									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	TY	PE	S	AP		D	A	BILITIES	i
Mutated limbs and improvised weapons	Melee	M	elee	User	-1		1		-	
Frag grenades	6"		enade D6	3	0		1		-	
Abilities:										
Disgustingly Resilient	Each ti	me a m	odel wi	th this ab does	ility lose not lose			l a D6, on	a 5+ the	model
Specialism:	Leader									
Resourceful	As long			is on the l						ditional
				nd Point a						
7				1 L XV7						: E
Experience: 🗆 🗆 🗖]	lesh Wou	ınds: 🗆 l		onvales	cence: \square	New Re	cruit: [
Experience: 🗆 🗆 🗖]□□ F.	lesh Wou	ınds: 🗆 l	ШС	onvales	cence: \square		cruit: [Point
	M	WS	BS	lesh Wou	inds: □	W	onvales A	LD		
NAME Gellerpox									8	Point
NAME Gellerpox Mutant	M	WS 4+	BS	S	T	W	A	LD 6	8 SV	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised	M 5"	WS 4+	BS 4+	\$ 4	T 4	W	A 2	LD 6	8 SV 6+	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons	M 5" RANGE	WS 4+ TY M Green	BS 4 +	\$ 4 \$	T 4 AP	W	A 2	LD 6	8 SV 6+	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades	M 5" RANGE	WS 4+ TY M Green	BS 4+	S 4 S User	T 4 AP -1	W	A 2 D 1	LD 6	8 SV 6+	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly	M 5" RANGE Melee	WS 4+ TY M Gree	BS 4+ PE elee enade D6	\$ 4 \$ User 3	T 4 AP -1	W 1	A 2 D 1 1 1	LD 6	8 SV 6+ BILITIES	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly Resilient	M 5" RANGE Melee 6"	WS 4+ TY M Gree I	BS 4+ PE elee enade D6	\$ 4 \$ User 3	T 4 AP -1 0	W 1	A 2 D 1 1 1	LD 6	8 SV 6+ BILITIES	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly Resilient Specialism:	M 5" RANGE Melee	WS 4+ TY M Gree I	BS 4+ PE elee enade D6	\$ 4 \$ User 3	T 4 AP -1 0	W 1 s a wou that wo	A 2 D 1 1 ond, rollound.	LD 6	8 SV 6+ BILITIES	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly Resilient Specialism: Expert Fighter	M 5" RANGE Melee 6"	WS 4+ TY M Gre I	BS 4+ PE Gelee enade D6 Add	S User 3 th this ab does	T 4 AP -1 0 ility lose not lose	W 1 S a wou that wo	A 2 D 1 1 cound, rolling ound.	LD 6	8 SV 6+ BILITIES	Point MAX 3
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly Resilient Specialism: Expert Fighter	M 5" RANGE Melee 6"	WS 4+ TY M Gre I	BS 4+ PE Gelee enade D6 Add	S User 3 th this ab does	T 4 AP -1 0 ility lose not lose	W 1 S a wou that wo	A 2 D 1 1 cound, rolling ound.	LD 6	8 SV 6+ BILITIES a 5+ the	Point MAX 3 model
NAME Gellerpox Mutant WEAPON Mutated limbs and improvised weapons Frag grenades Abilities: Disgustingly Resilient Specialism: Expert Fighter Experience:	M 5" RANGE Melee 6"	WS 4+ TY M Gre I	BS 4+ PE Gelee enade D6 Add	S User 3 th this ab does	T 4 AP -1 0 ility lose not lose	W 1 S a wou that wo	A 2 D 1 1 cound, rolling ound.	LD 6	8 SV 6+ BILITIES a 5+ the	Point MAX 3

									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 06	3	0		1		-	
Mutated limbs and improvised weapons	Melee	М	elee	User	-1		1			
Abilities:										
Disgustingly Resilient	Each t	ime a m	odel w	ith this ab does	ility lose not lose			a D6, on	a 5+ the	model
Specialism:	Zealot									
Frenzied	You can	add 1 t	o this n	nodel's At	tacks and which th	_		cteristics	in a battl	e round
Experience: $\Box\Box$] [[[Flesh Wou	ınds: 🗆		onvalesc	ence: 🗆	New Re	cruit: 🗆

