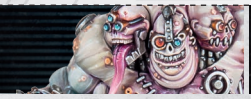
VULGRAR THRICE-CURSED



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 opposite. You cannot use this **STRATEGIC GAMBIT** while this operative is within control range of an enemy operative.

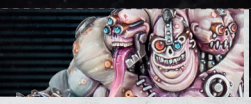
- Barrelwarp: No additional effect.
- Screaming Rustspikes: This **TECHNO-CURSE** inflicts 2 damage on that enemy operative (instead of 1).
- Viral Vox-static: Whenever that enemy operative is activated, subtract 1 from its APL stat until the end of its activation.

RULES CONTINUE ON OTHER SIDE ▶

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

40

VULGRAR THRICE-CURSED



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



APL	MOVE	SAVE	WOUNDS
2	5"	5+	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*

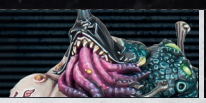
***Swipe:** Whenever this operative performs the **Fight** action and you select this weapon profile, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards, but you must select this weapon profile and it can only fight against each enemy operative within its control 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 ▶

GELLERPOX INFECTED, CHAOS, NIGHTMARE HULK, BLOATSPAWN

40

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

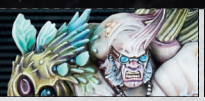
NAME	ATK	HIT	DMG	WR
Mutant fist and cleaver (lopping blow)	1	3+	8/9	Lethal 5+
Mutant fist and cleaver (slashing)	5	4+	5/6	-

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.

GELLERPOX INFECTED, CHAOS, NIGHTMARE HULK, FLESHSCREAMER 40

LUMBERGHAST



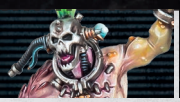
APL	MOVE	SAVE	WOUNDS
2	5"	5+	20

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).

GELLERPOX INFECTED, CHAOS, NIGHTMARE HULK, LUMBERGHAST 40

MUTANT



APL	MOVE	SAVE	WOUNDS
2	5"	5+	7

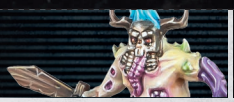
NAME	ATK	HIT	DMG	WR
Frag grenade	4	4+	2/4	Range 6", Blast 2", Limited 1, Saturate
Heavy axe	3	4+	4/5	Brutal
Improvised weapon	4	4+	3/4	Ceaseless

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.

GELLERPOX INFECTED, CHAOS, MUTANT 25

GLITCHLING



APL	MOVE	SAVE	WOUNDS
2	6"	6+	3

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

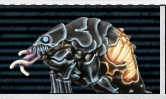
Daemonic: Whenever an operative is shooting this operative, ignore the Piercing weapon rule.

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 **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).

GELLERPOX INFECTED, CHAOS, GLITCHLING 25

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).

GELLERPOX INFECTED, CHAOS, MUTOID VERMIN, CURSEMITE 25

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).

GELLERPOX INFECTED, CHAOS, MUTOID VERMIN, EYESTINGER SWARM 25

SLUDGE-GRUB



APL	MOVE	SAVE	WOUNDS
2	4"	6+	2

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.

GELLERPOX INFECTED, CHAOS, MUTOID VERMIN, SLUDGE-GRUB 25

NOTES:

GELLERPOX INFECTED KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

OPERATIVES

↘ Every **GELLERPOX 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 **GELLERPOX INFECTED** operatives selected from the following list:

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

GELLERPOX 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 **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:

CONTINUES ON OTHER SIDE ▶

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 **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

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 **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.

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 **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).

GELLERPOX 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.

GELLERPOX 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 **GELLERPOX 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 **GELLERPOX INFECTED** **NIGHTMARE HULK** operatives cannot perform unique actions. You must spend 1 additional AP for friendly **GELLERPOX INFECTED** **NIGHTMARE HULK** operatives (excluding **VULGRAR THRICE-CURSED**) to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).

GELLERPOX 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 **GELLERPOX INFECTED** **NIGHTMARE HULK** or **GELLERPOX INFECTED** **MUTANT** operative, roll one D6: on a 4+, subtract 1 from that inflicted damage.

GELLERPOX INFECTED

STRATEGY PLOY

PLAGUERIDDEN DETERMINATION

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

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

GELLERPOX 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 **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.

GELLERPOX 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 **GELLERPOX 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.

GELLERPOX 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 a friendly **GELLERPOX INFECTED** operative (excluding **MUTOID VERMIN**) is fighting or retaliating, your opponent cannot retain results of 3 as successes.

GELLERPOX 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 **GELLERPOX 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.

GELLERPOX 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 **GELLERPOX 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).

GELLERPOX 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 **GELLERPOX INFECTED** operative (excluding **MUTOID 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.

GELLERPOX INFECTED

FIREFIGHT PLOY

FRIGHTENING ONSLAUGHT

Nightmare Hulks can strike without pause, with terrifying speed.

Use this firefight ploy after a friendly **GELLERPOX 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.

GELLERPOX 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 **GELLERPOX INFECTED** **MUTOID VERMIN** operatives to your kill team for the battle.

GELLERPOX 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.

GELLERPOX 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 **GELLERPOX 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.

GELLERPOX INFECTED
FACTION EQUIPMENT

PLAGUE BELLOWS

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 **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.

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.

ERRATA

OCTOBER '26

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, NIGHTMARE HULKS

Last sentence of second paragraph changed to read:
'You must spend 1 additional AP for friendly **GELLERPOX INFECTED** **NIGHTMARE HULK** operatives (excluding **VULGRAR THRICE-CURSED**) to perform the **Pick Up Marker** and mission actions (excluding **Breach** and Operate Hatch).'

PREVIOUS ERRATAS

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, 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 […]'

FACTION RULES, REVOLTINGLY RESILIENT

Relevant part changed to read:
'[…] roll one D6: on a 4+, subtract 1 from that inflicted damage.'

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

'Group Activation' additional rule added.

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.'

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.~~'

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.'

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.'

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.'

STRATEGY PLOYS, RUST EMANATIONS

Changed to read:
'Whenever a friendly **GELLERPOX INFECTED** operative (excluding **MUTOID VERMIN**) is fighting or retaliating, your opponent cannot retain results of 3 as successes.'

GELLERPOX INFECTED OPERATIVES

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

GELLERPOX INFECTED KILL TEAM

Below you will find a list of the operatives that make up a **GELLERPOX 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 **GELLERPOX 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 **GELLERPOX 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



FLESHSCREAMER



LUMBERGHAST



MUTANT



GLITCHLING



CURSEMITE



EYESTINGER SWARM



SLUDGE-GRUB



