

GELLEROPOX INFECTED[•] STRATEGY PLOY

PLAGUERIDDEN DETERMINATION

Nurgl's blessings cause the body to bloat and fester, bestowing an unnatural resilience upon the recipient.

Whenever an operative is shooting a friendly **GELLEROPOX INFECTED[•]** operative (excluding **MUTOID VERMIN**) that has an Engage order, you can re-roll one of your defence dice.

GELLERPOX INFECTED SKULL **STRATEGY PLOY**

BLESSINGS OF INFECTION

The mutagenic properties and corrupting influence of the Gellerpox lend the infected brutal strength and gleeful determination.

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.

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DRAWN TO THE HUM

The gentle thrum of machinery has an irresistible effect upon the infected, pulling them in like insects drawn to a blazing lumen.

Select one objective marker. Whenever a friendly **GELLEROPOX INFECTED™** operative performs the **Reposition** or **Charge** action during its activation, you can use this rule. If you do, add 1" to its Move stat until the end of that activation, but it must end that move within 2" of that objective marker.

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RUST EMANATIONS

Bloated Nightmare Hulks are redolent with infection, surrounded by a halo of foetid energy that corrodes and corrupts the weaponry of nearby assailants.

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