

# GELLEROPOX INFECTED KILL TEAM

Below you will find a list of the operatives that make up a **GELLEROPOX INFECTED** kill team, including, where relevant, any wargear those operatives must be equipped with. Note that, unlike other kill teams, you do not select your operatives from a list; instead, this kill team's operatives are specified.

## OPERATIVES

- 1 **VULGRAR THRICE-CURSED**
- 1 **BLOATSPAWN**
- 1 **FLESHSCREAMER**
- 1 **LUMBERGHAST**
- 1 **GELLEROPOX MUTANT** equipped with frag grenade; heavy axe
- 2 **GELLEROPOX MUTANT** equipped with frag grenade; improvised weapon & mutated limb
- 4 **GLITCHLING**

**VULGRAR THRICE-CURSED** can only be added to your [roster](#) or [dataslate](#) once.

# ABILITIES

Below, you will find common abilities of the **SELLERPOX INFECTED** kill team.

## TECHNO-CURSE

*Technological devices rebel in the presence of these ghoulish apparitions, their machine spirits recoiling in horror and spitting angry sparks as they fight to escape the Gellerpox.*

While an enemy operative is within **(2)** of friendly operatives with this ability or within **3** of friendly **GLITCHLING** operatives with this ability, subtract 1 from the Attacks characteristic of ranged weapons that enemy operative is equipped with.

## REVOLTINGLY RESILIENT

*So decayed and mutated are the bodies and minds of these creatures that survival means little to them, and pain even less. They will not stop until utterly dismembered and burned to ash.*

Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

**The Balance Dataslate:** **GLITCHLING** and **SELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).

## MUTOID VERMIN

*Swollen to huge size and afforded gruesome lethality by the Gellerpox, shipboard vermin fight alongside their masters.*

This operative can only perform universal actions (excluding the **Pick Up** action), and can perform the **Fall Back** action for one less action point (to a minimum of 1AP). It cannot perform any other actions.

All other operatives can perform the **Fall Back** action for one less action point (to a minimum of 1AP) if they are only within Engagement Range of enemy **MUTOID VERMIN** operatives.

This operative cannot control **objective markers** or tokens and cannot score you or your opponent victory points (it is ignored for these purposes, e.g. when determining a condition for a Tac Op).

This operative cannot be equipped with equipment. It is not added to your **roster** or **dataslate**, therefore in **narrative play**, it cannot earn (or lose) **experience** and does not take **Casualty tests**.

# STRATEGIC PLOYS

If your faction is **SELLERPOX INFECTED**, you can use the following Strategic Ploys during a game.

<b>BLESSINGS OF POX</b>	<b>1CP</b>
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### *Strategic Ploy*

Until the end of the **Turning Point**, each time a **shooting attack** is made against a friendly **SELLERPOX INFECTED** operative, at the end of the **Roll Defence Dice** step of that shooting attack, if the total results of your discarded failed saves is 7 or more, you can retain one failed save as a successful normal save instead.

<b>BLESSINGS OF INFECTION</b>	<b>1CP</b>
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### *Strategic Ploy*

Until the end of the **Turning Point**, each time a friendly **SELLERPOX INFECTED** operative **fights in combat**, at the end of the **Roll Attack Dice** step of that combat, if the total results of your discarded failed hits is 3 or more, you can retain one failed hit as a successful normal hit instead.

<b>DRAWN TO THE HUM</b>	<b>1+CP</b>
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### *Strategic Ploy*

Select one **objective marker**. Each friendly **SELLERPOX INFECTED** operative within **6** of it can immediately perform a free **Dash** action, but must finish that move closer to it. This Strategic Ploy costs 1 additional **Command point** for each previous time you have used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time etc.).

<b>RUST EMANATIONS</b>	<b>1CP</b>
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### *Strategic Ploy*

Until the end of the **Turning Point**, while an enemy operative is within Engagement Range of friendly **SELLERPOX INFECTED** operatives (excluding **MUTOID VERMIN** operatives), that enemy operative is treated as being **injured**, regardless of any rules that say they cannot be injured. Only subtract **(2)** from their Movement characteristic as a result of being injured if they are activated within Engagement Range of that friendly operative.

