**FATHER CURWEN**

**Plague Father**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>Mal</th>
</tr>
</thead>
<tbody>
<tr>
<td>AG#1</td>
<td>8</td>
<td>0</td>
<td>6</td>
<td>8</td>
<td>RE</td>
</tr>
<tr>
<td>- [1] Injector Scythe</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>- [4] Infection Strike</td>
<td>-</td>
<td>8</td>
<td>RE</td>
<td>RE</td>
<td>-</td>
</tr>
<tr>
<td>[4] Plague Arc</td>
<td>-</td>
<td>8</td>
<td>RE</td>
<td>RE</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Command: Toxin Spewers
- PSYCH: Toxin Spew
- Grip: Toxin Spew
- Mal: Toxin Spew
- Toxic: Toxin Spew
- Radiant: Toxin Spew
- Toxin: Toxin Spew

**Description:**
- Breath deep, and receive my blessing...

**Tough as Nails**

**Psychogenic Invoker**

**Backstab**

**Assassination**

### FATHER CURWEN

*Virulent Fumes*

Models hit by this attack gain 1 Toxic Counter.

*Toxic Counter*:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

### LEISA

**Toxic Death Dealer**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>Mal</th>
</tr>
</thead>
<tbody>
<tr>
<td>AG#1</td>
<td>8</td>
<td>0</td>
<td>4</td>
<td>8</td>
<td>-</td>
</tr>
<tr>
<td>- [2] Toxic Cleavers</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Command: Venefulent Fumes
- PSYCH: Venefulent Fumes
- Grip: Venefulent Fumes
- Mal: Venefulent Fumes
- Toxic: Venefulent Fumes
- Radiant: Venefulent Fumes
- Toxin: Venefulent Fumes

**Description:**
- All survivors had to be put down. It was the only mercy we could afford them...

**Tough as Nails**

**Psychogenic Invoker**

**Backstab**

**Assassination**

### LEISA

*Virulent Fumes*

Models hit by this attack gain 1 Toxic Counter.

*Toxic Counter*:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

### HOODOO

**Apostle of Toxin**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>Mal</th>
</tr>
</thead>
<tbody>
<tr>
<td>AG#1</td>
<td>6</td>
<td>4</td>
<td>0</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>- [1] Toxic Blade</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Command: Venefulent Fumes
- PSYCH: Venefulent Fumes
- Grip: Venefulent Fumes
- Mal: Venefulent Fumes
- Toxic: Venefulent Fumes
- Radiant: Venefulent Fumes
- Toxin: Venefulent Fumes

**Description:**
- Shhh... It will all be over soon...

**Tough as Nails**

**Psychogenic Invoker**

**Backstab**

**Assassination**

### HOODOO

*Virulent Fumes*

Models hit by this attack gain 1 Toxic Counter.

*Toxic Counter*:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

**VICTIMIZE**:

Models hit by this attack gain 1 Panic Counter.

### TOXIC ABOMINATION

**Toxic Abomination**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>Mal</th>
</tr>
</thead>
<tbody>
<tr>
<td>AG#1</td>
<td>8</td>
<td>0</td>
<td>8</td>
<td>8</td>
<td>RE</td>
</tr>
<tr>
<td>- [1] Plague Fist</td>
<td>-</td>
<td>-</td>
<td>4</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Non-Living
- Tough as Nails
- Venefulent Fumes

**Description:**
- Toxin Spewers
- PSYCH: Toxin Spew
- Grip: Toxin Spew
- Mal: Toxin Spew
- Toxic: Toxin Spew
- Radiant: Toxin Spew
- Toxin: Toxin Spew

**Tough as Nails**

**Psychogenic Invoker**

**Backstab**

**Assassination**

### TOXIC ABOMINATION

*Virulent Fumes*

Models hit by this attack gain 1 Toxic Counter.

*Toxic Counter*:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

**VIRULENT FUMES**:

Models hit by this attack gain 1 Toxic Counter.

