|  |                 |                  |                                   |                         |                    |                             |                     | 8                       | Point                    |   |  |
|--|-----------------|------------------|-----------------------------------|-------------------------|--------------------|-----------------------------|---------------------|-------------------------|--------------------------|---|--|
| NAME   | M               | WS BS            | S S                               | T                       | W                  | A                           | LD                  | SV                      | MAX                      |   |  |
| Gellerpox<br>Mutant  | 5"              | 4+ 4-            | + <b>4</b>                        | 4                       | 1                  | 2                           | 6                   | 6+                      | 3                        |   |  |
| WEAPON   | RANGE           | TYPE             | S                                 | AP                      |                    | )                           | A                   | BILITIES                |                          |   |  |
| Mutated limbs<br>and improvised<br>weapons                     | Melee           | Melee            | User                              | -1                      |                    | 1                           |                     | -                       |                          |   |  |
| Frag grenades  | 6"              | Grenade<br>D6    | 3                                 | 0                       |                    | 1                           |                     | -                       |                          |   |  |
| Abilities:   |                 |                  |                                   |                         |                    |                             |                     |                         |                          |   |  |
| Disgustingly<br>Resilient                                      | Each ti         | me a model       |                                   | ility loses<br>not lose |                    |                             | a D6, on            | a 5+ the                | model                    |   |  |
| Specialism:  | Leader          |                  |                                   |                         |                    |                             |                     |                         |                          |   |  |
| Resourceful  |                 |                  | and Point a                       | it the beg              | inning o           | of the b                    | attle rou           | nd.                     |                          |   |  |
| Experience: $\Box\Box$   |                 |                  | Flesh Wou                         | ınds: 🗀 L               | ⊒ ∐ Cc             | nvalesc                     | ence: $\square$     | New Re                  | cruit: L                 |   |  |
|  |                 |                  | _                                 |                         |                    | <u>-</u>                    |                     |                         | Point                    |   |  |
| NAME   | M               | WS BS            | S S                               | T                       | W                  | A                           | LD                  | SV                      | MAX                      |   |  |
| Gellerpox<br>Mutant  | 5"              | 4+ 4-            | <b>-</b> 4∎                       | 4                       | 1                  | 2                           | 6                   | 6+                      | 3                        |   |  |
| WEAPON   | RANGE           | TYPE             | S                                 | AP                      |                    | )                           | A                   | BILITIES                |                          |   |  |
| Mutated limbs<br>and improvised<br>weapons                     | Melee           | Melee            | User                              | -1                      |                    | 1                           |                     | -                       |                          |   |  |
| Frag grenades  | 6"              | 6" Grenade<br>D6 |                                   | 6" 3 0 1                |                    |                             |                     | 1                       |                          | - |  |
| Abilities:   |                 |                  |                                   |                         |                    |                             |                     |                         |                          |   |  |
| ADIIICIOS.   |                 |                  |                                   |                         |                    |                             | D(                  | a 5 1 tha               | 1.1                      |   |  |
| Disgustingly   | Each ti         | me a model       | with this ab<br>does              | ility loses<br>not lose |                    |                             | 1 D6, 011           | a 5+ uie                | model                    |   |  |