# TACTICAL PLOYS

If your faction is **GELLEROPOX INFECTED**, you can use the following Tactical Ploys during a game.

## POLLUTE STOCKPILE

1CP

### Tactical Ploy

Use this Tactical Ploy at the start of the [Select Equipment step](#). Select one item of equipment from your opponent's faction army list, then select one of the following effects:

- Your opponent must spend one additional equipment point each time they select that item of equipment for the battle.
- Your opponent can only select that item of equipment for the battle a maximum of once.

## BARGE

1CP

### Tactical Ploy

Use this Tactical Ploy when a friendly **NIGHTMARE HULK** operative is [activated](#). Until the end of the activation, that operative can move around, across and over other operatives (and their bases) as if they were not there, and can perform [Charge](#) and [Normal Move](#) actions while within Engagement Range of enemy operatives, but must finish moves following all requirements specified by that move, and cannot finish moves on top of other operatives (or their bases).

## PUTRESCENT DEMISE

1CP

### Tactical Ploy

Use this Tactical Ploy when a friendly **GELLEROPOX INFECTED** operative (excluding a **MUTOID VERMIN** operative) is [incapacitated](#). Inflict 1 mortal wound (or D3 mortal wounds if that friendly operative is a **NIGHTMARE HULK** operative) on each enemy operative [Visible](#) to and within (2) of that friendly operative.

## FRIGHTENING ONSLAUGHT

1CP

### Tactical Ploy

Use this Tactical Ploy after a friendly **NIGHTMARE HULK** operative performs a [Fight](#) action. If that operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with it again (this does not cost any action points and you do not have to select the same target).

# TAC OPS

If your faction is **GELLEROPOX INFECTED**, you can use the Gellarpoxy Infected Tac Ops listed below, as specified in the mission sequence.

## RAMPANT NIGHTMARE

### Gellarpoxy Infected – Faction Tac Op 1

Reveal this Tac Op in the [Target Reveal](#) step of any [Turning Point](#). Start a Rampant Nightmare tally for your kill team, adding 1 to the tally each time an enemy operative loses a wound as a result of one of your **NIGHTMARE HULK** operatives within that enemy operative's Engagement Range.

- If your Rampant Nightmare tally is 30 or more, you score 1VP.
- If your Rampant Nightmare tally is 50 or more, you score 1VP.

## PESTILENT HOSTS

### Gellarpoxy Infected – Faction Tac Op 2

Reveal this Tac Op the first time an enemy operative is [incapacitated](#). Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Pestilent Host tokens underneath the operative as close as possible to the centre of its base. At the end of each [Turning Point](#), add each Pestilent Host token that friendly **GELLEROPOX INFECTED** operatives control to your Pestilent Host token pool.

- If the total number of Pestilent Host tokens in your pool is equal to or more than a third of the number of enemy operatives selected for deployment, you score 1VP.
- If the total number of Pestilent Host tokens in your pool is equal to or more than two thirds of the number of enemy operatives selected for deployment, you score 1VP.

## TECH INFECTION

### Gellarpoxy Infected – Faction Tac Op 3

You must Reveal this Tac Op when a friendly operative performs the Tech Infection action (below).

- If 3 or more [objective markers](#) are tech infected by your kill team, you score 1VP.
- If 4 or more objective markers are tech infected by your kill team, you score 1VP.

Friendly **GELLEROPOX INFECTED** operatives can perform the following mission action:

## TECH INFECTION

1AP

An operative can perform this action while it controls an [objective marker](#) that has not been tech infected by your kill team. If it does so, that objective marker has been tech infected by your kill team.

# EQUIPMENT

If your faction is **GELLERPOX INFECTED**, you can select equipment from this list, as specified in the mission sequence. Instead of equipping operatives with it, however, this equipment is **MUTOID VERMIN** operatives you have for the battle. Note it is still equipment, e.g. in [narrative play](#) it must be added to your [stash](#). Each item of equipment can only be selected a maximum of four times for each battle.