*Toxic Counter*:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.
Special Abilities
•Order(Buzzblade)(Crude Club: Toxic)

K A U S T I C

AG#1
[1] Viral Injector
- Blind
- Toxic

6 0 4 0 -

AG#2
[1] Virulent Grenade
- BL(2)
- Blind
- Toxic

6 1 2 0 14

Such gifts I have for you.

Special Abilities
•Order(Buzzblade)(Crude Club: Toxic)

T O X I C  M I S T R E S S

AG#1
[1] Corrosive Toxins
- Blind
- Toxic

6 2 4 * *

[1] Spray
[1] Stream

SP 17
ST 19

“We will cover the world in glorious toxin!”

Special Abilities
•Explosive End(PW: 4, Toxic)

T O X I C  M I S T R E S S

AG#1
[1] Corrosive Toxins
- Blind
- Toxic

6 2 4 * *

[1] Spray
[1] Stream

SP 17
ST 19

“We will cover the world in glorious toxin!”

Special Abilities
•Explosive End(PW: 4, Toxic)
**Gift of Evolution (Toxic)**

**Description**
Toxic Cult models may do 1 of the following, once per activation:

1. Remove all Toxic Counters from 1 model within 4”; target model must make 1 PS Check at -2 PS/counter removed; Failure is -1 HP.
2. When targeting a model with a Melee Attack, remove all Toxic Counters from target model to gain +1PW/counter removed for that attack.
3. Remove 3 Toxic Counters from any models within 4”; Heal this model 1 HP.

**BLESSINGS OF FILTH**

**Gift of Evolution**

**Psychogenic (Toxic)**

**Taunted Blood**

**TN RF RN MAL**

16 - 8 18

**Description**
Until the beginning of the caster’s next activation, any enemy model that uses a melee attack against or becomes engaged with the caster gains 1 Toxic Counter.

**Toxic Counter:** This model suffers penalties based on the number of Toxic Counters on it.
All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffer 1 automatic PW: 2 hit before resolving those attacks.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

**Poison’s Calling**

**TN RF RN MAL**

16 1 8 18

**Description**
Until the Lingering Phase, enemy models within 8” of the caster gain +1 DF for each Toxic Counter they currently possess.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

** Corruption**

**TN RF RN MAL**

14 1 8 17

**Description**
Place BL (3) on a model in range already with a Toxic Counter. All other enemy models touched by template gain 1 Toxic Counter.

**Toxic Counter:** Models hit by this attack gain 1 Toxic Counter.
All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative:

- 1+ Counters: -2 AS to all attacks
- 2+ Counters: -2 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffer 1 automatic PW: 2 hit before resolving those attacks.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

**The Unclean’s Stigma**

**AG#1**

[1] Unclean Stigma

**TN RF PW RN MAL**

8 2 4x 4 18

**Description**
This attack’s Power Multiplier is equal to Toxic Counters on target (min 1).

**Malfunction:** Caster takes 1 automatic PW 6 hit.

**Toxic Cloud**

**AG#1**

[1] Toxic Cloud

**TN RF PW RN MAL**

8 1 2x2 8 18

• BL(2)

• Toxic

• Victimize

**Description**
Models hit by this attack gain 1 Pollutant Counter.

**Pollutant Counter:** Models hit by this attack gain 1 Pollutant Counter at the end of its activation. Instead it removes 1 Pollutant Counter. A model may only ever possess 1 Pollutant Counter.

**Malfunction:** Caster takes 1 automatic PW 6 hit.

**Pollution’s Persistence**

**AG#1**

[1] Pollution Burst

**TN RF PW RN MAL**

8 1 - 8 18

• BL(2)

**Description**
Models hit by this attack gain 1 Pollutant Counter.

**Pollutant Counter:** This model may not remove Toxic Counters at the end of its activation. Instead it removes 1 Pollutant Counter. A model may only ever possess 1 Pollutant Counter.

**Malfunction:** Caster takes 1 automatic PW 6 hit.