REVOLTING TECHNOLOGY

The Gellerpox's infectious tendrils reach out to corrupt the mechanical, rendering weapons and machinery dangerous to their operators.

Use this firefight ploy when an enemy operative is shooting a friendly **GELLERPOX INFECTED☠** operative. That operative's ranged weapons have the Hot weapon rule until the end of that sequence; if the weapon already has that weapon rule, when your opponent rolls one D6 for that weapon rule, you can add or subtract 1 from the result. Note that for the latter you can see the result of your opponent's roll for the Hot weapon rule before deciding to use this ploy.

BARGE

The enormous bodies of the Nightmare Hulks allow them to barge enemies and obstructions aside to achieve their objective.

Use this firefight ploy during a friendly **GELLERPOX INFECTED** 💀 **NIGHTMARE HULK** operative's activation or counteraction, before or after it performs an action. During that activation/counteraction:

- It can move through enemy operatives and within control range of them.
- It can perform the **Charge** and **Reposition** actions while within control range of an enemy operative, and can leave that operative's control range to do so (but then normal requirements for that move apply).

PUTRESCENT DEMISE

As a Gellerpox Infected perishes, their body explodes in a shower of acrid disease and hazardous gore that harms all caught in its blast.

Use this firefight ploy when a friendly **GELLERPOX INFECTED**☠ operative (excluding **MUTOID VERMIN**) is incapacitated, before it's removed from the killzone. Inflict 1 damage (or D3 damage instead if that friendly operative is a **NIGHTMARE HULK**) on each enemy operative visible to and within 2" of that friendly operative.

FRIGHTENING ONSLAUGHT

Nightmare Hulks can strike without pause, with terrifying speed.

Use this firefight ploy after a friendly **GELLERPOX INFECTED☠ NIGHTMARE HULK** operative performs the **Fight** action, if it isn't incapacitated. It can immediately perform a free **Fight** action (you don't have to select the same enemy operative to fight against). This takes precedence over action restrictions.