## CURSEMITE [ 2/3EP ]

You gain a **CURSEMITE** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

## EYESTINGER SWARM [ 2/3EP ]

You gain an **EYESTINGER SWARM** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

## SLUDGE-GRUB [ 2/3EP ]

You gain a **SLUDGE-GRUB** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

# MUTOID VERMIN

## CURSEMITE

These revolting creatures were once simple fleas, of the sort that infest every pilgrim's robes and labourer's shift. Grown monstrous, they can spring through the air as fast as a bullet from an autogun, and drain a grown Human of blood in moments.

M	APL	GA	DF	SV	W	Base
3②	2	2	2	5+	2	25mm

Name	A	BS/WS	D	Special Rules	!
 Bloodsucking proboscis	2	4+	2/3	Feast*	Rending

## ABILITIES

### Mutoid Vermin

**\*Feast:** Each time this operative [fights in combat](#) with this weapon against an enemy operative that has fewer than its starting number of wounds, this weapon gains the following improvements for that combat:

- Add 1 to its Attacks characteristic.
- Gain the [Lethal 5+](#) special rule.

## UNIQUE ACTIONS

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## DATACARD-RELATED

MUTOID PHEROMONES , **VERMIN NEST**

GELLERPOX INFECTED, CHAOS, NURGLE, MUTOID VERMIN, FLY, CURSEMITE



## EYESTINGER SWARM

The shrill whine of insectile wings warns of the approach of the Eyestinger Swarms. Not only are these freakish insects dangerous in their own right, but they also lay their eggs in their victims' eyes, where they swiftly gestate and burst forth in fresh swarms.

M	APL	GA	DF	SV	W	Base
3②	2	2	2	5+	2	25mm

Name	A	BS/WS	D	Special Rules	!
 Swarm	5	6+	0/0	Rng 6, No Cover	Stun
 Sting	5	5+	1/2	-	Stun

## ABILITIES

### Mutoid Vermin

## UNIQUE ACTIONS

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## DATACARD-RELATED

MUTOID PHEROMONES , **VERMIN NEST** , Eyestinger Swarm

GELLERPOX INFECTED, CHAOS, NURGLE, MUTOID VERMIN, FLY, EYESTINGER SWARM



## SLUDGE-GRUB

Fatted with pus and slime, these noxious worms can spit gobbets of corrosive bile over great distances to blind and maim their prey. Should they get close, they latch on with savage tenacity and force their victims to tear and burst them, dousing the foe in acidic filth.

M	APL	GA	DF	SV	W	Base
2②	2	2	2	5+	2	25mm

Name	A	BS/WS	D	Special Rules	!
 Acid spit	4	4+	2/2	Rng 6, AP1	Splash 1
 Fanged maw	2	4+	1/3	-	-

## ABILITIES

### Mutoid Vermin

## UNIQUE ACTIONS

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**Caustic Demise:** If this operative is [incapacitated](#), roll one D6 for each enemy operative [Visible](#) to and within ② of it: on a 4+, that enemy operative suffers 1 [mortal wound](#).

## DATACARD-RELATED

MUTOID PHEROMONES , **VERMIN NEST** , Sludge-grub

GELLERPOX INFECTED, CHAOS, NURGLE, MUTOID VERMIN, SLUDGE-GRUB



# DATACARDS



## VULGRAR THRICE-CURSED

Once, this hulking horror was the master of the New Dawn's boilermen. Now, he and others like him have become bloated monsters, melded with those who trusted them and the tainted machines that were once in their care.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	19	40mm

Name	A	BS/WS	D	Special Rules	!
Pyregut	6	2+	3/3	Rng 6, Torrent (2)	-
Fleshmelded weapons	5	3+	4/5	Engineered*	-

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Thrice-Cursed Hulk:** Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

**Lead the Infection:** In the Generate Command Points step of each Strategy phase, if this operative is within (2) of an objective marker it has not tainted, it taints that objective marker and you gain 1CP. You can only use it once per battle.

