

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Gellerpox Mutant</b>	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Mutated limbs and improvised weapons	Melee	Melee	User	-1	1	-				
Frag grenades	6"	Grenade D6	3	0	1	-				

**Abilities:**

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.
------------------------	---

**Specialism: Leader**

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
-------------	--

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Gellerpox Mutant</b>	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Mutated limbs and improvised weapons	Melee	Melee	User	-1	1	-				
Frag grenades	6"	Grenade D6	3	0	1	-				

**Abilities:**

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.
------------------------	---

**Specialism: Combat**

Expert Fighter	Add 1 to this model's Attacks characteristic.
----------------	---

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Gellerpox Mutant</b>	5"	4+	4+	4	4	1	2	6	6+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenades	6"	Grenade D6	3	0	1	-				
Mutated limbs and improvised weapons	Melee	Melee	User	-1	1	-				

**Abilities:**

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.
------------------------	---

**Specialism: Zealot**

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.
----------	---

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

### 31 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Nightmare Hulk</b>	4"	4+	-	5	5	4	3	7	6+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous Mutations	Melee	Melee	User	-2	2	-

#### Abilities:

Horrific Visage	Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.
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: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

### 31 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Gnasher-Screamer</b>	4"	4+	-	5	5	4	4	8	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague Cleaver	Melee	Melee	User	-2	2	Re-roll wound rolls of 1 for this weapon.
Hideous Mutations	Melee	Melee	User	-2	2	-

#### Abilities:

Horrific Visage	Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.
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.

#### Specialism: Veteran

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
----------	--

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

### 5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Eyestinger Swarm</b>	10"	4+	-	2	2	1	D3	8	7+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).

#### Abilities:

Hatchlings	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).
Mindless	Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.
Buzzing Swarm	Subtrat 1 from hit rolls made for attacks which target this model. In addition, this model automatically passes Falling Tests.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

## 5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Eyestinger Swarm</b>	<b>10"</b>	<b>4+</b>	<b>-</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>D3</b>	<b>8</b>	<b>7+</b>	<b>4</b>
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).				

**Abilities:**

Hatchlings	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).
Mindless	Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.
Buzzing Swarm	Subtrat 1 from hit rolls made for attacks which target this model. In addition, this model automatically passes Falling Tests.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

## 5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Eyestinger Swarm</b>	<b>10"</b>	<b>4+</b>	<b>-</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>D3</b>	<b>8</b>	<b>7+</b>	<b>4</b>
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).				

**Abilities:**

Hatchlings	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).
Mindless	Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.
Buzzing Swarm	Subtrat 1 from hit rolls made for attacks which target this model. In addition, this model automatically passes Falling Tests.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

## 5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Eyestinger Swarm</b>	<b>10"</b>	<b>4+</b>	<b>-</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>D3</b>	<b>8</b>	<b>7+</b>	<b>4</b>
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).				

**Abilities:**

Hatchlings	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).
Mindless	Eyestinger swarms cannot be Specialists, are not part of a fire team and cannot gain experience.
Buzzing Swarm	Subtrat 1 from hit rolls made for attacks which target this model. In addition, this model automatically passes Falling Tests.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New 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	TYPE	S	AP	D	ABILITIES				
Diseased claws and fangs	Melee	Melee	User	0	1	Re-roll wound rolls of 1 for this weapon.				

## Abilities:

Daemonic	This model has a 5+ invulnerable save.									
Squishable	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: ☐☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New 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	TYPE	S	AP	D	ABILITIES				
Diseased claws and fangs	Melee	Melee	User	0	1	Re-roll wound rolls of 1 for this weapon.				

## Abilities:

Daemonic	This model has a 5+ invulnerable save.									
Squishable	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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

## 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	TYPE	S	AP	D	ABILITIES				
Bloodsucking proboscis	Melee	Melee	User	0	1	Each unmodified hit roll of 6 made with this weapon scores 2 hits.				

## Abilities:

Leaping Insectoids	You can re-roll failed charge rolls for this model. In addition, whenever this model piles in or consolidates, it can move up to 6".									
Mindless	Cursemites cannot be Specialists, are not part of a fire team and cannot gain experience.									
Vermin	Add 1 to Injury rolls made for this model.									

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
Bloodsucking proboscis	Melee	Melee	User	0	1	Each unmodified hit roll of 6 made with this weapon scores 2 hits.				

Abilities:

Leaping Insectoids	You can re-roll failed charge rolls for this model. In addition, whenever this model piles in or consolidates, it can move up to 6".
Mindless	Cursemites cannot be Specialists, are not part of a fire team and cannot gain experience.
Vermin	Add 1 to Injury rolls made for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