



VULGRAR THRICE-CURSED



APL

▼ 2

MOVE

5"

SAVE

5+

WOUNDS

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.

RULES CONTINUE ON OTHER SIDE ►

GELLEROX INFECTED, CHAOS, NIGHTMARE HULK, LEADER, VULGRAR THRICE-CURSED

40

VULGRAR THRICE-CURSED



APL

▼ 2

MOVE

5"

SAVE

5+

WOUNDS

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



APL

▼ 2

MOVE

5"

SAVE

5+

WOUNDS

20

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.

RULES CONTINUE ON OTHER SIDE ►

GELLEROX INFECTED, CHAOS, NIGHTMARE HULK, BLOATSPAWN

40

BLOATSPAWN



APL

▼ 2

MOVE

5"

SAVE

5+

WOUNDS

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 **▼2** MOVE **5"** SAVE **5+** WOUNDS **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 Shrilling: 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.

GELLEROPOX INFECTED, CHAOS, NIGHTMARE HULK, FLESHSCREAMER

(40)

LUMBERGHAST



APL **▼2** MOVE **5"** SAVE **5+** WOUNDS **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).

GELLEROPOX INFECTED, CHAOS, NIGHTMARE HULK, LUMBERGHAST

(40)

MUTANT



APL **▼2** MOVE **5"** SAVE **5+** WOUNDS **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 GELLEROPOX 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.

GELLEROPOX INFECTED, CHAOS, MUTANT

(25)

GLITCHLING



APL **▼2** MOVE **6"** SAVE **6+** WOUNDS **3**

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 GELLEROPOX 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).

GELLEROPOX INFECTED, CHAOS, GLITCHLING

(25)



CURSEMITE

APL
▼2MOVE
6"SAVE
6+WOUNDS
2

NAME

ATK HIT DMG WR

➡ Bloodsucking proboscis	2	4+	2/3	Rending, Feast*
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*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 **SELLERPOX 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).

SELLERPOX INFECTED, CHAOS, MUTOID VERMIN, CURSEMITE

(25)

EYESTINGER SWARM

APL
▼2MOVE
6"SAVE
6+WOUNDS
2

NAME

ATK HIT DMG WR

城市群 (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 **SELLERPOX 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).

SELLERPOX INFECTED, CHAOS, MUTOID VERMIN, EYESTINGER SWARM

(25)

SLUDGE-GRUB

APL
▼2MOVE
4"SAVE
6+WOUNDS
2

NAME

ATK HIT DMG WR

城市群 (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 **SELLERPOX 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.

SELLERPOX INFECTED, CHAOS, MUTOID VERMIN, SLUDGE-GRUB

(25)

NOTES:



SELLERPOX INFECTED KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

OPERATIVES

- Every **SELLERPOX INFECTED** operative in the following list:
 - 1 **VULGRAR THRICE-CURSED**
 - 1 **BLOATSPAWN**
 - 1 **FLESHSCREAMER**
 - 1 **LUMBERGHAST**
 - 4 **GLITCHLING**
 - 1 **MUTANT** with frag grenade and heavy axe
 - 2 **MUTANT** with frag grenade and improvised weapon

If you selected the Mutoid Vermin faction equipment:

- Specified number of **SELLERPOX INFECTED** operatives selected from the following list:
 - CURSEMITE**
 - EYESTINGER SWARM**
 - SLUDGE-GRUB**

Barrelwarp

As the Gellerpox infects ranged weapons, it warps barrels and corrodes rifling, reducing the effectiveness of such weapons.

Infection Range: Within 2" of a friendly **SELLERPOX INFECTED** operative (excluding **MUTOID VERMIN**), or within 3" of a friendly **SELLERPOX INFECTED** **GLITCHLING** operative.

Symptom: Subtract 1 from the Atk stat of that enemy operative's ranged weapons.

Screaming Rustspikes

Blades equipped by the enemy become strange and twisted, with spikes bursting from sword grips to pierce the flesh of the wielder.

Infection Range: Within control range of a friendly **SELLERPOX INFECTED** operative (excluding **MUTOID VERMIN**).

Symptom: Whenever that enemy operative is fighting or retaliating against a friendly **SELLERPOX INFECTED** operative, if your opponent discards any attack dice as a fail, inflict 1 damage on that enemy operative.

