

## Crypt Grub

Crypt Grub . Custos

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	6	6	7	6	1	14

4

14pts 1

**BLADED LIMBS (GRUB) - 6 / COMBAT / Base / Bleed**

**DIGESTIVE ENZYME (8") - 7 / RANGE / 8" / Blind**

### EVOLVE - 2

Choose and apply a mutation of your choice from the table below.

### MUTATION - 1

Roll 1D6 and apply the rolled mutation from the Crypt Grub Mutation Card.

### SWARM

This Model gains +3 to Combat Attacks from outnumbering enemy Models instead of the usual +2.

### CHITIN

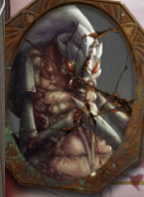
Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

### GUARDIAN (GRUB)

Once per turn this model may re-roll both dice in any one Attack or Test this turn if it is within 2" of an objective held by a friendly model (including itself).

### MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



## Crypt Grub

Crypt Grub . Custos

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	6	6	8	1	14

**BLADED LIMBS (GRUB) - 6 / COMBAT / Base / Bleed**

### INSATIABLE

If this Model does not make a Combat Attack during its activation, it suffers 1 WND at the end of its Activation. It may attack friendly Models.

### SWARM

This Model gains +3 to Combat Attacks from outnumbering enemy Models instead of the usual +2.

### CHITIN

Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

### GUARDIAN (GRUB)

This Model may re-roll both dice in any one Attack or Test this turn if it is within 2" of an objective held by a friendly Model (including itself). This ability can only be triggered once per turn.

### MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.