VULGRAR THRICE-CURSED

	APL	MOVE	SAVE	WOUNDS
	2	5"	5+	21

	NAME	ATK	HIT	DMG	WR
	Pyregut (standard)	5	2+	3/3	Range 6", Saturate, Torrent 2"
	Pyregut (deluge)	5	2+	3/3	Range 4", Saturate, Seek Light
	Fleshmelded weapons	5	3+	4/5	Engineered*

Spread the Glorious Gifts: Once per battle **STRATEGIC GAMBIT**. Select one objective marker this operative controls to gain one of your Techno-curse tokens. It cannot be an objective marker within control range of an enemy operative. Whenever that objective marker is within control range of an enemy operative, that operative is affected by your selected **TECHNO-CURSE** rule and an additional rule determined by your **TECHNO-CURSE**, as shown below. You cannot use this **STRATEGIC GAMBIT** while this operative is within control range of an enemy operative.

- Barrelwarp: No additional effect.
- Screaming Rustspikes: This **TECHNO-CURSE** inflicts 2 damage on that enemy operative (instead of 1).
- Viral Vox-static: Whenever that enemy operative is activated, subtract 1 from its APL stat until the end of its activation.

GELLERPOX INFECTED◉**, CHAOS, NIGHTMARE HULK, LEADER, VULGRAR THRICE-CURSED**

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	APL	MOVE	SAVE	WOUNDS
	2	5"	5+	21

*Engineered: At the end of the Select Operatives step, if this operative is selected for deployment, select up to two of the following improvements or weapon rules for this weapon to have for the battle: Add 1 to the Normal Dmg stat, add 1 to the Critical Dmg stat, Balanced, Brutal, Lethal 5+, Rending.

BLOATSPAWN

	NAME	ATK	HIT	DMG	WR
	Mutant tentacles	5	4+	3/4	Range 3", Torrent 1"
	Mutant claw & tentacles (slashing)	6	4+	3/4	-
	Mutant claw & tentacles (swiping)	4	4+	3/4	Swipe*

*Swipe: Whenever this operative performs the **Fight** action and you select this weapon profile, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards, but you must select this weapon profile and it can only fight against each enemy operative within its control range once per activation or counteraction using this weapon profile. This takes precedence over action restrictions, and you can continue to perform free **Fight** actions until this operative is incapacitated or has fought against every enemy operative within its control range.

GELLERPOX INFECTED⊕, CHAOS, NIGHTMARE HULK, BLOATSPAWN

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BLOATSPAWN

APL	MOVE	SAVE	WOUNDS
2	5"	5+	20

Tentacled Grasp: Whenever an enemy operative would perform the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6, adding 1 to the result if that enemy operative has a Wounds stat of 8 or less: on a 4+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it isn't refunded).

FLESHSCREAMER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	5"	5+	20

	NAME	ATK	HIT	DMG	WR
⚔	Mutant fist and cleaver (lopping blow)	1	3+	8/9	Lethal 5+
⚔	Mutant fist and cleaver (slashing)	5	4+	5/6	-

Horrifying Shrieking: Whenever an enemy operative is within 3" of this operative, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.

Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of this operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.

LUMBERGHAST

	APL	MOVE	SAVE	WOUNDS
	▼ 2	5"	5+	20

NAME	ATK	HIT	DMG	WR
⚔ Mutant claw	4	4+	6/7	Brutal

Spiked Charger: Whenever this operative finishes moving during the **Charge** action, you can inflict D3 damage on each enemy operative within its control range (roll separately for each).

MUTANT

APL	MOVE	SAVE	WOUNDS
▽ 2	➜ 5"	🛡 5+	⚔ 7

	NAME	ATK	HIT	DMG	WR
🔫	Frag grenade	4	4+	2/4	Range 6", Blast 2", Limited 1, Saturate
⚔	Heavy axe	3	4+	4/5	Brutal
⚔	Improvised weapon	4	4+	3/4	Ceaseless

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **GELLERPOX INFECTED⚙ MUTANT** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

Gellercaust Masks: Whenever an attack dice would inflict Critical Dmg on this operative, you can choose for that attack dice to inflict Normal Dmg instead.

GLITCHLING

	NAME	ATK	HIT	DMG	WR
	Diseased effluence	4	4+	2/2	Range 6"
	Diseased nippers	3	4+	1/2	-

Daemonic: Whenever an operative is shooting this operative, ignore the Piercing weapon rule.

Small: This operative cannot use any weapons that aren't on its datacard, or perform unique actions. Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **GELLERPOX INFECTED** **GLITCHLING** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

CURSEMITE

	APL	MOVE	SAVE	WOUNDS
	2	6"	6+	2

	NAME	ATK	HIT	DMG	WR
⚔	Bloodsucking proboscis	2	4+	2/3	Rending, Feast*

*Feast: Whenever this operative is using this weapon against a wounded operative, add 1 to the Atk stat of this weapon and it has the Lethal 5+ weapon rule.

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **GELLERPOX INFECTED✚ MUTOID VERMIN** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

EYESTINGER SWARM

	APL	MOVE	SAVE	WOUNDS
	▽ 2	6"	6+	2

	NAME	ATK	HIT	DMG	WR
	Swarm	5	6+	0/0	Range 6", Stun
	Sting	5	5+	1/2	Shock

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **GELLERPOX INFECTED✿ MUTOID VERMIN** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

SLUDGE-GRUB

	NAME	ATK	HIT	DMG	WR
🔫	Acid spit	4	4+	2/2	Range 6", 1" Devastating 1, Piercing 1
⚔	Fanged maw	2	4+	1/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **GELLERPOX INFECTED☣ MUTOID VERMIN** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

Caustic Demise: When this operative is incapacitated, before it's removed from the killzone, roll one D6 separately for each enemy operative visible to and within 2" of it: on a 4+, inflict 1 damage on that operative.