CONTINUES ON OTHER SIDE ►

SELLERPOX INFECTED FACTION RULE

TECHNO-CURSE

The Gellerpox is an insidious techno-curse that wends its way into cogitator systems and mechanical components, spreading its dubious gifts to the unsuspecting.

At the end of the Select Operatives step, select one **TECHNO-CURSE** for friendly **SELLERPOX INFECTED** operatives to gain for the battle. Whenever an enemy operative is within your selected **TECHNO-CURSE**'s infection range, that enemy operative is affected by the symptom of the selected **TECHNO-CURSE**. Each **TECHNO-CURSE**, its infection range and its symptom is listed below:

CONTINUES ON OTHER SIDE ►

Viral Vox-static

Discordant static noise and ear-piercing screams blare over vox-channels, disrupting the enemy's communications, breaking their chain of command and sowing fear within their ranks.

Infection Range: Within 3" of a friendly **SELLERPOX INFECTED** operative (excluding **MUTOID VERMIN**), or within 4" of a friendly **SELLERPOX INFECTED** **GLITCHLING** operative.

Symptom: That enemy operative's APL stat cannot be added to (remove all positive APL stat changes it has).



SELLERPOX INFECTED[◆] FACTION RULE

MUTOID VERMIN

Tiny pests become monstrous threats under the effects of the Gellerpox, but are still grubs that can be ignored by highly trained warriors.

MUTOID VERMIN operatives cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Reposition** and **Shoot**, or use any weapons that aren't on their datacard. They can perform the **Fall Back** action for 1 less AP.

MUTOID VERMIN operatives cannot contest markers or areas of the killzone, and are ignored for your opponent's kill/elimination op (when they're incapacitated, and when determining your starting number of operatives). They're also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if they escape/survive/are incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

CONTINUES ON OTHER SIDE ▶

Operatives can move through **MUTOID VERMIN** operatives, and enemy operatives can move within control range of them. Having only **MUTOID VERMIN** operatives within their control range doesn't prevent enemy operatives from performing the **Charge**, **Dash** and **Reposition** action, and enemy operatives can leave **MUTOID VERMIN** operatives' control range when performing the **Charge** action.

SELLERPOX INFECTED[◆] FACTION RULE

NIGHTMARE HULKS

Several among the infected have had their forms bloated and swollen into enormous twisted creatures, blessed with the bounteous gifts of Nurgle. Though made powerful by such mutations, these monstrosities are somewhat clumsy in their movements.

Whenever your opponent is selecting a valid target, friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operatives cannot use Light terrain for cover. While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).

Friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operatives cannot perform unique actions. You must spend 1 additional AP for friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operatives (excluding **VULGRAR THRIC CURSED**) to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

SELLERPOX INFECTED[◆] FACTION RULE

REVOLTINGLY RESILIENT

The monstrous transformations wrought upon these hulking brutes have rendered their aberrant physiologies incredibly resistant to harm.

Whenever an attack dice inflicts damage of 3 or more on a friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** or **SELLERPOX INFECTED[◆] MUTANT** operative, roll one D6: on a 4+, subtract 1 from that inflicted damage.



SELLERPOX INFECTED[◆] STRATEGY PLOY

PLAGUERIDDEN DETERMINATION

Nurgl's blessings cause the body to bloat and fester, bestowing an unnatural resilience upon the recipient.

Whenever an operative is shooting a friendly **SELLERPOX INFECTED[◆]** operative (excluding **MUTOID VERMIN**) that has an Engage order, you can re-roll one of your defence dice.

SELLERPOX INFECTED[◆] STRATEGY PLOY

BLESSINGS OF INFECTION

The mutagenic properties and corrupting influence of the Gellerpox lend the infected brutal strength and gleeful determination.

Whenever a friendly **SELLERPOX INFECTED[◆]** operative is fighting or retaliating, you can do one of the following:

- If you roll three or more fails, you can discard one of them to retain another as a normal success instead.
- If you roll three or more successes, you can discard one of your fails to retain one of your normal successes as a critical success instead.

SELLERPOX INFECTED[◆] STRATEGY PLOY

DRAWN TO THE HUM

The gentle thrum of machinery has an irresistible effect upon the infected, pulling them in like insects drawn to a blazing lumen.