| Disgustingly<br>Resilient                                      | Each ti  Combat |                  |                                   | •                       |                    |                             | a D6, on            | a 5+ tile               | model                    |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter             | Combat          | t<br>A           | does<br>dd 1 to this              | model's                 | that wo<br>Attacks | und.<br>charact             | eristic.            |                         |                          |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter             | Combat          | t<br>A           | does<br>dd 1 to this              | model's                 | that wo<br>Attacks | und.<br>charact             | eristic.            |                         |                          |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter             | Combat          | t<br>A           | does<br>dd 1 to this              | model's                 | that wo<br>Attacks | und.<br>charact             | eristic.            | New Re                  |                          |   |  |
| Disgustingly   | Combat          | t<br>A           | does<br>dd 1 to this<br>Flesh Wou | model's                 | that wo<br>Attacks | und.<br>charact             | eristic.            | New Re                  | cruit: □                 |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter Experience: | Combat          | !<br>            | does  dd 1 to this  Flesh Wou     | model's                 | that wo            | und.<br>charact<br>onvalesc | eristic.<br>ence: □ | New Re                  | cruit: □<br><b>Point</b> |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter Experience: | Combat          | WS BS 4+ 4-      | does  dd 1 to this  Flesh Wou     | model's ands:           | that wo            | und.<br>charact<br>pnvalesc | eristic. ence:      | New Re                  | Point MAX 3              |   |  |
| Disgustingly Resilient  Specialism: Expert Fighter Experience: | Combat          | MS BS 4+ 4-      | does  dd 1 to this  Flesh Wou     | model's ands:           | Attacks  Co  W  1  | und. charact onvalesc  A 2  | eristic. ence:      | New Re. <b>8 SV 6</b> + | Point MAX 3              |   |  |

| NAME                                       | M        | WS     | BS         | S                   | T                       | W   | A        | LD         | SV          | MAX      |
|--|----------|--------|------------|---------------------|-------------------------|-----|----------|------------|-------------|----------|
| Gellerpox<br>Mutant                        | 5"       | 4+     | 4+         | 4                   | 4                       | 1   | 2        | 6          | 6+          | 3        |
| WEAPON                                     | RANGE    | T۱     | /PE        | S                   | AP                      |     | D        | Al         | BILITIES    |          |
| Frag grenades                              | 6"       |        | nade<br>D6 | 3                   | 0                       |     | 1        |            | -           |          |
| Mutated limbs<br>and improvised<br>weapons | Melee    | M      | elee       | User                | -1                      |     | 1        |            | -           |          |
| Abilities:                                 |          |        |            |                     |                         |     |          |            |             |          |
| Disgustingly<br>Resilient                  | Each tii | me a m | odel wi    | ith this abi        | ility loses<br>not lose |     |          | a D6, on   | a 5+ the    | model    |
| Specialism:                                | Zealot   |        |            |                     |                         |     |          |            |             |          |
| Frenzied                                   | You ca   | an add | 1 to thi   | is model's<br>round | Attacks :<br>in which   |     | 0        | naracteris | tics in a l | oattle   |
| Experience:                                |          |        | ] 🗆 🗆 I    | Flesh Wou           | nds: □ [                | □□С | onvalesc | ence: 🗆    | New Re      | cruit: 🗆 |

|                               |          |          |        |                       |                        |               |            |                       | 31                   | Point        |
|-------------------------------|----------|----------|--------|-----------------------|------------------------|---------------|------------|-----------------------|----------------------|--------------|
| NAME                          | M        | WS       | BS     | S                     | T                      | W             | A          | LD                    | SV                   | MAX          |
| Nightmare<br>Hulk             | 4"       | 4+       | -      | 5                     | 5                      | 4             | 3          | 7                     | 6+                   | 2            |