									31 l	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	TY	PE	S	AP		D	A	BILITIES			
Hideous Mutations	Melee	М	elee	User	-2		2		-			
Abilities:												
Horrific Visage	Subtrac	t 1 fron		eadership of any ener				s whilst th	iey are wi	thin 6		
Disgustingly Resilient	Each ti	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	Flesh Wou	ınds: 🗆		Convale	scence: 🗆	New Rec	ruit:		
									31 l	Poin		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Gnasher- Screamer	4"	4+	-	5	5	4	4	8	6+	1		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Plague Cleaver	Melee	Melee Melee User -2 2 Re-roll wound rolls of for this weapon.										
Hideous Mutations	Melee	М	elee	User	-2		2		-			
Abilities:												
Horrific Visage	Subtrac	t 1 fron		eadership f any ener				s whilst th	iey are wi	thin 6		
Disgustingly Resilient	Each ti	me a m	odel w		ility lose not lose			ll a D6, on	a 5+ the r	nodel		
Specialism:	Vetera	1										
Grizzled	This											
Experience: 🗆 🗆				-			-	cteristic an				
Experience: 🗆 🗆 🛚				-			-		New Rec	ruit:		
NAME				-			-		New Rec			
NAME Eyestinger			□□ F	Flesh Wou	ınds: 🗆		Convale	scence:	New Rec	ruit: Poin		
NAME Eyestinger Swarm	M	WS 4+	□□ F	S	ınds: □	W	Convale	LD 8	New Red 5 1	ruit: Poin MA		
NAME Eyestinger Swarm WEAPON	M 10"	WS 4+	BS -	S 2	T 2	W	A D3	LD 8 Each hit for t automati wound	7+ BILITIES roll of 6+ his weapocally resu (do not n	Poin MA) 4 made		
NAME Eyestinger Swarm WEAPON Spawning barb	M 10" RANGE	WS 4+	BS -	S 2	T 2 AP	W	A D3	LD 8 A Each hit for t automati	7+ BILITIES roll of 6+ his weapocally resu (do not n	Poin MA) 4 - mad on lts in nake a		
NAME Eyestinger Swarm WEAPON Spawning barb Abilities:	M 10" RANGE Melee	WS 4+ TY M o Injur	BS - PE elee	S 2 S User	T 2 AP 0	W 1	A D3 D	LD 8 Each hit for t automati wound wound ro	7+ BILITIES roll of 6+ his weap- cally resu (do not n ll for that	Poin MAA 4 mad on llts in nake a attack		
NAME Eyestinger Swarm WEAPON Spawning barb Abilities: Hatchlings Mindless	M 10" RANGE Melee	WS 4+ TY M o Injury	BS - PE elee	S 2 S User	T 2 AP 0 his mode ound res	W 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	A D3 D	LD 8 Each hit for t automati wound wound ro	7+ BILITIES roll of 6+ his weaper cally resu (do not not not not not not not not not no	Poin MA) 4 madon lts in nake a attack		

Experience:

