



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 '25

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**.

STRATEGY PLOYS, RUST EMANATIONS

Changed to read:

'Whenever a friendly **GELLERPOX INFECTED** **NIGHTMARE HULK** operative is fighting, your opponent cannot retain results of 3 as successes.'

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, 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.'

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.'

GELLERPOX 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 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.

**'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

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GELLERPOX INFECTED » KILL TEAM SELECTION



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

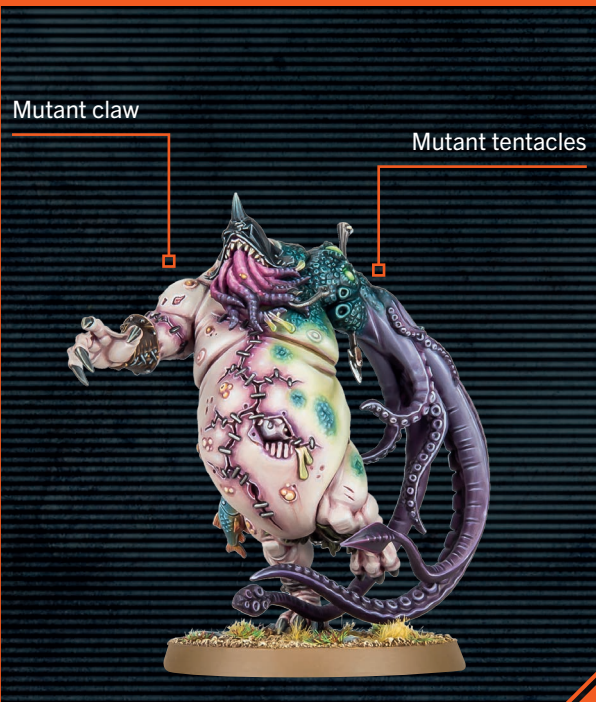


Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

VULGRAR THRICE-CURSED



BLOATSPAWN



FLESHSCREAMER



Mutant fist and cleaver

LUMBERGHAST

Mutant claw



MUTANT

Improvised weapon



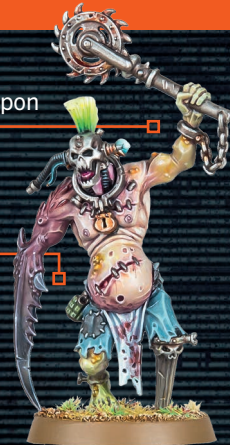
Frag grenade

Heavy axe



Improvised weapon

Frag grenade



GLITCHLING



CURSEMITE



EYESTINGER SWARM



SLUDGE-GRUB