| WEAPON                        | RANGE    | TYP      | E      | S                     | AP                     |               | D          | A                     | BILITIES             |              |
| Hideous<br>Mutations          | Melee    | Mel      | ee     | User                  | -2                     |               | 2          |                       | -                    |              |
| Abilities:                    |          |          |        |                       |                        |               |            |                       |                      |              |
| Horrific Visage               | Subtract | t 1 from |        | adership<br>f any ene |                        |               |            | s whilst tl<br>ility. | ney are w            | ithin 6"     |
| Disgustingly<br>Resilient     | Each ti  | me a mo  | del wi |                       | ility lose<br>not lose |               |            | a D6, on              | a 5+ the             | model        |
| NAME                          | M        | WS       | BS     | S                     | Ţ                      | W             | A          | LD                    | 31<br>SV             | Point<br>MAX |
| NAME<br>Gnasher-              | M<br>4"  | WS<br>4+ | BS     | 5                     | 5                      | <u>W</u><br>4 | A<br>4     | LD<br>8               | SV<br>6+             | MAX<br>1     |
| Screamer                      |          | •        |        |                       |                        |               |            |                       | 01                   |              |
| WEAPON                        | RANGE    | TYP      | E      | S                     | AP                     |               | D          |                       | BILITIES             |              |
| Plague Cleaver                | Melee    | Mel      | ee     | User                  | -2                     |               | 2          |                       | wound ro<br>his weap |              |
| Hideous<br>Mutations          | Melee    | Mel      | ee     | User                  | -2                     |               | 2          |                       | -                    |              |
| Abilities:                    |          |          |        |                       |                        |               |            |                       |                      |              |
| Horrific Visage               | Subtract | t 1 from |        | adership<br>f any ene |                        |               |            | s whilst tl<br>ility. | hey are w            | ithin 6"     |
| Disgustingly<br>Resilient     | Each ti  | me a mo  | del wi |                       | ility lose<br>not lose |               |            | a D6, on              | a 5+ the             | model        |
| Specialism:                   | Veteran  | 1        |        |                       |                        |               |            |                       |                      |              |
| Grizzled                      |          |          |        |                       |                        |               |            | teristic a            |                      |              |
| Experience: $\Box\Box$        |          |          | □ F    | lesh Wou              | ınds: 🗆 l              |               | Convales   | cence: $\square$      | New Re               | cruit: 🗆     |
|                               |          |          |        |                       |                        |               |            |                       | 5                    | Point        |
| NAME                          | M        | WS       | BS     | S                     | T                      | W             | A          | LD                    | SV                   | MAX          |
|                               | 10"      | 4+       | -      | 2                     | 2                      | 1             | <b>D</b> 3 | 8                     | 7+                   | 4            |
| •                             | 10       |          |        |                       |                        |               |            |                       |                      |              |
| Eyestinger<br>Swarm<br>WEAPON | RANGE    | TYP      | Έ      | S                     | AP                     |               | D          | A                     | BILITIES             |              |

| WEAPUN        | KANGE     | IYPE        | 2                           | AP                           | ע         | ARILI11F2   |
|---------------|-----------|-------------|-----------------------------|------------------------------|-----------|---|
| 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    |           | , ,         |                             |                              |           | this model can never suffer suffers has no effect).   |
| Mindless      | Eyesting  | er swarms o |                             | pecialists, a<br>gain experi | -         | of a fire team and cannot   |
| Buzzing Swarm | Subtrat 1 |             | lls made for<br>nodel autor |                              |           | his model. In addition, this<br>Tests.  |
