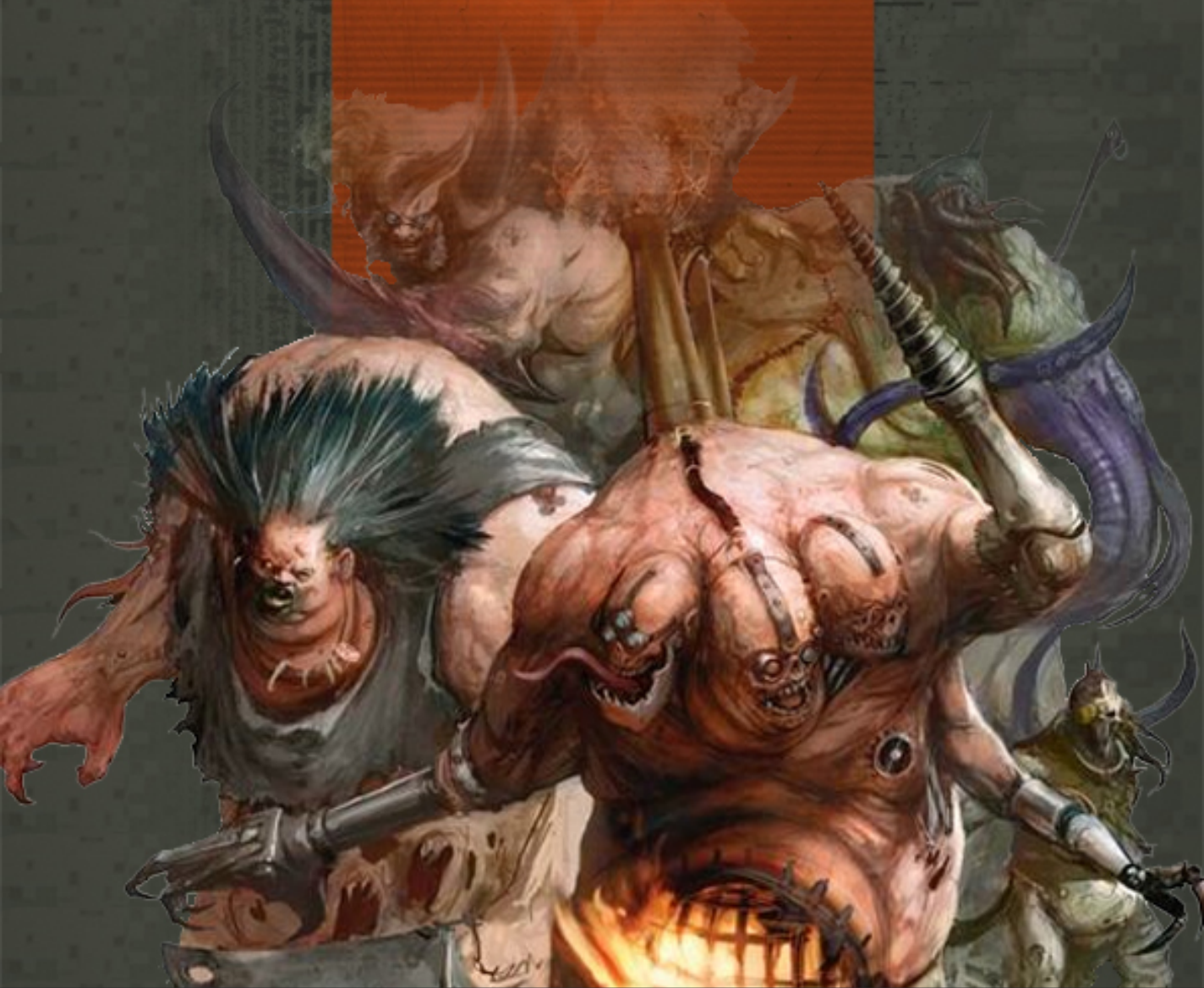


WARHAMMER
40,000

KILL TEAM



GELLERPOX INFECTED 

ARCHETYPE: SECURITY / SEEK AND DESTROY

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 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.

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GELLERPOX INFECTED • OPERATIVES

OPERATIVES

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

VULGRAR THRICE-CURSED can only be added to your roster or dataslate once.

'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

TAC OPS

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

RAMPANT NIGHTMARE

Gellerpox 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

Gellerpox 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 **GELLERPOX 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

Gellerpox 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 **GELLERPOX 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.



ABILITIES

Below, you will find common abilities of the **GELLERPOX 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 \bigcirc of friendly operatives with this ability or within \blacksquare 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.

GLITCHLING and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).