**\*Engineered:** When this operative is selected for deployment, select up to two of the following improvements for this weapon to gain for the battle:

- Add 1 to the Normal Damage.
- Add 1 to the Critical Damage.
- Gain the Balanced special rule.
- Gain the Brutal special rule.
- Gain the Lethal 5+ special rule.
- Gain the Rending critical hit rule.

### UNIQUE ACTIONS

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### DATACARD-RELATED

UNREAL AURA , FLESH HUNGER , POSSESSED COGITATOR , PULSATING PLAGUENODE , BENEDICTION OF CHAOS ,  
RAMPANT NIGHTMARE , RUST EMANATIONS , BARGE , PUTRESCENT DEMISE , FRIGHTENING ONSLAUGHT

GELLERPOX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, LEADER, VULGRAR THRICE-CURSED





## BLOATSPAWN

Said to be things born out of darkest nightmare, Bloatspawns drip watery slime with every thudding step. Their writhing masses of tentacles grasp and tear at everything around them, dragging wailing victims into the foetid prisons of their bloated bodies.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	18	40mm

Name	A	BS/WS	D	Special Rules	!
Mutant tentacles	6	4+	3/4	Rng 3, Fusillade	-
Mutant claw & tentacles				Each time this weapon is selected to fight in combat with, select one of the profiles below to use:	
- Grasp and slash	6	4+	3/4	-	-
- Writhing swipe	3	4+	3/4	Swipe*	-

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Nightmare Hulk:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide **Cover** for this operative.

**Tentacled Grasp:** Each time an enemy operative would perform a **Fall Back** action while within **Engagement Range** of this operative, roll one D6, adding 1 to the result if that enemy operative has a Wounds characteristic of 8 or less. On a 4+, that enemy operative cannot **Fall Back**, but the action points subtracted are not refunded.

**\*Swipe:** Each time after this operative **fights in combat** with this profile, if it has not been **incapacitated**, you can fight in combat with this weapon profile against another enemy operative within **Engagement Range** of it that it has not fought during the action. Note that this means each enemy operative within this operative's **Engagement Range** can only be fought once per action.

### UNIQUE ACTIONS

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### DATACARD-RELATED

UNREAL AURA, FLESH HUNGER, POSSESSED COGITATOR, PULSATING PLAGUENODE, BENEDICTION OF CHAOS,  
RAMPANT NIGHTMARE, RUST EMANATIONS, BARGE, PUTRESCENT DEMISE, FRIGHTENING ONSLAUGHT

GELLERPOX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, BLOATSPAWN





## FLESHSCREAMER

Clutching implements of brutal butchery, the chorus of dozens of wailing mouths accompanies Fleshscreamers into the fight. Ever-ravenous to fill their many maws with rotting flesh and sparking machinery, they wade into the foe like nightmares given form.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	18	40mm

Name	A	BS/WS	D	Special Rules	!
✗ Mutant fist & cleaver				Each time this weapon is selected to fight in combat with, select one of the profiles below to use:	

- Bash and slash  
- Lopping blow

5    4+    5/6  
1    3+    8/9

Lethal 5+

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Nightmare Hulk:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

**Horrifying Shrieking:** Each time an enemy operative would perform a mission action or the **Pick Up** action while within 3 of this operative, one additional action point must be subtracted for that enemy operative to perform that action. When determining control of an objective marker this operative is within 2 of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

### DATACARD-RELATED

UNREAL AURA , FLESH HUNGER , POSSESSED COGITATOR , PULSATING PLAGUENODE , BENEDICTION OF CHAOS , RAMPANT NIGHTMARE , RUST EMANATIONS , BARGE , PUTRESCENT DEMISE , FRIGHTENING ONSLAUGHT

GELLEROX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, FLESHSCREAMER



These Nightmare Hulks bear gruesome signs of verminous corruption. Insectile limbs and heads sprout from their mutant bodies, twitching with their own ghastly life. It is death to stand before such a resilient monster, for they attack with febrile savagery.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	18	40mm

Name	A	BS/WS	D	Special Rules	!
✗ Mutant claw	4	4+	6/7	Brutal	-

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Nightmare Hulk:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. **Light** terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

### UNIQUE ACTIONS

**Spiked Charge (1AP):** Perform a free **Charge** action with this operative. When it finishes that action, each enemy operative within its Engagement Range suffers D3 mortal wounds (roll separately for each).