| Experience:   |           |             | Flesh Wou                   | nds: □ □ [                   | □ Convale | scence:   New Recruit:  |
|               |           |             |                             |                              |           |   |

|                     |         |         |         |            |                        |   |         |                               | 5   | Point                     |
|---------------------|---------|---------|---------|------------|------------------------|---|---------|-------------------------------|---|---------------------------|
| NAME                | M       | WS      | BS      | S          | T                      | W | A       | LD                            | SV  | MAX                       |
| Eyestinger<br>Swarm | 10"     | 4+      | -       | 2          | 2                      | 1 | D3      | 8                             | 7+  | 4                         |
| WEAPON              | RANGI   | E T     | /PE     | S          | AP                     |   | D       | A                             | BILITIES  |                           |
| Spawning barb       | Melee   | : М     | elee    | User       | 0                      |   | 1       | for automat<br>wound<br>wound | roll of 6-<br>this weap<br>ically resu<br>(do not 1<br>d roll for<br>attack). | on<br>alts in a<br>nake a |
| Abilities:          |         |         |         |            |                        |   |         |                               |   |                           |
| Hatchlings          |         | ,       | •       | made for t |                        |   |         |                               |   |                           |
| Mindless            | Eyesti  | nger sw | arms ca | annot be S | Specialist<br>gain exp |   | -       | of a fire te                  | am and o  | annot                     |
| Buzzing Swarm       | Subtrat | 1 from  |         | s made fo  |                        |   |         |                               | . In addit  | ion, this                 |
| Experience: 🗆 🗆 🗆   |         |         |         | Flesh Wou  | ınds: 🗆                |   | Convale | scence: 🗆                     | New Re  | cruit: 🗆                  |
|                     |         |         |         |            |                        |   |         |                               | 5   | Points                    |
| NAME                | M       | WS      | BS      | S          | T                      | W | A       | LD                            | SV  | MAX                       |
| Eyestinger          | 10"     | 4+      | _       | 2          | 2                      | 1 | D3      | 8                             | 7+  | 4                         |

|                     |         |         |        |                           |                        |   |            |                            | 5  | Points    |
|---------------------|---------|---------|--------|---------------------------|------------------------|---|------------|----------------------------|--|-----------|
| NAME                | M       | WS      | BS     | S                         | T                      | W | A          | LD                         | SV   | MAX       |
| Eyestinger<br>Swarm | 10"     | 4+      | -      | 2                         | 2                      | 1 | <b>D</b> 3 | 8                          | 7+   | 4         |
| WEAPON              | RANGE   | T       | /PE    | S                         | AP                     |   | D          | A                          | BILITIES   |           |
| Spawning barb       | Melee   | М       | elee   | User                      | 0                      |   | 1          | for to automat wound wound | ABILITIES  Each hit roll of 6+  for this weape utomatically resu wound (do not n  wound roll for  attack). |           |
| Abilities:          |         |         |        |                           |                        |   |            |                            |  |           |
| Hatchlings          |         | ,       | •      | made for t<br>ny flesh wo |                        |   |            |                            |  |           |
| Mindless            | Eyesti  | nger sw | arms c | annot be S                | Specialist<br>gain exp |   | _          | of a fire te               | am and o   | cannot    |
| Buzzing Swarm       | Subtrat | 1 from  |        | s made for                |                        |   | -          |                            | In addit   | ion, this |
| Experience:         |         |         |        | Flesh Wou                 | ınds: 🗆                |   | Convales   | cence: 🗆                   | New Re   | cruit: 🗆  |

|                     |       |      |      |      |    |   |            |                            | 5                      | Points                    |
|---------------------|-------|------|------|------|----|---|------------|----------------------------|------------------------|---------------------------|
| NAME                | M     | WS   | BS   | S    | T  | W | A          | LD                         | SV                     | MAX                       |
