



Gellerpox

MUTANT						
M	APL	GA				
2	2	2				
DF	SV	W				
3	5+	7				

Frag grenade	4	3+	2/3
Rng 6 Blast 2 Indirect Limited			
Improvised weapon	4	4+	2/3
Relentless			

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

MUTANT						
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3	5+	7				

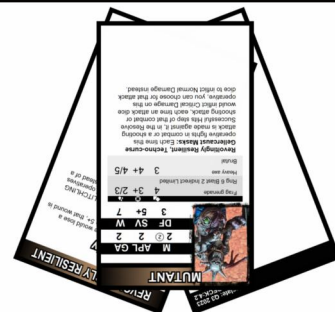
Frag grenade	4	3+	2/3
Rng 6 Blast 2 Indirect Limited			
Heavy axe	3	4+	4/5
Brutal			

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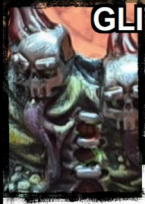


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GLITCHLING

M	APL	GA
3 ②	2	2
DF	SV	W
2	5+	3

Diseased effluence	4	4+	1/2
Rng 6			
Diseased nippers	3	4+	1/2

**Revoltingly Resilient, Techno-curse Daemonic:** This operative has a 5+ invulnerable save.

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



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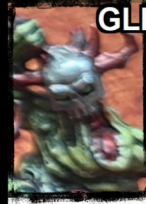
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Operative

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Operative

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Operative

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## LUMBERGHAST

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	18

Mutant claw	4	4+	6/7
Brutal			

**Revoltingly Resilient, Techno-curse Nightmare Hulk**  
**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).



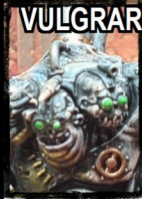
## BLOATSPAWN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	18

Mutant tentacles	6	4+	3/4
Rng ④ Fusillade			
Grasp and slash	6	4+	3/4
Writhing swipe	3	4+	3/4

Swipe (attack against all)

**Revoltingly Resilient, Techno-curse Nightmare Hulk, Swipe**  
**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.



## VULGRAR THRICE-CURSED

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	19

Pyregut	6	2+	3/3
Rng ④ Torrent ②			
Fleshmelded weapons	5	3+	4/5

Engineered

**Revoltingly Resilient, Techno-curse Engineered**  
**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:** Once per battle, in the Generate Command Points step a Strategy phase, if this operative is within ② of an objective marker it has not tainted, it taints that objective marker and you gain 1CP.



## FLESHSCREAMER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	18

Bash and slash	5	4+	5/6
Lopping blow	1	3+	8/9
Lethal 5+			

**Revoltingly Resilient, Techno-curse Nightmare Hulk**  
**Horrific Shrieking:** Each time an enemy operative would perform a mission action or the Pick Up action while within ④ of this operative, one additional action point must be subtracted for that enemy operative to perform that action. When determining control of an objective marker this operative is within ② of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

Operative

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Operative

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Operative

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Operative

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CURSEMITE

M	APL	GA
3 ②	2	2
DF	SV	W
2	5+	2

Bloodsucking proboscis	2	4+	2/3
Feast			! Rending

**Mutoid Vermin, Fly**  
**\*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.



CURSEMITE

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EYESTINGER

M	APL	GA
3	2	2

DF	SV	W
2	5+	2

Swarm	5	6+	0/0
Rng	No Cover		! Stun
Sting	5	5+	1/2
			! Stun

Mutoid Vermin, Fly

EYESTINGER

M	APL	GA
3	2	2

DF	SV	W
2	5+	2

Swarm	5	6+	0/0
Rng	No Cover		! Stun
Sting	5	5+	1/2
			! Stun

Mutoid Vermin, Fly

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Mutoid Vermin, Fly

Operative

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Operative

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Operative

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SLUDGE-GRUB



M	APL	GA
2	2	2
DF	SV	W
2	5+	2

Acid spit

44+2/2

Rng AP1


! Splash 1

Fanged maw

24+1/3

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

SLUDGE-GRUB



M	APL	GA
2	2	2
DF	SV	W
2	5+	2

Acid spit

44+2/2

Rng AP1


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SLUDGE-GRUB



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Operative

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## (2) PESTILENT HOSTS

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.