### DATACARD-RELATED

UNREAL AURA , FLESH HUNGER , POSSESSED COGITATOR , PULSATING PLAGUENODE , BENEDICTION OF CHAOS , RAMPANT NIGHTMARE , RUST EMANATIONS , BARGE , PUTRESCENT DEMISE , FRIGHTENING ONSLAUGHT

GELLEROX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, LUMBERGHAST





## SELLERPOX MUTANT

The Gellerpox works nightmare changes upon its victims, deadening their nerves and twisting their bodies into gross and dangerous new forms. Melded with lumps of malfunctioning technology and stolen metalwork, they lurch into the fight with static-laced groans.

M	APL	GA	DF	SV	W	Base
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2(2)	2	2	3	5+	7	25mm
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Name	A	BS/WS	D	Special Rules	!
_frag grenade	4	3+	2/3	Rng 6, Blast (2), Indirect, Limited	-
Heavy axe	3	4+	4/5	Brutal	-
Improvised weapon & mutated limb	4	4+	2/3	Relentless	-

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Gellercaust Masks:** Each time this operative [fights in combat](#) or a [shooting attack](#) is made against it, in the Resolve Successful Hits step of that combat or shooting attack, each time an attack dice would inflict Critical Damage on this operative, you can choose for that attack dice to inflict Normal Damage instead.

### UNIQUE ACTIONS

### DATACARD-RELATED

**PULSATING PLAGUENODE**, RUST EMANATIONS, PUTRESCENT DEMISE

**SELLERPOX INFECTED**, CHAOS, NURGLE, GELLERPOX MUTANT



## GLITCHLING

These deviant plague mites caper and giggle as they infest enemy lines. They delight in the technological mayhem their presence spreads, and are all too happy to bury their victims in a clawing, biting mass for the glory of Grandfather Nurgle.

M	APL	GA	DF	SV	W	Base
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3(2)	2	2	2	5+	3	25mm
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Name	A	BS/WS	D	Special Rules	!
Diseased effluence	4	4+	1/2	Rng 6	-
Diseased nippers	3	4+	1/2	-	-

### ABILITIES

#### Revoltingly Resilient, Techno-curse

**Daemonic:** This operative has a 5+ invulnerable save.

**Small:** This operative cannot be equipped with equipment. While this operative has a [Conceal](#) order, it is always treated as having a Conceal order, regardless of any other rules (e.g. [Vantage Point](#)).

### UNIQUE ACTIONS

### DATACARD-RELATED

**PULSATING PLAGUENODE**, RUST EMANATIONS, PUTRESCENT DEMISE

**SELLERPOX INFECTED**, CHAOS, NURGLE, GLITCHLING



# SPEC OPS RULES

Below, you will find a selection of rules for [Spec Ops campaigns](#) in which you have selected **SELLERPOX INFECTED** as your Faction keyword.

## BATTLE HONOURS

Each time a **SELLERPOX INFECTED** operative gains a [Battle Honour](#), instead of determining one from its specialism, you can determine one from the Gellerpox Infected Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