| Eyestinger<br>Swarm | 10"   | 4+   | -    | 2    | 2  | 1 | <b>D</b> 3 | 8                          | 7+                     | 4                         |
| WEAPON              | RANGE | . TY | /PE  | S    | AP |   | D          | Al                         | BILITIES               |                           |
| Spawning barb       | Melee | M    | elee | User | 0  |   | 1          | automati<br>wound<br>wound | his weap<br>ically res | on<br>ults in a<br>nake a |
| Abilities:          |       |      |      |      |    |   |            |                            |                        |                           |

## 

|  |                    |                     |  |   |   |  |  |                                      | 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              | T۱                  | /PE  | S   | AP  |  | D  | A                                    | BILITIES                         |                            |
| Diseased claws<br>and fangs  | Melee              | М                   | elee   | User  | 0   |  | 1  | Re-roll v                            | wound re<br>his weap             |                            |
| Abilities:   |                    |                     |  |   |   |  |  |                                      |                                  |                            |
| Daemonic   |                    |                     | Γ  | This mode   | el has a 5+   | ⊦ invul  | nerable  | save.                                |                                  |                            |
| Squishable   | This m             | odel o1             |  | ives the bo   |   | -  |  | ly Resilien<br>ic of 1.              | t ability                        | against                    |
| Weapons Glitch   | As long a          | ıs this 1           |  | not shak<br>anged wea   |   |  |  | rolls mad<br>nodel.                  | e for atta                       | cks with                   |
| Disgustingly<br>Resilient  | Each ti            | me a m              | odel wi  |   | ility loses<br>not lose   |  |  | l a D6, on                           | a 5+ the                         | model                      |
| Experience: 🗆 🗆 🖸  |                    |                     | ]□□ F  | lesh Wou  | ınds: 🗆 🏻   | $\Box\Box$   | onvale   | scence: 🗆                            | New Re                           | cruit: 🗆                   |
| NAME<br>Glitchling   | M<br>5"            | WS<br>4+            | BS<br>-  | 2   | 2   | W<br>1   | A<br>2   | <b>LD</b> 7                          | <b>SV</b><br>6+                  | MAX<br>4                   |
| WEAPON   | RANGE              | T)                  | /PE  | S   | AP  |  | D  | A                                    | BILITIES                         | ;                          |
| Diseased claws<br>and fangs  | Melee              | М                   | elee   | User  | 0   |  | 1  | Re-roll v                            | wound ro<br>his weap             |                            |
| Abilities:   |                    |                     |  |   |   |  |  |                                      |                                  |                            |
|  |                    |                     | 'n   | his made  | l has a 54  | ⊦ invul  | nerable  | save.                                |                                  |                            |
| Daemonic   |                    |                     | 1  | ins mode  | 11145 a )   |  |  |                                      |                                  |                            |
|  | This m             | odel oı             | nly recei                                      |   | enefit of i   |  |  | ly Resilien<br>ic of 1.              | t ability                        | against                    |
| Squishable   |                    |                     | nly recei<br>att<br>model is                   | ives the bo<br>acks with  | enefit of i<br>a Damaş<br>en, subtr   | ge char<br>act 1 fi                                  | acterist<br>om hit   | ic of 1.<br>rolls made               |                                  |                            |
| Squishable Weapons Glitch Disgustingly                                       | As long a          | ıs this 1           | nly recei<br>att<br>model is<br>ra             | ives the boacks with snot shak anged wea  | enefit of i<br>a Damag<br>en, subtra<br>pons tha  | ge char<br>act 1 fr<br>t targe<br>a wou              | cterist<br>om hit<br>t this m                                    | ic of 1.<br>rolls made               | e for atta                       | cks with                   |
| Squishable<br>Weapons Glitch<br>Disgustingly<br>Resilient                    | As long a          | as this 1<br>me a m | nly recei<br>att<br>model is<br>ra<br>iodel wi | ives the boacks with snot shakennged weath this ab                                    | enefit of i<br>a Damag<br>en, subtra<br>pons tha<br>ility loses<br>a not lose               | ge char<br>act 1 fr<br>at targe<br>a wou<br>that w   | rom hit<br>t this m<br>and, rol<br>ound.                         | rolls madenodel.                     | e for atta<br>a 5+ the           | cks with                   |
