

# **GELLEROPOX INFECTED** SKULL **FACTION RULE**

## **TECHNO-CURSE**

The Gellerpox is an insidious techno-curse that wends its way into cogitator systems and mechanical components, spreading its dubious gifts to the unsuspecting.

At the end of the Select Operatives step, select one **TECHNO-CURSE** for friendly **GELLEROPOX INFECTED** SKULL 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:

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## Barrelwarp

As the Gellerpox infects ranged weapons, it warps barrels and corrodes rifling, reducing the effectiveness of such weapons.

**Infection Range:** Within 2" of a friendly **GELLEROPOX INFECTED** operative (excluding **MUTOID VERMIN**), or within 3" of a friendly **GELLEROPOX INFECTED** **GLITCHLING** operative.

**Symptom:** Subtract 1 from the Atk stat of that enemy operative's ranged weapons.

## Screaming Rustspikes

Blades equipped by the enemy become strange and twisted, with spikes bursting from sword grips to pierce the flesh of the wielder.

**Infection Range:** Within control range of a friendly **GELLEROPOX INFECTED** operative (excluding **MUTOID VERMIN**).

**Symptom:** Whenever that enemy operative is fighting or retaliating against a friendly **GELLEROPOX INFECTED** operative, if your opponent discards any attack dice as a fail, inflict 1 damage on that enemy operative.

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## Viral Vox-static

Discordant static noise and ear-piercing screams blare over vox-channels, disrupting the enemy's communications, breaking their chain of command and sowing fear within their ranks.

**Infection Range:** Within 3" of a friendly **GELLEROPOX INFECTED** operative (excluding **MUTOID VERMIN**), or within 4" of a friendly **GELLEROPOX INFECTED** **GLITCHLING** operative.

**Symptom:** That enemy operative's APL stat cannot be added to (remove all positive APL stat changes it has).

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## MUTOID VERMIN

Tiny pests become monstrous threats under the effects of the Gellerpox, but are still grubs that can be ignored by highly trained warriors.

**MUTOID VERMIN** operatives cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Reposition** and **Shoot**, or use any weapons that aren't on their datacard. They can perform the **Fall Back** action for 1 less AP.

**MUTOID VERMIN** operatives cannot contest markers or areas of the killzone, and are ignored for your opponent's kill/elimination op (when they're incapacitated, and when determining your starting number of operatives). They're also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if they escape/survive/are incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

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Operatives can move through **MUTOID VERMIN** operatives, and enemy operatives can move within control range of them. Having only **MUTOID VERMIN** operatives within their control range doesn't prevent enemy operatives from performing the **Charge, Dash and Reposition** action, and enemy operatives can leave **MUTOID VERMIN** operatives' control range when performing the **Charge** action.

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## **NIGHTMARE HULKS**

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Several among the infected have had their forms bloated and swollen into enormous twisted creatures, blessed with the bounteous gifts of Nurgle. Though made powerful by such mutations, these monstrosities are somewhat clumsy in their movements.

Whenever your opponent is selecting a valid target, friendly **GELLEROPOX INFECTED** SKULL **NIGHTMARE HULK** operatives cannot use Light terrain for cover. While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).

Friendly **GELLEROPOX INFECTED** SKULL **NIGHTMARE HULK** operatives cannot perform unique actions. You must spend 1 additional AP for friendly **GELLEROPOX INFECTED** SKULL **NIGHTMARE HULK** operatives (excluding **VULGRAR THRICE-CURSED**) to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

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## **REVOLTINGLY RESILIENT**

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The monstrous transformations wrought upon these hulking brutes have rendered their aberrant physiologies incredibly resistant to harm.

Whenever an attack dice inflicts damage of 3 or more on a friendly **GELLEROPOX INFECTED** SKULL **NIGHTMARE HULK** or **GELLEROPOX INFECTED** SKULL **MUTANT** operative, roll one D6: on a 4+, subtract 1 from that inflicted damage.