STRATEGIC PLOYS

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


BLESSINGS OF POX 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **GELLERPOX 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.

BLESSINGS OF INFECTION 1CP


Until the end of the Turning Point, each time a friendly **GELLERPOX 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.

DRAWN TO THE HUM 1+CP

Select one objective marker. Each friendly **GELLERPOX INFECTED** operative within  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.).

RUST EMANATIONS 1CP

Until the end of the Turning Point, while an enemy operative is within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

that enemy operative is treated as being injured, regardless of any rules that say they cannot be injured. Only subtract  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 **GELLERPOX INFECTED**, you can use the following Tactical Ploys during a game.

POLLUTE STOCKPILE 1CP


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

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

Use this Tactical Ploy when a friendly **GELLERPOX 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  of that friendly operative.

FRIGHTENING ONSLAUGHT 1CP

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).

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
3 ○	2	1
DF	SV	W
3	5+	19

NAME	A	BS/WS	D	SR	!
⊕ Pyregut	6	2+	3/3	Rng , Torrent ○	-
⊗ Fleshmelded weapons	5	3+	4/5	Engineered*	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

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 **Once per battle**, if this operative is within ○ of an objective marker it has not tainted, it taints that objective marker and you gain 1CP.

***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.

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



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	!
⊕ Mutant tentacles	6	4+	3/4	Rng , 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 (pg 68)

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.

GELLERPOX INFECTED , CHAOS, NURGLE, NIGHTMARE HULK, BLOATSPAWN



FLESHSCREAMER

Clutching implements of brutal butchery, the chorus of dozens of wailing mouths accompanies Fleshscramers 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
3 ○	2	1
DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	I
✘ 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	5	4+	5/6	-	-
- Lopping blow	1	3+	8/9	Lethal 5+	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

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 ■ 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 ○ of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

GELLERPOX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, FLESHSCREAMER



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	I
✘ Mutant claw	4	4+	6/7	Brutal	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

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).

GELLERPOX INFECTED, CHAOS, NURGLE, NIGHTMARE HULK, LUMBERGHAST



GELLERPOX 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
2 ○	2	2
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Frag grenade	4	3+	2/3	Rng ◆ , Blast ○ , Indirect, Limited	-
⊗ Heavy axe	3	4+	4/5	Brutal	-
⊗ Improvised weapon & mutated limb	4	4+	2/3	Relentless	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

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.

GELLERPOX 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
3 ○	2	2
DF	SV	W
2	5+	3

NAME	A	BS/WS	D	SR	!
⊕ Diseased effluence	4	4+	1/2	Rng ◆	-
⊗ Diseased nippers	3	4+	1/2	-	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

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

GELLERPOX INFECTED ◆, CHAOS, NURGLE, GLITCHLING



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.

The datacards for these operatives are presented over the following pages. Opposite you will find a common ability of **MUTOID VERMIN** operatives.

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.



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
3 ○	2	2
DF	SV	W
2	5+	2

NAME	A	BS/WS	D	SR	!
✕ Bloodsucking proboscis	2	4+	2/3	Feast*	Rending

ABILITIES

Mutoid Vermin (pg 73)

*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

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
3 ○	2	2
DF	SV	W
2	5+	2

NAME	A	BS/WS	D	SR	!
⊕ Swarm	5	6+	0/0	Rng ♦, No Cover	Stun
✕ Sting	5	5+	1/2	-	Stun

ABILITIES

Mutoid Vermin (pg 73)

UNIQUE ACTIONS

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

2 2 2

DF SV W

2 5+ 2

NAME	A	BS/WS	D	SR	I
☉ Acid spit	4	4+	2/2	Rng , AP1	Splash 1
✕ Fanged maw	2	4+	1/3	-	-

ABILITIES

Mutoid Vermin (pg 73)

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

UNIQUE ACTIONS

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



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GELLERPOX INFECTED • DATACARDS



GELLERPOX INFECTED SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **GELLERPOX INFECTED** as your Faction keyword.

BATTLE HONOURS

Each time a **GELLERPOX 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).



GELLERPOX INFECTED SPECIALIST

D6	Battle Honour
1	Repulsive Resilience: For the purposes of the Revoltingly Resilient ability (pg 68), you can re-roll results of 1 for this operative.
2	Obstinate Gifts: You can ignore any or all modifiers to this operative's Movement and APL characteristics.
3	Twisted Talon: If this operative is a GLITCHLING , 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	Fly Swarm: Each time a shooting attack is made against this operative by an enemy operative more than 1 from it, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice results of 1.
5	Repugnant Stench: Each time an enemy operative is activated within 1 of this operative, that enemy operative is treated as being injured for the purposes of its Movement characteristic.
6	Freakish Follower: If this operative is ready, it can be activated to fulfil the Group Activation requirements of another friendly GELLERPOX INFECTED 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 **GELLERPOX 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 **MUTOID VERMIN** operative that is incapacitated and removed from the killzone. Set it up again with all of its wounds remaining, Visible to and within ■ 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 ■ 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 1EP.