									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	RANGE	TY	PE	S	AP		D	A	BILITIES	
Spawning barb	Melee	М	elee	User	0		1	for t automat wound	roll of 6 this weap ically result (do not a	on alts in a make a
Abilities:										
Hatchlings		,	•	nade for t y flesh wo						
Mindless	Eyesting	er swa	rms can	not be Sp	ecialists, experi		part of a	ı fire tean	n and can	not gain
Buzzing Swarm	Subtrat	1 from	hitrolls	s made for	•		target thi	is model.	In addit	ion, this
Experience:				odel autor Flesh Wou		_			NI. D.	
жрегтенее.				Testi Wee	as. 🗀 .		JOII V &I C S		14011100	crarc.
										Points
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	М	lelee	User	0		1	for automat	roll of 6 this weap ically res	on alts in a
							1		l (do not i oll for tha	
Abilities:							7		,	
		,	•	nade for t			vever, th	wound ro	oll for tha	nt attack) er suffer
Hatchlings	fles	h wou	nds (an		ound rest	ult this are not	vever, th model s	wound ro is model suffers ha	can neve	et attack) er suffer ect).
Hatchlings Mindless	fles Eyesting	h wou er swa	nds (ang rms can	y flesh wo not be Spe s made for	ound rest ecialists, experi r attacks v	ult this are not ience. which	vever, the model so part of a	wound rouses models uffers ha	can neve as no effe an and can	nt attack) or suffer oct). not gain
Hatchlings Mindless Buzzing Swarm	fles Eyesting	h wou er swar 1 from	nds (ang rms can hit rolls	y flesh wo not be Sp	ound resu ecialists, experi r attacks v matically	ult this are not ience. which passes	vever, the model so part of a target thing '	wound rouse model suffers had a fire team is model.	can neve as no effe n and can In addit	er suffer ect). not gair
Hatchlings Mindless Buzzing Swarm	fles Eyesting	h wou er swar 1 from	nds (ang rms can hit rolls	y flesh wo not be Spo s made for odel autor	ound resu ecialists, experi r attacks v matically	ult this are not ience. which passes	vever, the model so part of a target thing '	wound rouse model suffers had a fire team is model.	can neve can neve as no effe n and can In addit	nt attack) r suffer ct). not gain ion, this
Hatchlings Mindless Buzzing Swarm Experience: □□□	fles Eyesting	h wou er swar 1 from	nds (ang rms can hit rolls	y flesh wo not be Spo s made for odel autor	ound resu ecialists, experi r attacks v matically	ult this are not ience. which passes	vever, the model so part of a target thing '	wound rouse model suffers had a fire team is model.	can neve can neve as no effe n and can In addit	r suffer ct). not gain
Abilities: Hatchlings Mindless Buzzing Swarm Experience:	fles Eyesting Subtrat	h wou er swal	nds (angress can hitrolls	y flesh wo not be Spo s made for odel autor Flesh Wou	ecialists, experi attacks v natically	ult this are not ience. which passes	wever, the model separt of a target this Falling Convales	wound rouse model is model. It is model. Tests.	can neve as no effe n and can In addit New Re	r suffer ct). not gair ion, this cruit:

Swarm	10"	4+ -	2	2	1	D3	8	7+	4			
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES				
Spawning barb	Melee	Melee	User	0		1	automati	his weap cally rest (do not 1	oon ults in a make a			
Abilities:												
Hatchlings		, ,	s made for t any flesh wo									
Mindless	Eyestinge	er swarms c	annot be Sp	ecialists, : experi		part of	a fire team	and can	not gain			
Buzzing Swarm	Subtrat 1		olls made for model autor			0		In additi	ion, this			
Experience: $\Box\Box$			l Flesh Wou	ınds: 🗆 🛭	⊐□с	onvale	scence: 🗆	New Re	cruit: 🗆			

