

GELLERPOX BLIGHT

Warriors of the Death Guard Traitor Legion have been witnessed orchestrating the spread of the dreaded Gellerpox in the name of the Plague God Nurgle.

When mustering a Boarding Patrol, if your Faction is **NURGLE**, then you can choose to give your units the **GELLERPOX BLIGHT** Faction keyword and use the rules presented here instead of those found in other publications.

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **GELLERPOX BLIGHT**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- You can only include the following units: **GELLERPOX INFECTED**; **MUTOID VERMIN**; up to one **DEATH GUARD CHARACTER** (excluding named characters).
- **GELLERPOX INFECTED** units are treated as being Troops units.
- You can include multiple **MUTOID VERMIN** units, but cannot include more **MUTOID VERMIN** units than **GELLERPOX INFECTED** units.
- **GELLERPOX INFECTED** units must form Boarding Squads. When they do so, split the unit so that all of the Gellerpox Mutants and the Nightmare Hulk equipped with a belly-flamer are in one unit, and all of the other Nightmare Hulks are in the other unit.
- **MUTOID VERMIN** units must form Boarding Squads. When they do so, split the unit into two units, each containing 8 models.

RULES ADAPTATIONS

If your Faction is **GELLERPOX BLIGHT**, then the following rules adaptations apply to Death Guard rules found in *Codex: Death Guard*.

- **DEATH GUARD** units lose the **<PLAGUE COMPANY>** keyword.
- Remove all instances of the **<PLAGUE COMPANY>** keyword from any **DEATH GUARD** model's abilities.
- **GELLERPOX INFECTED** units gain the **CORE** keyword.

ENHANCEMENTS

If your **WARLORD** has the **GELLERPOX BLIGHT** keyword, then when mustering your Boarding Patrol, they can be given one of the following Enhancements instead of one from *Arks of Omen: Abaddon*.

CYBERBUBOTIC MUTATIONS

The foul mix of fleshy mutations and grotesque augmetics that epitomise carriers of the Gellerpox render them hideously resilient.

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

CONTAGIOUS GIFT

Beyond the Gellerpox itself, this horde of hideous vermin, diseased mutants and capering daemon mites are also vectors of myriad other plagues and virulent phages.

The bearer gains the Nurgle's Gift ability (see *Codex: Death Guard*), even though not every model in your army has the **DEATH GUARD** keyword.

POISONOUS INFLUENCE

The mere presence of this entity is enough to cause bolts and bullets to sweat virulent slime, flamers to instead belch noxious rot-fumes, and las-blasts to ripple with unholy warp light.

The bearer gains the following ability:

Poisonous Influence (Aura): While a friendly **NURGLE** unit is within 6" of the bearer, each time a model in that unit makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

BOARDING ACTION STRATAGEMS

If your Faction is **GELLERPOX BLIGHT**, then when playing a Boarding Action game you will have access to the following Stratagems, and can spend CP to use them.

FEED THE BOILERMEN

1CP

Gellerpox Blight – Boarding Actions – Battle Tactic Stratagem

Rendered unrecognisably monstrous by their nightmarish infection, still these former crew of the underdecks recognise the need to fuel their own feverish internal fires. As bone cracks and blood spurts between their grinding jaws, so raw life force reknits their supernaturally altered forms.

Use this Stratagem in the Fight phase, when a **GELLERPOX INFECTED** unit from your army is selected to fight. Until the end of the phase, each time an attack made by a Nightmare Hulk model in that unit destroys an enemy model, roll one D6: on a 4+, one model in your unit regains 1 lost wound.

SINK THE TEETH IN

1CP

Gellerpox Blight – Boarding Actions – Battle Tactic Stratagem

From coiling tendrils and jabbing probosci to whining fleshmetal drills and enfolding lamprey maws, once the Gellerpox Infected latch onto their victims they do not easily relinquish their hold.

Use this Stratagem in your opponent's Movement phase, when an enemy unit within Engagement Range of one or more **GELLERPOX BLIGHT** units from your army is selected to Fall Back. Roll one D6: on a 1-3, that enemy unit suffers 1 mortal wound; on a 4+, that enemy unit suffers 1 mortal wound and cannot Fall Back this turn.

BILEFLAME TORRENT

1CP

Gellerpox Blight – Boarding Actions – Epic Deed Stratagem

Bloated almost to bursting point with malignant vitriol and smouldering hate, this revolting being expels its inner foulness in a roaring column of ectoplasmic fire capable of burning through even locked bulkhead doors and dissolving anyone luckless enough to be stood in its path.

Use this Stratagem in your Shooting phase, when a **GELLERPOX INFECTED** unit from your army is selected to shoot. Select one Nightmare Hulk model in that unit that is equipped with a belly-flamer. Instead of making any attacks with that weapon this phase, select one closed Hatchway within 6" of that model. That Hatchway is opened, and roll one D6 for each enemy unit within 1" of that Hatchway: on a 2+, that enemy unit suffers 1 mortal wound.

CRAVEN CREATURES

1CP

Gellerpox Blight – Boarding Actions – Strategic Ploy Stratagem

Packs of mutoid vermin scatter as though a rock had been lifted off them when danger threatens. They will return soon enough, though, skittering and squirming through every duct and grating to encircle weaker prey.

Use this Stratagem in your opponent's Charge phase, when a **MUTOID VERMIN** unit from your army is selected as a target of a charge. That **MUTOID VERMIN** unit can make a Normal Move of up to D6". Your opponent can then select new targets for that charge, and cannot select that **MUTOID VERMIN** unit as a target of that charge if it is no longer visible to the charging unit.

TOXIC EFFLUVIA

1CP

Gellerpox Blight – Boarding Actions – Strategic Ploy Stratagem

At the urging of dark and disgusting powers, these repulsive beings heave and strain until their bodies expel virulent fluids in a reeking gush. While the effort may rupture some of Nurgle's servants beyond repair, it also drenches shipboard systems or vital corridor intersections in a foulness that marks them as belonging to the god of plagues. Not that anyone else would want them after this...

Use this Stratagem at the end of your opponent's turn. Select one objective marker you control, then select one **GELLERPOX BLIGHT** unit from your army that is within range of that objective marker. That unit suffers 2D3 mortal wounds, and that objective marker remains under your control until the end of the battle, even if there are no models from your army within range of it, unless your opponent controls it at the end of any subsequent phase.

SLITHER AND SQUIRM

1CP

Gellerpox Blight – Boarding Actions – Strategic Ploy Stratagem

Even solid walls and sealed doors cannot long keep out these squealing masses of insectoid horrors.

Use this Stratagem in your Movement phase, when a **MUTOID VERMIN** unit from your army is selected to make a Normal Move. When making that move, models in that unit can move through one wall and/or one closed Hatchway, but cannot end that move within any of these. You can only use this Stratagem once.