BS	S	T	W	A	LD	SV 5	Point MAX	
Eyestinger Swarm	10"	4+	-	2	2	1	D3	8	7+	4	
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES		
Spawning barb	Melee	М	elee	User	0		1	for automati	roll of 6- his weap ically resu (do not 1	on alts in a nake a	
Abilities:										,	
Hatchlings			*					nis model suffers ha			
Mindless	Eyesting	ger swai	ms can	not be Sp		are not ience.	part of	a fire tean	n and can	not gair	
Buzzing Swarm	Subtrat	1 from	mo	odel autoi	matically	passes	Falling				
Experience: 🗆 🗆			J⊔⊔ F	lesh Wou	ınds: ⊔		Convales	cence:	New Re	cruit: L	
									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	RANGE	TY	'PE	S	AP		D	A	BILITIES		
WEAT OIL								Each hit			

Spawning barb	Melee	Melee	User	0	1	for this weapon automatically results in a wound (do not make a wound roll for that attack).
Abilities:						,
Hatchlings		, ,				this model can never suffer l suffers has no effect).
Mindless	Eyestinger	swarms car	nnot be Spe	ecialists, are experien		f a fire team and cannot gain
Buzzing Swarm	Subtrat 1 f			attacks whi	U	his model. In addition, this g Tests.
Experience:			Flesh Wou	nds: □ □	□ Conval	escence: New Recruit:

									5	Point		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Glitchling	5"	4+	-	2	2	1	2	7	6+	4		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Diseased claws and fangs	Melee	M	elee	User	0		1	_	wound ro his weap			
Abilities:												
Daemonic			Т	his mode	el has a 5+	-invul	nerable	e save.				
Squishable	This m	This model only receives the benefit of its Disgustingly Resilient ability against attacks with a Damage characteristic of 1.										
Weapons Glitch	As long as this model is not shaken, subtract 1 from hit rolls made for attacks with ranged weapons that target this model.											
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound.											
Experience: 🗆 🗆 🖸			□□ F	lesh Wou	ınds: 🗆 [Convale	escence: 🗆	New Re	cruit: 🛭		
NAME Glitchling	M 5"	WS 4+	BS	2	T 2	W 1	A 2	1D 7	SV 6+	MAX 4		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Diseased claws and fangs	Melee	M	elee	User	0 1		1	Re-roll wound rolls of 1 for this weapon.				
Abilities:												
Daemonic			Т	his mode	el has a 5+	-invul	nerable	e save.				
	This model has a 5+ invulnerable save. This model only receives the benefit of its Disgustingly Resilient ability against											
Squishable	1 mis in	odel on	•		enefit of i a Damag			•	nt ability	against		
Squishable Weapons Glitch			att nodel is	acks with s not shak	a Damag	e char act 1 f	acterist rom hi	ic of 1. t rolls mad	Í			
	As long a	ıs this r	att nodel is ra	acks with s not shak anged we th this ab	a Damag en, subtr apons tha	ge char act 1 f at targe s a wo	acterist from hi et this m	ic of 1. t rolls mad	le for atta	cks witl		
Weapons Glitch Disgustingly Resilient	As long a	as this r me a m	att nodel is ra odel wi	acks with s not shak anged we th this ab does	a Damag ten, subtrapons tha pility loses s not lose	ge char fact 1 f at targe s a wor that w	rom hi et this m und, ro	ic of 1. t rolls mad nodel. ll a D6, on	le for atta a 5+ the	cks with		
Weapons Glitch Disgustingly Resilient Experience:	As long a	me a m	att model is ra odel wi	acks with s not shak anged we th this ab does lesh Wou	a Damag en, subtrapons that wility loses s not lose ands: [ge char ract 1 f at targe s a wor that w	rom hi et this m und, ro cound.	ic of 1. t rolls mad nodel. Il a D6, on	le for atta a 5+ the New Re	cks with model cruit: [
Weapons Glitch Disgustingly Resilient Experience:	As long a	me a m	att nodel is ra odel wi	acks with s not shak anged we: th this ab does lesh Wou	a Damage ten, subtrapons that ility loses to not lose ands:	ge charract 1 fact 1 fact 1 fact 1 fact targe is a worthat w	acterist From hi et this m und, ro ound. Convale	ic of 1. t rolls mad nodel. ll a D6, on	a 5+ the New Re	cks with model cruit: Point MAX		
Weapons Glitch Disgustingly Resilient Experience:	As long a	me a m	att model is ra odel wi	acks with s not shak anged we th this ab does lesh Wou	a Damag en, subtrapons that wility loses s not lose ands: [ge char ract 1 f at targe s a wor that w	rom hi et this m und, ro cound.	ic of 1. t rolls mad nodel. Il a D6, on	le for atta a 5+ the New Re	cks with model 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	A	BILITIES	
Bloodsucking proboscis	Melee	М	elee	User	0		1	Each unmodified l of 6 made with t weapon scores 2		this
Abilities:										
Leaping Insectoids	You o			U				addition, v		r this
Mindless	Curs	semites	canno	t be Specia	lists, are exper	_	t of a fi	re team an	d cannot	gain
Vermin			Ad	dd 1 to Inj	ury rolls	made f	or this	model.		
Experience:				Flesh Wou	ınds: 🗆		Convale	scence: 🗆	New Re	cruit: 🗆

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	ABILITIES		
Bloodsucking proboscis	Melee	M	elee	User	0		1	Each unmodified hit r of 6 made with this weapon scores 2 hits		
Abilities:										
Leaping Insectoids	You c			ed charge ro piles in or						r this
	Curs	model piles in or consolidates, it can move up to 6". Cursemites cannot be Specialists, are not part of a fire team and cannot gain experience.								gain
Mindless		Add 1 to Injury rolls made for this model.								