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 for this weapon. Abilities: Daemonic This model has a 5+ invulnerable save. Squishable This model only receives the benefit of its Disgustingly Resilient ability again 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 we ranged weapons that target this model. Disgustingly Resilient Beach time a model with this ability loses a wound, roll a D6, on a 5+ the mode does not lose that wound. Experience: Convalescence: New Recruits To Point NAME M WS BS S T W A LD SV MA Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of the support	Glitchling WEAPON Diseased claws	5"		BS	S	T	144						
WEAPON RANGE TYPE S AP D ABILITIES Diseased claws and fangs Melee Melee User 0 1 Re-roll wound rolls of for this weapon. Abilities: Daemonic This model has a 5+ invulnerable save. Squishable This model only receives the benefit of its Disgustingly Resilient ability again 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 we 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 mode does not lose that wound. Experience: Convalescence: New Recruits 5 Point NAME M WS BS T W A LD SV MA Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of	WEAPON Diseased claws	-	4+				W	A	LD	SV	MAX		
Diseased claws and fangs Melee Melee User 0 1 Re-roll wound rolls of for this weapon. Abilities: Daemonic This model has a 5+ invulnerable save. Squishable This model only receives the benefit of its Disgustingly Resilient ability again 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 we 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 mode does not lose that wound. Experience: Dispussion Flesh Wounds: Description Convalescence: New Recruits S Point NAME M WS BS S T W A LD SV MA Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee User 0 1 Re-roll wound rolls of	Diseased claws	RANGE		-	2	2	1	2	7	6+	4		
Abilities: Daemonic This model has a 5+ invulnerable save. Squishable Weapons Glitch Disgustingly Resilient ability again attacks with a Damage characteristic of 1. Weapons Glitch 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: This model has a 5+ invulnerable save. This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Disgustingly Resilient does not lose that wound. Experience: This model has a 5+ invulnerable save. This model has a 5+ invulnerable save. 1		RANGE TYPE S AP D ABILITIES											
Daemonic This model has a 5+ invulnerable save. This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. Weapons Glitch 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: This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1.	and rangs	Melee	Melee Melee User 0 1										
This model only receives the benefit of its Disgustingly Resilient ability again attacks with a Damage characteristic of 1. Weapons Glitch 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: This model only receives the benefit of its Disgustingly Resilient attacks with a Damage characteristic of 1. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: To Point NAME M WS BS S T W A LD SV MA Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of	Abilities:												
As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. As long as this model is not shaken, subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Subtract 1 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Subtract 2 from hit rolls made for attacks we ranged weapons that target this model. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Experience: The properties of 1. Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound. Each time a model with this ability loses a wound, roll a D6,	Daemonic			T	his mode	el has a 5+	-invul	nerable	save.				
ranged weapons that target this model. Disgustingly Resilient Caperience: Ca	Squishable	This model only receives the benefit of its Disgustingly Resilient ability against attacks with a Damage characteristic of 1.											
Resilient does not lose that wound. Experience: Convalescence: New Recruit: Second Convalescence: New Recruit: New R	Weapons Glitch	As long a	as this 1							e for atta	cks wit		
		Each ti	me a m	odel wi		•			ll a D6, on	a 5+ the	model		
NAME M WS BS S T W A LD SV MA Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of	Experience: 🗆 🗆 🗖]□□ F	lesh Wou	ınds: 🗆 🛭		Convale	scence: \square	New Re	cruit: [
Glitchling 5" 4+ - 2 2 1 2 7 6+ 4 WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of										5	Point		
WEAPON RANGE TYPE S AP D ABILITIES Diseased claws Melee Melee User 0 1 Re-roll wound rolls of	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Diseased claws Melee Melee User 0 1 Re-roll wound rolls of	Glitchling	5"	4+	-	2	2	1	2	7	6+	4		
Melee Melee User 0 1	WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
and fangs for this weapon.	Diseased claws and fangs	Melee	М	elee	User	0		1					
Abilities:	Abilities:												
Daemonic This model has a 5+ invulnerable save.	Daemonic			Τ	his mode	el has a 5+	-invul	nerable	save.				

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:	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
	4 Points

									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	RANGE TYPE S AP D ABILITIE								
Bloodsucking proboscis	Melee	Each unmodified Melee Melee User 0 1 of 6 made with weapon scores 2								this
Abilities:										
Leaping Insectoids	You ca			U				addition, v		r this
Mindless	Curs	emites	cannot	be Special	ists, are		t of a fi	re team an	d cannot	gain
Vermin			Ad	ld 1 to Inju	ıry rolls	made f	or this	model.		
Experience:]□□ F	Flesh Wou	nds: □		Convale	scence:	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	Į.	BILITIES	
Bloodsucking proboscis	Melee	M	elee	User	0		1	of 6 n	modified nade with on scores 2	this
Abilities:										
Leaping Insectoids	You ca			U				addition, ove up to 6		r this
Mindless Cursemites cannot be Specialists, are not part of a fire team and cannot gain experience.										gain
Vermin			Ad	ld 1 to Inji	ary rolls	made f	for this	model.		
Vermin Experience: □□□				,	ary rolls	made f		model.	New Re	