



## GELLERPOX INFECTED

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Gellerpox Mutants	5"	4+	4+	4	4	1	2	6	6+
4	Nightmare Hulks	5"	4+	6+	5	4	5	4	8	5+

- Every Gellerpox Mutant model is equipped with: brutal weapons; frag grenade.
- One Nightmare Hulk model is equipped with: belly-flamer; hideous mutations.
- Every other Nightmare Hulk model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Belly-flamer	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Brutal weapons	Melee	Melee	User	-1	1	-
Hideous mutations	Melee	Melee	+1	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	Blast

### ABILITIES

**Disease Vectors** (pg 2)

**Sickly Resilience:** Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

**Horrific Visage (Aura):** While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: **CHAOS, NURGLE**  
KEYWORDS: **INFANTRY, GELLERPOX INFECTED**



## MUTOID VERMIN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
16	Mutoid Vermin	8"	4+	-	2	2	1	2	4	7+

Every model is equipped with: diseased claws and fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diseased claws and fangs	Melee	Melee	User	0	1	Each time an attack is made with this weapon, re-roll a wound roll of 1.

### ABILITIES

**Disease Vectors** (pg 2)

**Spreading Vermin:** If your army is Battle-forged, then for each **GELLERPOX INFECTED** unit included in a Detachment, one **MUTOID VERMIN** unit can be included in that Detachment without taking up a Battlefield Role slot. You cannot include more **MUTOID VERMIN** units in your army than there are **GELLERPOX INFECTED** units in it.

**Mindless Fodder:** Each time a Morale test is taken for this unit, it is automatically passed.

**Unending Horde:** Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost. In addition, in your Command phase, you can return up to D3 destroyed models to this unit. Models returned to this unit can only be set up within Engagement Range of an enemy unit if this unit is already within Engagement Range of it.

FACTION KEYWORDS: **CHAOS, NURGLE**  
KEYWORDS: **BEAST, MUTOID VERMIN**



## DISEASE VECTORS

If your army is Battle-forged, you can include one **GELLERPOX INFECTED** unit and one **MUTOID VERMIN** unit in each **DEATH GUARD** or **NURGLE TRAITORIS ASTARTES** Patrol, Battalion and Brigade Detachment in your army without those units taking up Battlefield Role slots in those Detachments. The inclusion of these units does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Let the Galaxy Burn), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability. Units included in a Patrol, Battalion or Brigade Detachment in this manner are ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.

## POINTS VALUES

### ELITES

#### Gellerpox Infected

Unit size ..... 7 models  
Unit cost ..... 150 pts

#### Mutoid Vermin

Unit size ..... 16 models  
Unit cost ..... 80 pts