Select one objective marker. Whenever a friendly **SELLERPOX INFECTED[◆]** operative performs the **Reposition** or **Charge** action during its activation, you can use this rule. If you do, add 1" to its Move stat until the end of that activation, but it must end that move within 2" of that objective marker.

SELLERPOX INFECTED[◆] STRATEGY PLOY

RUST EMANATIONS

Bloated Nightmare Hulks are redolent with infection, surrounded by a halo of foetid energy that corrodes and corrupts the weaponry of nearby assailants.

Whenever an enemy operative is within control range of friendly **SELLERPOX INFECTED[◆]** **NIGHTMARE HULK** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.



SELLERPOX INFECTED[◆] FIREFIGHT PLOY

REVOLTING TECHNOLOGY

The Gellerpox's infectious tendrils reach out to corrupt the mechanical, rendering weapons and machinery dangerous to their operators.

Use this firefight ploy when an enemy operative is shooting a friendly **SELLERPOX INFECTED[◆]** operative. That operative's ranged weapons have the Hot weapon rule until the end of that sequence; if the weapon already has that weapon rule, when your opponent rolls one D6 for that weapon rule, you can add or subtract 1 from the result. Note that for the latter you can see the result of your opponent's roll for the Hot weapon rule before deciding to use this ploy.

SELLERPOX INFECTED[◆] FIREFIGHT PLOY

BARGE

The enormous bodies of the Nightmare Hulks allow them to barge enemies and obstructions aside to achieve their objective.

Use this firefight ploy during a friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operative's activation or counteraction, before or after it performs an action. During that activation/counteraction:

- It can move through enemy operatives and within control range of them.
- It can perform the **Charge** and **Reposition** actions while within control range of an enemy operative, and can leave that operative's control range to do so (but then normal requirements for that move apply).

SELLERPOX INFECTED[◆] FIREFIGHT PLOY

PUTRESCENT DEMISE

As a Gellerpox Infected perishes, their body explodes in a shower of acrid disease and hazardous gore that harms all caught in its blast.

Use this firefight ploy when a friendly **SELLERPOX INFECTED[◆]** operative (excluding **MUTOID** and **VERMIN**) is incapacitated, before it's removed from the killzone. Inflict 1 damage (or D3 damage instead if that friendly operative is a **NIGHTMARE HULK**) on each enemy operative visible to and within 2" of that friendly operative.

SELLERPOX INFECTED[◆] FIREFIGHT PLOY

FRIGHTENING ONSLAUGHT

Nightmare Hulks can strike without pause, with terrifying speed.

Use this firefight ploy after a friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operative performs the **Fight** action, if it isn't incapacitated. It can immediately perform a free **Fight** action (you don't have to select the same enemy operative to fight against). This takes precedence over action restrictions.



SELLERPOX INFECTED[◆] FACTION EQUIPMENT

MUTOID VERMIN

Rats, worms, insectile vermin and other foul creatures blighted by the Gellerpox swarm to fight at the side of their infected masters.

After revealing this equipment option, add four **SELLERPOX INFECTED[◆] MUTOID VERMIN** operatives to your kill team for the battle.

SELLERPOX INFECTED[◆] FACTION EQUIPMENT

POLLUTED STOCKPILE

As defenders prepare to repel the infected, they find their own weapons and equipment degraded by the Gellerpox's corroding influence.

After revealing this equipment option, roll 2D6: on a 7+, remove one of your opponent's selected equipment options; otherwise, that player removes one of their own selected equipment options. They cannot select that equipment again during the game sequence (e.g. in the Scouting step of Approved Ops). You cannot select this equipment option after the Select Operatives step.

SELLERPOX INFECTED[◆] FACTION EQUIPMENT

MUTATED SYMPTOMS

The effects of the Gellerpox are many and varied; some infected display multiple mutations, each one more grotesque than the last.

Once per battle, when you activate a friendly **SELLERPOX INFECTED[◆]** operative, you can select one additional **TECHNO-CURSE** for that operative to gain until the end of the turning point (it must be different from your existing **TECHNO-CURSE**). Note that if a rule refers to an enemy operative being affected by your selected **TECHNO-CURSE** rule (e.g. **VULGRAR THRICE-CURSED** operative's Spread the Glorious Gifts rule), it's affected by your additional **TECHNO-CURSE** rule too.