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 ■ 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 **GELLERPOX 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 Gellerpox Infected to battle surge forth in seemingly endless swarms.

Select one **MUTOID VERMIN** operative (pg 73). 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 Gellerpox 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 Gellerpox.

Each time a friendly **GELLERPOX INFECTED** operative (excluding a **MUTOID VERMIN** operative) within  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 (pg 68) to a 6.

REQUISITIONS

In a Spec Ops campaign, if your faction is **GELLERPOX INFECTED**, you can use the following Requisitions in addition to those presented in other sources.

COMMUNION WITH THE ENTITY 1RP

The Gellerpox 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 Gellerpox, it is a soothing succour.

Purchase this Requisition after the battle. In the Update Dataslates step, after rolling a Recovery test for a friendly **GELLERPOX 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 flab 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 technophagic 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 **GELLERPOX INFECTED** you can select one from those found on the following page instead of selecting one from another source.

SPREAD THE POX

With their enemies well dug in, the Gellerpox 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 Gellerpox 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 Gellerpox 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 Gellerpox 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.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Gellerpox Infected horrors as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

OPERATIVE NAMES

If you wish to create a name for one of your fiends, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.

D66 FIRST NAME

11	Blorgh
12	Gulvog
13	Hurrgh
14	Vomex
15	Sloppit
16	Rancyk
21	Foulefang
22	Rotgut
23	Murrgh
24	Festur
25	Glorp
26	Bolhargh
31	Pestrus
32	Gruu
33	Retchus
34	Sputus
35	Skritter
36	Strugggh
41	Glurk
42	Molg
43	Thraxxus
44	Byle
45	Drolgh
46	Ugholg
51	Glottus
52	Vulgh
53	Unctum
54	Wythergutt
55	Olghug
56	Vlorg
61	Festrum
62	Fylthing
63	Sputtergrug
64	Ghweeze
65	Rancus
66	Unglor

D66 SECOND NAME

11	Sputterlung
12	The Seep
13	Foulerott
14	Bubotus
15	The Lurker
16	Fylthspew
21	The Vile
22	Glitchbringer
23	Repugnos
24	Horrogh
25	Foulspew
26	Statikk
31	Darkynskreen
32	The Biter
33	Mouldguts
34	The Rotting
35	The Bloated
36	The Sevenblessed
41	Eurgh
42	Vomithrax
43	The Foetid
44	The Clammy
45	Dankspew
46	Rotgums
51	Manchewer
52	The Reek
53	The Spike
54	Nausus
55	Noxus
56	The Consumptor
61	Sparktooth
62	Burntwyre
63	The Unclean
64	The Foulespawned
65	Shamblerot
66	Revultus

KILL TEAM NAMES

The festering bands of Gellerpox Infected comprise plague-stricken and mutated fiends from twisted vermin to nightmarish hulks made out of flesh, cable and rotting brain matter. They possess nothing approaching a military structure. Instead, they rally around the largest and most hideous of their number – typically one who has clung to their sanity and purpose while undergoing the transformations inflicted by the Gellerpox. In terms of their name, few amongst the infected truly retain the wit to think of themselves in such terms.

This does not mean these kill teams don't have names, of course! Some, such as Thrice-Cursed and his followers, might be known for the name of their leader – Vulgrar's Infected, perhaps, or the Thrice-Cursed Fiends. It might be that only their leader and the handful of coherent mutants amongst their ranks know this name, but they will ensure it is renowned and feared amongst their foes soon enough. Others are likely to be named by those who face them in battle, and who view them as monsters akin to those from the most fevered nightmares. As such, you might call your kill team something like the Nightmare Crawlers, or the Things in the Dark.

There is also their service to Nurgle to draw upon for fun naming suggestions. Being creatures of the Plague God they may be known as the Glopsome Horrors, the Filthbringers, the Rotted Souls or similar. Equally, with their effect upon technology being so pronounced, you could call them something like the Glitchfingers or the Sparking Gloomlings.

