

ELUCIA VHANE										
NAME	M	WS	BS	S	T	W	A	LD	SV	
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Heirloom pistol	12"	Pistol 1	4	-2	2	-				
Monomolecular cane-rapier	Melee	Melee	User	-4	1	-				
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapons Strength and Damage characteristics.				
ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator										
SPECIALISM: Strategist - Resourceful			DEMEANOUR: Intrepid							
LEVEL	FLESH WOUNDS		INJURY		COMUSION		MINOR INJURY		SERIOUS INJURY	

Vulgrar Thrice-Cursed									POINTS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Belly-flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Fleshripper claws	Melee	Melee		4	-1	1	-		

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular			DEMEANOUR: Oppressive			
LEVEL	FLESH WOUNDS □ □ □		INJURY	Contusion □	Minor Injury □	Serious Injury □



VULGAR THRICE-CURSED

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

DEMEANOUR: Oppressive

LEVEL

FLESH WOUNDS

INJURY

Contusion

Minor Injury

Serious Injury

VULGRAR THRICE-CURSED

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Belly-flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Fleshripper claws	Melee	Melee	4	-1	1	-			

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
	☐ ☐ ☐	☐	☐	☐	☐

GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hideous mutations	Melee	Melee	User	-2	2	-			
Plague cleaver	Melee	Melee	User	-2	2	Re-roll wound rolls of 1 for this weapon.			

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE	FLESH WOUNDS	CONVALESCENCE	NEW RECRUIT
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐	☐	☐



VULGRAR THRICE-CURSED

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Belly-flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Fleshripper claws	Melee	Melee	4	-1	1	-			

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
	☐ ☐ ☐	☐	☐	☐	☐

GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hideous mutations	Melee	Melee		User	-2	2	-		
Plague cleaver	Melee	Melee		User	-2	2	Re-roll wound rolls of 1 for this weapon.		

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE	FLESH WOUNDS	CONVALESCENCE	NEW RECRUIT
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LORD OF RESENTMENT

Vulgrar Thrice-Cursed Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes **VULGRAR THRICE-CURSED**. This model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 made for friendly **GELLERPOX INFECTED** models within 6" this model.

1 COMMAND POINT

INSANE GIBBERING

Vulgrar Thrice-Cursed Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes **VULGRAR THRICE-CURSED**. Until the end of the phase, subtract 1 from Psychic tests taken for enemy **PSYKERS** whilst they are within 18" of your **VULGRAR THRICE-CURSED**.



1 COMMAND POINT

VULGRAR THRICE-CURSED

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Belly-flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Fleshripper claws	Melee	Melee		4	-1	1	-		

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
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GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Hideous mutations	Melee	Melee	User		-2	2	-		
Plague cleaver	Melee	Melee	User		-2	2	Re-roll wound rolls of 1 for this weapon.		

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE	FLESH WOUNDS	CONVALESCENCE	NEW RECRUIT
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐	☐	☐



VULGRAR THRICE-CURSED

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Belly-flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Fleshripper claws	Melee	Melee	4	-1	1	-			

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
	☐ ☐ ☐	☐	☐	☐	☐

GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hideous mutations	Melee	Melee		User	-2	2	-		
Plague cleaver	Melee	Melee		User	-2	2	Re-roll wound rolls of 1 for this weapon.		

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE	FLESH WOUNDS	CONVALESCENCE	NEW RECRUIT
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CORRUPTION AND DECAY

Gellerpox Infected Tactic

Use this Tactic at the start of the Fight phase. Choose an enemy model within 3" of a model from your kill team. Until the end of the phase, subtract 1 from that enemy model's Toughness characteristic.



2 COMMAND POINTS

RANCID VOMIT

Gellerpox Infected Tactic

Use this Tactic at the start of the Shooting phase. Choose a NIGHTMARE HULK model from your kill team and then choose an enemy model within 6" of and visible to it. Roll three D6; for each roll of 5+ that enemy model suffers 1 mortal wound.



2 COMMAND POINTS

GELLERSHIFT

Gellerpox Infected Tactic

Use this Tactic in the Movement phase before making a normal move with a GELLERPOX MUTANT from your kill team. Remove that model from the battlefield, then set it up anywhere on the battlefield that is more than 4" from any enemy models. It cannot move further in this phase.



2 COMMAND POINTS

VULGRAR THRICE-CURSED

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Belly-flamer	8"	Assault D6	4			0	1	This weapon automatically hits its target.	
Fleshripper claws	Melee	Melee	4			-1	1	-	

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
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GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Hideous mutations	Melee	Melee	User		-2	2	-		
Plague cleaver	Melee	Melee	User		-2	2	Re-roll wound rolls of 1 for this weapon.		

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE	FLESH WOUNDS	CONVALESCENCE	NEW RECRUIT
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VERMINOID INFESTATION

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Set up a **MUTOID VERMIN** model on the battlefield anywhere that is wholly within 6" of a **GELLERPOX INFECTED** model from your kill team and more than 6" from any enemy models. This **MUTOID VERMIN** model is added to your kill team until the end of the mission, but is ignored for the purposes of determining whether your kill team is broken. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

3 COMMAND POINTS

TWISTED BLESSINGS

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Choose a **NIGHTMARE HULK** model from your kill team that has one or more flesh wounds and roll a D6; on a 4+ one flesh wound is removed from that model.