Control Bodies

## (3) TECH INFECTION

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

► 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.

Action on Point

## (1) RAMPANT NIGHTMARE

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.

30/50 Wounds

## PUTRESCENT DEMISE

Tactical

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 ② of that friendly operative.

MW Area On Death

Tac Op

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Tac Op

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Tac Op

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Datafile: Q3 2023

Tactical

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## FRIGHTENING ONSLAUGHT

### Tactical

1 CP

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).

Fight Again

## NIGHTMARE HULK

### Ability

**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.

No retain, +1 AP action

## NIGHTMARE HULK

### Ability

**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.

No retain, +1 AP action

## NIGHTMARE HULK

### Ability

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Tactical

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Ability

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Ability

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## SWIPE

### Ability

**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.

BLOATSPAWN

## ENGINEERED

### Ability

**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.

+1.0 D

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### Ability

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

+0/1 D

## ENGINEERED

### Ability

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- 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.

Balanced

Ability

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Ability

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Ability

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- 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.

Brutal

## ENGINEERED

### Ability

**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.

Lethal 5+

## ENGINEERED

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- 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.

Rending on Crit

## BLESSINGS OF POX

### Strategic

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.

7+ fail Sv = 1 Sv

Ability

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Ability

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Ability

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Strategic

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BLESSINGS OF INFECTION


Strategic 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.

3+ fail Melee = 1 Hit

DRAWN TO THE HUM


Strategic 1CP

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.).

Area dash

RUST EMANATIONS

Strategic 1CP

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

Injury Aura

POLLUTE STOCKPILE

Tactical 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.

Stop Equipment

Strategic

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Strategic

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Strategic

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Tactical

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## BARGE

**Tactical**

**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).

**Move Through Models**

## EYESTINGER SWARM

**2/3EP**

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

**EYESTINGER SWARM**

## 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.

**SLUDGE-GRUB**

## CURSEMITTE

**2/3EP**

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

**CURSEMITTE**

**Tactical**

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**Equipment**

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**Equipment**

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GELLERPOX INFECTED

Seek and Destroy, Security

11 operatives + Vermin

VULGRAR THRICE-CURSED  
BLOATSPAWN  
FLESHSCREAMER  
LUMBERGHAST  
GELLERPOX MUTANT x. Axe  
GELLERPOX MUTANT x. Improvised (x2)  
GLITCHLING (x4)

TECHNO-CURSE

Faction Ability

While an enemy operative is within ② of friendly operatives with this ability or within ④ of friendly GLITCHLING operatives with this ability, subtract 1 from the Attacks characteristic of ranged weapons that enemy operative is equipped with.

REVOLTINGLY RESILIENT

Faction Ability

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

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

MUTOID VERMIN

Faction Ability

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.

Team

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Abilities

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Abilities

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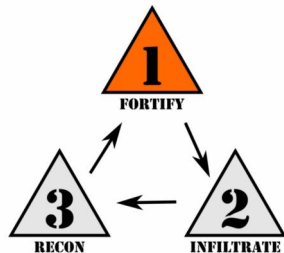
## FORTIFY

### Matched Play

Set up one additional barricade within 1 of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



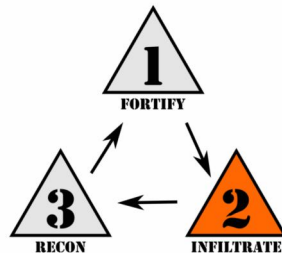
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



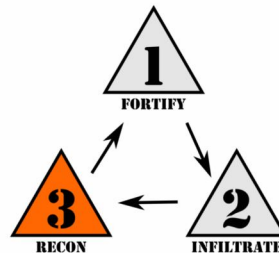
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

Gellerbox

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Date: 1.8, DECK:4.2

Scouting

Gellerbox

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Scouting

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Matched

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## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

## PHIL TEAM

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Matched

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Scorecard

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Credits

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