SQUAD QUIRK

D6 TACTICS

- 1 Gruesome Glee:** These horrible beings delight in their work, capering and cackling as they spread corruption.
- 2 Nightmare Shroud:** The mere presence of this kill team sows fear and hideous waking dreams throughout the enemy's ranks.
- 3 Prey Upon The Weak:** This kill team pick on weaker prey, singling out and closing in upon their screaming victims.
- 4 Tech-hunger:** These monsters do not settle for simply sending enemy technologies haywire, but actively halt to crunch up and swallow fallen wargear with relish.
- 5 Foul Stench:** The reek that wafts from the dank folds of these bloated fiends could be classified as a weapon in its own right.
- 6 Droning Chant:** As they lumber and lurch towards their victims, this kill team chants static-laden praise to Nurgle the Plague God.

BACKGROUND

D6 CHARACTER

- 1 Vulgrar's Crew:** This kill team are amongst the original infected who served as boilermen under Vulgrar Thrice-Cursed.
- 2 Care Corrupted:** This nightmare band arose from their medicae sickbeds gruesomely changed for the worse...
- 3 From Dark Dreams:** The congealing nightmares of countless terrified sufferers spawned the horrors of this kill team, fashioning in flesh the terrors they fled from in sleep.
- 4 The Neglected:** This kill team were once crew serfs and labourers who toiled unnoticed and unrewarded in the depths of Imperial ships and manufactora, until their despair brought gruesome corruption.
- 5 Sudden Outbreak:** The blessings of Nurgle are capricious. They spread swiftly to claim the members of this nightmarish band, whose hearts had originally possessed only the slightest hints of spiritual rot.
- 6 From the Pits:** They should have purged the infected bodies of this kill team in flame; instead they flung them into a plague pit to fester and bloom anew...

BASE OF OPERATIONS

D6 LOCATION

- 1 Stolen Shuttle:** This warband of Gellerpox Infected lurch from one infestation to the next aboard stolen shuttle craft, their victims not realising the peril these vessels contain until it is too late.
- 2 Plague Ship:** The Gellerpox has taken this entire void ship and all of its crew. The vessel appears from the warp as a harbinger of corruption.
- 3 It Came From the Vents:** This band of horrors squirm and slither through vents and ducts, many of which shouldn't be wide enough to accept their impossible bulk.
- 4 From the Beyond:** Conjured by infected nightmares, this kill team simply shamble into being from the shadows where and when they please.
- 5 Festerhole:** It is from a deep and reeking sump that these monsters emerge, and to where they drag their screaming victims after battle.
- 6 Tainted Shrine:** This kill team worship Nurgle by claiming and befouling the holy places of others' gods, covering them in filth and ruining their sacred technologies.



GELLERPOX INFECTED

UPDATE 1.1

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM ANNUAL 2022

Q: VULGRAR THRICE-CURSED *can only be added to your roster or dataslate once. In narrative play, if this operative is slain, does that mean I can never add it again?*

A: No. In such instances, you could add this operative again, but you cannot have more than one of this operative on your roster or dataslate at once.

***Q: Does the Techno-curse ability affect shooting attacks made with Tactical Assets and Privateer Support Assets?**

A: No. Even if the operative that Line of Sight is determined from would be within the required distance, the weapon itself never could be.

THE BALANCE DATASLATE

Q3 2023

This document contains the collected Q3 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM: MOROCH

PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS

1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: OAP.
- **INCURSOR** operatives' Multi-spectrum Array ability: Change first bullet point to read: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to ■ (instead of ◆).
- Guerrilla Battle Honour: Change to read 'while not within Engagement Range of an enemy operative' (instead of ■).
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'



KILL TEAM ANNUAL 2022

HUNTER GLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than 4 **SICARIAN** operatives, it can include 1 additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).

VOID-DANCER TROUPE

- Cegorach's Jest Strategic Ploy: Change relevant part of first sentence to read: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WARPCOVEN

- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
- **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyle bayonets to 4.
- * Delete **SORCERER** operative's Rubric Command ability.
- * **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command**: Each time this operative is activated, if it isn't within ◆ of a friendly **SORCERER** operative, subtract 1 from its APL.'
- * Change Rubric Affinity Battle Honour to the following: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within ◆).'
- * Archetypes: Recon or Security, regardless of operatives selected.

GELLERPOX INFECTED

- Techno-curse ability: Distance requirement is reduced to ○ (instead of ■), and ■ for **GLITCHLING** operatives (instead of ◆).
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED** operative's Lead the Infection ability: You can only use it once per battle.
- * Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER**'s **Voltageist Field** and **Voltageist Charge** actions: OAP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- * Undaunted Explorers Strategic Ploy:
 - The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
 - Damage halved to a minimum of 2 (rounding up).