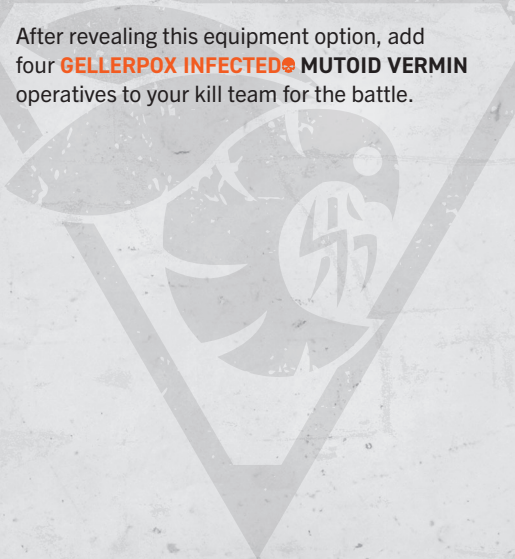


GELLERPOX INFECTED💀 FACTION EQUIPMENT

MUTOID VERMIN

Rats, worms, insectile vermin and other foul creatures blighted by the Gellerpox swarm to fight at the side of their infected masters.

After revealing this equipment option, add four **GELLERPOX INFECTED💀 MUTOID VERMIN** operatives to your kill team for the battle.



GELLERPOX INFECTED

FACTION EQUIPMENT

POLLUTED STOCKPILE

As defenders prepare to repel the infected, they find their own weapons and equipment degraded by the Gellerpox's corroding influence.

After revealing this equipment option, roll 2D6: on a 7+, remove one of your opponent's selected equipment options; otherwise, that player removes one of their own selected equipment options. They cannot select that equipment again during the game sequence (e.g. in the Scouting step of Approved Ops). You cannot select this equipment option after the Select Operatives step.

GELLERPOX INFECTED👤 FACTION EQUIPMENT

MUTATED SYMPTOMS

The effects of the Gellerpox are many and varied; some infected display multiple mutations, each one more grotesque than the last.

Once per battle, when you activate a friendly **GELLERPOX INFECTED👤** operative, you can select one additional **TECHNO-CURSE** for that operative to gain until the end of the turning point (it must be different from your existing **TECHNO-CURSE**). 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.

GELLERPOX INFECTED💀 FACTION EQUIPMENT

PLAGUE BELLOWS

As fusions of machine and mortal, Nightmare Hulks bristle with rusted flumes, belching exhaust pipes and wheezing bellows, all of which eject clouds of noxious fumes.

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.