| Squishable<br>Weapons Glitch<br>Disgustingly<br>Resilient                    | As long a          | as this 1<br>me a m | nly recei<br>att<br>model is<br>ra<br>iodel wi | ives the boacks with snot shakennged weath this ab                                    | enefit of i<br>a Damag<br>en, subtra<br>pons tha<br>ility loses<br>a not lose               | ge char<br>act 1 fr<br>at targe<br>a wou<br>that w   | rom hit<br>t this m<br>and, rol<br>ound.                         | rolls madenodel.                     | e for atta<br>a 5+ the<br>New Re | model                      |
| Squishable<br>Weapons Glitch<br>Disgustingly<br>Resilient<br>Experience: □□□ | As long a          | as this 1<br>me a m | nly recei<br>att<br>model is<br>ra<br>iodel wi | ives the boacks with snot shakennged weath this ab                                    | enefit of i<br>a Damag<br>en, subtra<br>pons tha<br>ility loses<br>a not lose               | ge char<br>act 1 fr<br>at targe<br>a wou<br>that w   | rom hit<br>t this m<br>and, rol<br>ound.                         | rolls madenodel.                     | e for atta<br>a 5+ the<br>New Re | cks with                   |
| Daemonic  Squishable  Weapons Glitch  Disgustingly Resilient  Experience:    | As long a          | me a m              | nly recei<br>att<br>model is<br>ra<br>odel wi  | ives the bo<br>acks with<br>anot shak<br>anged wea<br>th this ab<br>does<br>Flesh Wou | enefit of i<br>a Damag<br>en, subtra<br>apons tha<br>ility loses<br>not lose<br>ands:   [   | ge char<br>act 1 fi<br>it targe<br>s a wou<br>that w | acterist<br>rom hit<br>t this m<br>and, rol<br>ound.<br>Convale  | ic of 1. rolls maddodel. I a D6, on  | e for atta<br>a 5+ the<br>New Re | model ccruit:              |
| Squishable  Weapons Glitch  Disgustingly  Resilient  Experience:             | As long a  Each ti | me a m              | nly recei<br>att<br>model is<br>ra<br>odel wi  | ives the bo<br>acks with<br>not shak<br>anged wea<br>th this ab<br>does<br>Elesh Wou  | enefit of i<br>a Damag<br>en, subtra<br>apons tha<br>ility loses<br>a not lose<br>unds:   [ | ge char<br>act 1 fr<br>at targe<br>a wou<br>that w   | acterist<br>com hit<br>t this m<br>and, rol<br>ound.<br>Convale: | ic of 1. rolls madinodel. l a D6, on | a 5+ the New Re  4 SV 6+         | model ccruit: [ Point MAX  |
| Squishable Weapons Glitch Disgustingly Resilient Experience:                 | As long a  Each ti | me a m              | nly recei<br>att<br>model is<br>ra<br>nodel wi | ives the boacks with a not shakinged weath this ab does flesh Wou                     | enefit of a Damagen, subtrapons that illity loses not lose ands:                            | ge char<br>act 1 fr<br>at targe<br>a wou<br>that w   | rom hit t this mand, rol ound.                                   | ic of 1. rolls madinodel. l a D6, on | a 5+ the New Re  SV 6+  BILITIES | model ecruit: [Point MAX 4 |

|                        |         |         |         |                            |                       |      |           |                         | 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   | Ţ       | /PE     | S                          | AP                    | AP D |           | Į.                      | ABILITIES                            |          |  |
| Bloodsucking proboscis | Melee   | M       | elee    | User                       | 0                     |      | 1         | of 6 r                  | modified<br>nade with<br>on scores 2 | this     |  |
| Abilities:             |         |         |         |                            |                       |      |           |                         |                                      |          |  |
| Leaping<br>Insectoids  | You can | re-roll |         | harge rolls<br>s in or con |                       |      |           | dition, wh<br>up to 6". | enever th                            | is model |  |
| Mindless               | Curse   | emites  | cannot  | be Special                 | ists, are r<br>experi |      | rt of a f | ìre team ai             | nd canno                             | t gain   |  |
| Vermin                 |         |         | Ad      | dd 1 to Inj                | ury rolls             | made | for this  | model.                  |                                      |          |  |
| Experience:            |         |         | ] 🗆 🗆 1 | Flesh Wou                  | ınds: 🗆 [             |      | Convale   | escence: 🗆              | l 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 ro<br>of 6 made with this<br>weapon scores 2 hits. |           |          |  |
| Abilities:             |         |         |        |                            |                       |        |           |  |           |          |  |
| Leaping<br>Insectoids  | You can | re-roll |        | harge rolls<br>s in or con |                       |        |           |  | enever th | is model |  |
| Mindless               | Curse   | mites o | cannot | be Special                 | ists, are n<br>experi |        | t of a fi | re team an   | id canno  | gain     |  |
| Vermin                 |         |         | A      | dd 1 to Inj                | ury rolls             | made i | for this  | model.   |           |          |  |