SELLERPOX INFECTED[◆] FACTION EQUIPMENT

PLAQUE BELLOW

As fusions of machine and mortal, Nightmare Hulks bristle with rusted flumes, belching exhaust pipes and wheezing bellows, all of which eject clouds of noxious fumes.

Whenever an operative is shooting a friendly **SELLERPOX INFECTED[◆] NIGHTMARE HULK** operative that's more than 6" from it, you can retain one of your defence dice results of 3 as a normal success instead of discarding it.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

FRAG GRENADE

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

KRAK GRENADE

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



GELLERPOX INFECTED: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, MUTOID VERMIN

Second sentence of second paragraph changed to read:
'They're also ignored for victory conditions and scoring
VPs if either require operatives to 'escape', 'survive' or be
incapacitated by enemy operatives [...]'

STRATEGY PLOYS, DRAWN TO THE HUM

Relevant part of last sentence changed to read:
'[...] but it must end that move within 2" of that
objective marker.'

UPDATE 1.3

STRATEGY PLOYS, BLESSINGS OF INFECTION

Changed to read:

'Whenever a friendly GELLERPOX INFECTED® operative is fighting or retaliating, you can do one of the following:

- If you roll three or more fails, you can discard one of them to retain another as a normal success instead.
- If you roll three or more successes, you can discard one of your fails to retain one of your normal successes as a critical success instead.'

FACTION EQUIPMENT, MUTOID VERMIN

Changed to read:

'After revealing this equipment option, add four GELLERPOX INFECTED® MUTOID VERMIN operatives to your kill team for the battle. You can select this equipment option up to twice per battle.'

PREVIOUS ERRATAS

GLITCHLING OPERATIVE, SMALL RULE

Second sentence changed to read:

'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".'

CURSEMITE OPERATIVE

Additional rule added:

'Group Activation' additional rule added.

FACTION RULES, TECHNO-CURSE

Changed to read:

'At the end of the Select Operatives step, select one TECHNO-CURSE for friendly GELLERPOX INFECTED💀 operatives to gain for the battle. Whenever an enemy operative is within your selected TECHNO-CURSE's infection range, that enemy operative is affected by the symptom of the selected TECHNO-CURSE. Each TECHNO-CURSE, its infection range and its symptom is listed below.'

Barrelwarp:

Infection Range: Within 2" of a friendly GELLERPOX INFECTED💀 operative (excluding MUTOID VERMIN), or within 3" of a friendly GELLERPOX INFECTED💀 GLITCHLING operative.

Symptom: Subtract 1 from the Atk stat of that enemy operative's ranged weapons.

Screaming Rustspikes:

Infection Range: Within control range of a friendly GELLERPOX INFECTED💀 operative (excluding MUTOID VERMIN).

Symptom: Whenever that enemy operative is fighting or retaliating against a friendly GELLERPOX INFECTED💀 operative, if your opponent discards any attack dice as a fail, inflict 1 damage on that enemy operative.

Viral Vox-static:

Infection Range: Within 3" of a friendly GELLERPOX INFECTED💀 operative (excluding MUTOID VERMIN), or within 4" of a friendly GELLERPOX INFECTED💀 GLITCHLING operative.

Symptom: That enemy operative's APL stat cannot be added to (remove all positive APL stat changes it has).'

FACTION RULES, REVOLTINGLY RESILIENT

Relevant part changed to read:

'[...] roll one D6: on a 4+, subtract 1 from that inflicted damage.'

FACTION EQUIPMENT, MUTATED SYMPTOMS

Final sentence changed to read:

'Note that if a rule refers to an enemy operative being affected by your selected TECHNO-CURSE rule (e.g. VULGRAR THRICE-CURSED operative's Spread the Glorious Gifts rule), it's affected by your additional TECHNO-CURSE rule too.'

FACTION EQUIPMENT, PLAGUE BELLOWS

Changed to read:

'Whenever an operative is shooting a friendly GELLERPOX INFECTED💀 NIGHTMARE HULK operative that's more than 6" from it, you can retain one of your defence dice results of 3 as a normal success instead of discarding it.'

