



# GELLERPOX INFECTED

## UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

### DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

#### **KILL TEAM ANNUAL 2022**

**Q: VULGRAR THRICE-CURSED** *can only be added to your roster or dataslate once. In narrative play, if this operative is slain, does that mean I can never add it again?*

A: No. In such instances, you could add this operative again, but you cannot have more than one of this operative on your roster or dataslate at once.

**\*Q: Does the Techno-curse ability affect shooting attacks made with Tactical Assets and Privateer Support Assets?**

A: No. Even if the operative that Line of Sight is determined from would be within the required distance, the weapon itself never could be.