2 COMMAND POINTS

MACHINE GLITCH

Gellerpox Infected Tactic

Use this Tactic when a player attempts to open or close a door if a **GLITCHLING** from your Kill Team that is not shaken is within 1" of that door or doorway. Add 3 to your dice result when rolling off to determine if that door opens (or remains closed) or if it closes (or remains open).



1 COMMAND POINT



ELUCIA VHANE

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heirloom pistol	12"	Pistol 1		4	-2	2	-		
Monomolecular cane-rapier	Melee	Melee		User	-4	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL	FLESH WOUNDS	INJURY	Contusion	Minor Injury	Serious Injury
	☐ ☐ ☐		☐	☐	☐

GNASHER-SCREAMER

31 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hideous mutations	Melee	Melee	User	-2	2	-			
Plague cleaver	Melee	Melee	User	-2	2	Re-roll wound rolls of 1 for this weapon.			

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE

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FLESH WOUNDS

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CONVALESCENCE

☐

NEW RECRUIT

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ELUCIA VHANE

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Heirloom pistol	12"	Pistol 1	4	-2	2	-			
Monomolecular cane-rapier	Melee	Melee	User	-4	1	-			
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.			

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS

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INJURY

Contusion

☐

Minor Injury

☐

Serious Injury

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SANISTASIA MINST

17 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1		3	0	1	-		
Scalpel claw	Melee	Melee		User	-1	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE



FLESH WOUNDS



CONVALESCENCE



NEW RECRUIT



ELUCIA VHANE

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heirloom pistol	12"	Pistol 1		4	-2	2	-		
Monomolecular cane-rapier	Melee	Melee		User	-4	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS



INJURY

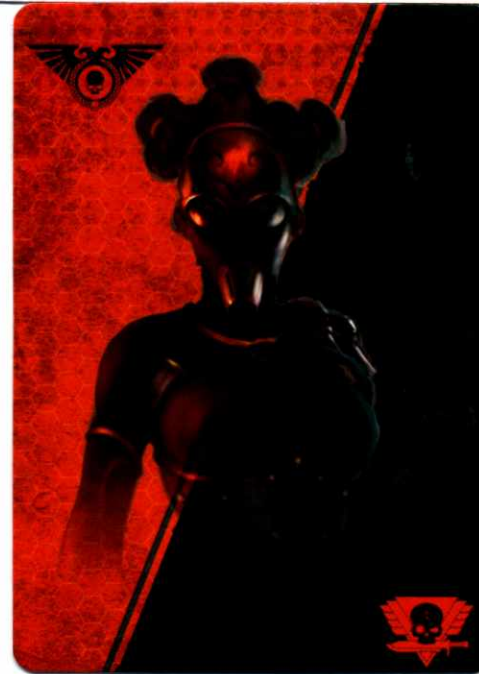
Contusion



Minor Injury



Serious Injury



17 POINTS

ABILITIES: Specialist Retainer, Healing Serum

DEMEANOUR: Enterprising

POINTS

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

DEMEANOUR: Intrepid

☐**1 COMMAND POINT**

2 COMMAND POINTS

17 POINTS

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic – Reassuring

DEMEANOUR: Enterprising

EXPERIENCE

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FLESH WOUNDS

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CONVALESCENCE

☐

NEW RECRUIT

9

POINTS

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist – Resourceful

DEMEANOUR: Intrepid

LEVEL

15

FLESH WOUNDS

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INJURY

Contusion

5

Minor Injury

Serious Injury

EXECUTIONER SHELL

Elucidian Starstriders Tactic

Use this Tactic before Voidmaster Nitsch is chosen to shoot with in the Shooting phase. Only make a single hit roll with his artificer shotgun this phase, but add 3 to the result; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.



1 COMMAND POINT

1 COMMAND POINT

2 COMMAND POINTS

SANISTASIA MINST

17 POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1	3	0	1	-			
Scalpel claw	Melee	Melee	User	-1	1	-			
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.			

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE

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FLESH WOUNDS

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CONVALESCENCE

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NEW RECRUIT

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ELUCIA VHANE

POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heirloom pistol	12"	Pistol 1		4	-2	2	-		
Monomolecular cane-rapier	Melee	Melee		User	-4	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

☐

FLESH WOUNDS

☐ ☐ ☐

INJURY

☐

Contusion

☐

Minor Injury

☐

Serious Injury

☐

KILLING STRIKES

Elucidian Starstriders Tactic

Use this Tactic before **KNOSSO PROND** is chosen to fight with in the Fight phase. Until the end of the phase, the Damage characteristic of her power blade is increased to D3.



2 COMMAND POINTS

VOLTAGHEIST TRANSFERENCE

Elucidian Starstriders Tactic

Use this Tactic in the Movement phase before making a normal move with **LARSEN VAN DER GRAUSS**. Remove this model from the battlefield, then set it up anywhere that is more than 4" from any enemy models. He cannot move further this phase.



2 COMMAND POINTS

VOLTAGHEIST FIELD

Elucidian Starstriders Tactic

Use this Tactic before **LARSEN VAN DER GRAUSS** is chosen to shoot with in the Shooting phase. He can do one of the following instead of shooting normally: open or close a door as if he were within 1" of it, scan a terrain feature for traps (your opponent(s) must tell you if that terrain feature has been trapped or not), or ignore penalties to his hit rolls for the target model being obscured when shooting with his voltaic pistol this phase.

2 COMMAND POINTS