FIREFIGHT PLOYS, PUTRESCENT DEMISE

Additional text added to end of first sentence:

'Use this firefight ploy when a friendly GELLERPOX INFECTED💀 operative (excluding MUTOID VERMIN) is incapacitated, before it's removed from the killzone.'

GELLEROPOX INFECTED OPERATIVES

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Corrupted by a gruesome techno-organic affliction, the Gellerpox Infected are nightmarish meldings of flesh, machinery and rampant disease. Most of these hideous beings began as loyal servants of the God-Emperor. Those origins are long gone, however, wiped away by supernatural sickness and a compulsion to spread their infection across the stars.



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.

BLOATSPAWN

Said to be things born out of darkest nightmare, Bloatspawn 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.

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.

**'WE COME FROM THE DARK, A-WRITHE,
A-SQUIRM. WE LURCH AND WE LIMP, WE LEER
AND WE GROAN. FIRES FILL OUR BELLIES AND
ROT FILLS OUR BRAINS, AND FEAR FILLS THE
ONES THAT WE HUNT IN THE GLOOM. RUN, RUN,
YOU SHAN'T ESCAPE. WE'RE COMING...'**

- Chant of the Gibberslop Butcher



LUMBERGHAST

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.

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.

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.

'WE ARE SENT TO SPREAD OUR GLORIOUS GIFTS.'

THOSE WILLING TO ACCEPT THE BOUNTIFUL GELLERPOX MUST BOW BEFORE THE MACHINE AND BE REBORN.

THOSE THAT REJECT THESE GREAT GIFTS SHALL SURELY DIE!

- Vulgrar Thrice-Cursed,
Twisted Lord of the Gellerpox Infected



Below you will find a list of the operatives that make up a **GELLEROPOX INFECTED** kill team, including, where relevant, any weapons specified for that operative.

Note that other than **MUTOID VERMIN**, you don't select your operatives from a list. This kill team's operatives are specified.

OPERATIVES

- Every **GELLEROPOX INFECTED** operative in the following list:
 - 1 **VULGRAR THRICE-CURSED**
 - 1 **BLOATSPAWN**
 - 1 **FLESHSCREAMER**
 - 1 **LUMBERGHAST**
 - 4 **GLITCHLING**
 - 1 **MUTANT** with frag grenade and heavy axe
 - 2 **MUTANT** with frag grenade and improvised weapon

If you selected the Mutoid Vermin faction equipment:

- Specified number of **GELLEROPOX INFECTED** operatives selected from the following list:
 - **CURSEMITE**
 - **EYESTINGER SWARM**
 - **SLUDGE-GRUB**

ARCHETYPES



SECURITY



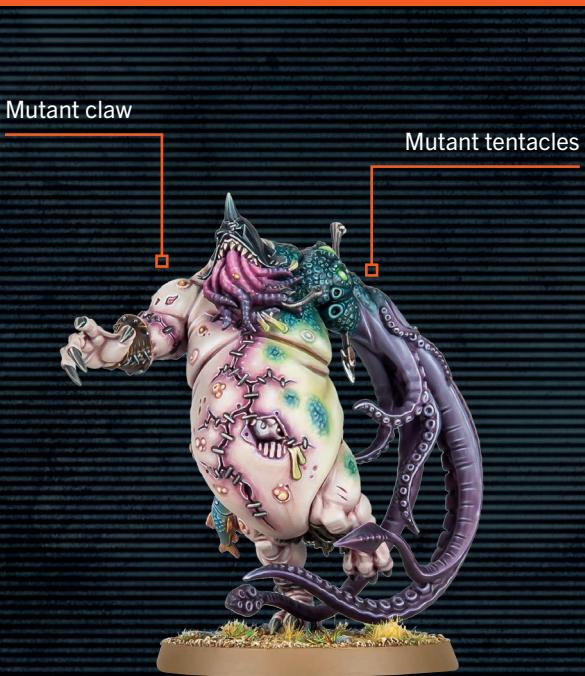
SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

VULGRAR THRICE-CURSED



BLOATSPAWN



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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GELLERPOX INFECTED ▷ KILL TEAM SELECTION

FLESHSCREAMER



Mutant fist
and cleaver

LUMBERGHAST



Mutant claw

MUTANT



GLITCHLING



CURSEMITE**EYESTINGER SWARM****SLUDGE-GRUB**