### SELLERPOX INFECTED SPECIALIST

D6	Specialism
1	<b>Repulsive Resilience:</b> For the purposes of the <a href="#">Revoltingly Resilient</a> ability, you can re-roll results of 1 for this operative.
2	<b>Obstinate Gifts:</b> You can ignore any or all modifiers to this operative's Movement and APL characteristics.
3	<b>Twisted Talon:</b> If this operative is a <a href="#">GLITCHLING</a> , melee weapons this operative is equipped with gain the Lethal 5+ special rule. Otherwise, melee weapons this operative is equipped with gain the Brutal special rule.
4	<b>Fly Swarm:</b> Each time a <a href="#">shooting attack</a> is made against this operative by an enemy operative more than  from it, in the <a href="#">Roll Defence Dice</a> step of that shooting attack, you can re-roll any or all of your defence dice results of 1.
5	<b>Repugnant Stench:</b> Each time an enemy <a href="#">operative is activated</a> within  of this operative, that enemy operative is treated as being <a href="#">injured</a> for the purposes of its Movement characteristic.
6	<b>Freakish Follower:</b> If this operative is <a href="#">ready</a> , it can be activated to fulfil the <a href="#">Group Activation</a> requirements of another friendly <b>SELLERPOX INFECTED</b> operative it could not normally be group activated with (e.g. even if it is not of the same type, and even if it has a Group Activation characteristic of 1).

## RARE EQUIPMENT

Each time you would determine an item of **rare equipment** to add to your stash, if your faction is **GELLEROPOX INFECTED**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

### 1. VERMIN INFESTATION [1EP]

The operative can perform the following action during the battle:

VERMIN INFESTATION	1AP
Select one friendly <b>MUTOID VERMIN</b> operative that is <b>incapacitated</b> and removed from the killzone. Set it up again with all of its wounds remaining, <b>Visible</b> to and within <b>3</b> of this operative. This operative can only perform this action once per battle.	

### 2. TOXIC PUS [1EP]

The operative gains the following ability for the battle:

**Toxic Pus:** Each time this operative loses a wound, roll one D6 for each enemy operative within its **Engagement Range**. On a 6, that enemy operative suffers 1 **mortal wound**.

### 3. UNREAL AURA [1/2EP]

If the operative is a **NIGHTMARE HULK**, this equipment costs 2EP; otherwise, it costs 1EP. The operative gains the following ability for the battle.

**Unreal Aura:** This operative has a 5+ **invulnerable save**.

### 4. SCRAPCODE EMANATOR [2EP]

The operative gains the following ability for the battle:

**Scrapcode Emanator:** Each time an enemy operative within **6** of this operative **fights in combat** or makes a **shooting attack**, in the Roll Attack Dice step of that combat or shooting attack, your opponent must re-roll one of their successful critical hits.

### 5. FLESH HUNGER [1/3EP]

The operative gains the following ability for the battle. If the operative is a **NIGHTMARE HULK**, this equipment costs 3EP; otherwise, it costs 1 EP.

**Flesh Hunger:** Each time an enemy operative is **incapacitated** by this operative while within its **Engagement Range**, this operative regains D3 lost wounds.

### 6. MUTOID PHEROMONES [1EP]

The operative gains the following ability for the battle:

**Mutoid Pheromones:** While a friendly **MUTOID VERMIN** operative is within **3** of this operative, improve the Weapon Skill and Ballistic Skill characteristics of weapons that friendly operative is equipped with by 1.

## STRATEGIC ASSETS

Each time you would add a **strategic asset** to your **base of operations**, if your faction is **GELLEROPOX INFECTED**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

### VERMIN NEST

Once they have infested an area, the foul vermin that accompany the Gellarpox Infected to battle surge forth in seemingly endless swarms.

Select one **MUTOID VERMIN** operative. Until this strategic asset is removed from your **base of operations**, that operative is treated as being in your **stash** in an unlimited quantity.

### POSSESSED COGITATOR

The mere presence of the infernal entity that roils and sparks within this tainted technology drives the hulking behemoths of the Gellarpox Infected to new heights of destruction.

Friendly **NIGHTMARE HULK** operatives gain 2XP for incapacitating any enemy operatives in a battle, instead of 1XP.

### PULSATING PLAGUENODE

This foul mingling of diseased flesh and vox technology broadcasts a fortifying blend of scrapcode and infected energies to the servants of the Gellarpox.

Each time a friendly **GELLEROPOX INFECTED** operative (excluding a **MUTOID VERMIN** operative) within **6** of your drop zone **fights in combat** or a **shooting attack** is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can change the result of one D6 rolled for the **Revoltingly Resilient** ability to a 6.

## REQUISITIONS

In a [Spec Ops campaign](#), if your faction is **SELLERPOX INFECTED**, you can use the following [Requisitions](#) in addition to those presented in other sources.

### COMMUNION WITH THE ENTITY

1RP

The Gellarpox Infected are known to rest their heads upon whatever warp core or geller field generator first spawned their outbreak. Such acts would strip the sanity of those not infected, but to those in the grip of the Gellarpox, it is a soothing succour.

Purchase this Requisition after the battle. In the [Update Dataslates step](#), after rolling a [Recovery test](#) for a friendly **SELLERPOX INFECTED** operative that was Rested for that game. Change the result of that Recovery test to a 6. You can only use this Requisition once per game.

### BENEDICTION OF CHAOS

1RP

The mutations of Chaos are as varied as they are strange, ranging from writhing tentacles and fanged maws to layers of bloated slab that absorb enemies' blows.

Purchase this Requisition before or after a game. Select one **NIGHTMARE HULK** operative of Veteran rank or higher from your [dataslate](#) and change one of its [Battle Honours](#) (it must be a Battle Honour it could have).

### TECHNO-VIRAL SHOCKWAVE

1RP

*Rolling waves of supernatural static and technophagous viral strains roll out across the region, crippling enemy infrastructure and vital strategic assets.*

Purchase this Requisition at the start of a game. Select one of your opponent's [strategic assets](#) from their [base of operations](#). They cannot use that strategic asset during this game.

## SPEC OPS

Each time you would select a [Spec Op](#) for your kill team to be assigned to, if your faction is **SELLERPOX INFECTED**, you can select one from those found below instead of selecting one from another source.

### SPREAD THE POX

With their enemies well dug in, the Gellarpox Infected are left to rage and groan, unable to reach the main strength of their cowering prey. However, through the proper application of the gruesome gifts that Nurgle gave them, they may be able to turn the situation to their advantage and spread their plague far and wide.

#### OPERATION 1: PROPAGATE INFECTION

*Through the multiplication of mutoid vermin and corruption of technology, the Gellarpox Infected can spread infection deep into enemy territory.*

Complete five games in which you scored victory points from the '[Pestilent Hosts](#)' and/or '[Tech Infection](#)' Tac Op.

#### OPERATION 2: INFECTION UNLEASHED

*With the enemy battling the corruption and pestilence multiplying within, the Gellarpox Infected press forward with a full attack to sweep away their foes.*

Complete a game in which you scored victory points from the '[Rout](#)' Tac Op.

#### COMMENDATION

- You can use the '[Equipment Drop](#)' Requisition twice without spending any Requisition points.
- You can select one friendly operative that scored you victory points from the '[Rout](#)' Tac Op to earn 5XP. This is not affected by a passed [Casualty test](#).
- You can add one item of [rare equipment](#) to your [stash](#), or you can increase your [asset capacity](#) by one.

#### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a '[Perform Ritual](#)' Spec Op.

# PESTILENCE EX MACHINA

All too often do the enemies of the Gellarpox Infected rely upon the powers of their technological marvels to save them - be it shield generators, power plants, communication hubs or super-cogitators. Yet if the taint of Nurgle can be spread to such devices, unbridled horrors soon follow.

## OPERATION 1: THE INCISION

*Brutal, all-out assaults begin. A putrid battering ram of infected smash their way through the enemy to reach the technologies they hold so dear.*

Complete five games in which you scored victory points from the 'Rampant Nightmare', 'Rout' and/or 'Execution' Tac Op.

## OPERATION 2: THE SEEDING

*With the foe's defences rent open, a tendril of corruption can worm its way into the heart of the sacred machine.*

Complete a game in which you scored victory points from the 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

## COMMENDATION

- You gain two [Requisition points](#).
- You can distribute up to 5XP across the operatives on your [dataslate](#).

## SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a '[Demolition](#)' Spec Op.