



PLAGUE MARINES

CHOSEN WARRIORS OF THE DEATH GUARD

PLAQUE MARINE OPERATIVES

Corrupted sons of Mortarion, Plague Marines are suffused and bloated with rot and disease. Though compact and slow moving, Plague Marines are horrifyingly resilient, trudging relentlessly towards their objectives while spreading contagion in their wake.

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PLAQUE MARINE CHAMPION

Armed with centuries of experience and warp-tainted weaponry, Champions are the rotten core of Plague Marine warbands. They lead from the front, setting a gory example for their troops to follow.

PLAQUE MARINE BOMBARDIER

The Death Guard have long been terrifying trench fighters. Bombardiers specialise in breaking dug-in positions with hails of explosives, from armour-sundering krak grenades to hypertoxic blight grenades.

PLAQUE MARINE FIGHTER

Many Plague Marines prefer to fight their foes up close. They wade through the enemy ranks, with every swing of their plague-blessed weapons spreading new infections.

PLAQUE MARINE HEAVY GUNNER

The arsenals of the Death Guard are filled with deadly weaponry, from lethal arcana to forbidden chem-agents from bygone ages. Heavy Gunners wield these tools of war to horrific effect.

PLAQUE MARINE ICON BEARER

Icon Bearers are honoured to bear the cursed standards of the Death Guard. Each is a locus for decay that saps the will of nearby foes and enhances the vigour of their fellow Plague Marines.

MALIGNANT PLAGUECASTER

Malignant Plaguecasters channel the foetid energies of Nurgle's realm. The foul cycle of decay and rebirth is theirs to master, whether unleashing clouds of killing wind or revitalising their brethren.

PLAQUE MARINE WARRIOR

Almost nothing can stop a Plague Marine on the march. Shielded by power armour and Nurgle's vile blessings, these warriors march through storms of enemy fire in pursuit of their objective.





Below you will find a list of the operatives that make up a **PLAGUE MARINE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **PLAGUE MARINE** CHAMPION operative
- ↳ 5 **PLAGUE MARINE** operatives selected from the following list:
 - **BOMBARDIER**
 - **FIGHTER**
 - **HEAVY GUNNER**
 - **ICON BEARER**
 - **MALIGNANT PLAGUECASTER**
 - **WARRIOR**

Your kill team can only include each operative on this list once.



Nurgle's number is 7 and his sigil shows 3. From these numbers does his corruption flow.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

CHAMPION



BOMBADIER



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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PLAQUE MARINES ➤ KILL TEAM SELECTION

ICON BEARER



FIGHTER



MALIGINANT PLAGUECASTER



HEAVY GUNNER



WARRIOR



FACTION RULES

ASTARTES

Space Marines are genetically augmented transhumans forged for only one purpose: war.

During each friendly **PLAQUE MARINE** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol, bolter or **PSYCHIC** weapon must be selected for at least one of them. You cannot select the same **PSYCHIC** ranged weapon more than once per activation.

Each friendly **PLAQUE MARINE** operative can counteract regardless of its order.

POISON

Nurgl deals in warp-tainted poisons, toxins, viral plagues and sicknesses of the soul that defy both natural resilience and medical intervention.

Some weapons in this team's rules have the Poison weapon rule.

***Poison:** In the Resolve Attack Dice step, if you inflict damage with any successes, the operative this weapon is being used against gains one of your Poison tokens (if it doesn't already have one). Whenever an operative that has one of your Poison tokens is activated, inflict 1 damage on it.

DISGUSTINGLY RESILIENT

The followers of Nurgle possess extreme resilience to bullet and blade, for their hideous forms are swollen by death, decay and disease.

Whenever an attack dice inflicts damage of 3 or more on a friendly **PLAQUE MARINE** operative, roll one D6: on a 4+, subtract 1 from that inflicted damage.

STRATEGY PLOYS

CONTAGION

Plague Marines are oozing with contagion, their hideous forms emanating a miasma of decay that saps the vigour of their foes.

Subtract 2" from the Move stat of an enemy operative and worsen the Hit stat of its weapons by 1 (this isn't cumulative with being injured) whenever any of the following are true:

- It's within control range of friendly **PLAQUE MARINE** operatives.
- It has one of your Poison tokens and is visible to (or vice versa) and within 3" of friendly **PLAQUE MARINE** operatives.
- It's visible to (or vice versa) and within 3" of a friendly **PLAQUE MARINE** **ICON BEARER** operative.

LUMBERING DEATH

Plague Marines are methodical and uncompromising in their approach to warfare, advancing and firing with steadfast determination.

Whenever a friendly **PLAQUE MARINE** operative is shooting or fighting during an activation in which it hasn't moved more than 3", or whenever it's retaliating, its weapons have the Ceaseless weapon rule.

CLOUD OF FLIES

Disgusting, fat-bodied flies swarm the killzone, blurring the forms of advancing Plague Marines and absorbing the enemy's projectiles.

Place one of your Cloud of Flies markers in the killzone. Whenever an operative is shooting a friendly **PLAQUE MARINE** operative that's more than 3" from it, if that friendly operative is wholly within 3" of that marker, that friendly operative is obscured. In the Ready step of the next Strategy phase, remove that marker.

NURGLINGS

The smallest of Nurgle's daemons, Nurlings are both malicious and playful, cackling wildly as they claw and harass the Plague Marines' foes with pestilent claws and teeth.

Select one enemy operative within 3" of a friendly **PLAQUE MARINE** operative, or one enemy operative that has one of your Poison tokens and is within 7" of a friendly **PLAQUE MARINE** operative. Until the end of the selected operative's next activation, subtract 1 from its APL stat.

FIREFIGHT PLOYS

VIRULENT POISON

The most potent of Grandfather Nurgle's foul plagues spread swiftly through the air, breaching even enviro-seals and filtration masks.

Use this firefight ploy during a friendly **PLAQUE MARINE** operative's activation or counteraction, before or after it performs an action. Select one of the following:

- One enemy operative within 3" of that operative gains one of your Poison tokens (if it doesn't already have one).
- Roll 2D6: if the result is 7+, one enemy operative within 7" of that operative gains one of your Poison tokens (if it doesn't already have one).

POISONOUS DEMISE

The body of a Plague Marine plays host to countless poisons and plagues. Upon death, their bloated forms may detonate, spreading foul contagion all around.

Use this firefight ploy when a friendly **PLAQUE MARINE** operative is incapacitated. Each enemy operative visible to and within 3" of that operative gains one of your Poison tokens (if they don't already have one); for each of those enemy operatives that already has one of your Poison tokens (including if they gained one during this action), inflict 1 damage on them instead.

SICKENING RESILIENCE

By voluntarily offering their bodies as hosts for the Grandfather's contagious gifts, some Plague Marines are granted even greater endurance.

Use this firefight ploy when an attack dice inflicts damage on a friendly **PLAQUE MARINE** operative. Until the end of the activation/counteraction, for the purposes of the Disgustingly Resilient rule for that operative, always subtract 1 from the damage inflicted (to a minimum of 2) – you don't need to roll.

CURSE OF ROT

To engage a Plague Marine in single combat is to expose oneself to wilting contagion and soul-eroding decay.

Use this firefight ploy when a friendly **PLAQUE MARINE** operative is fighting against or shooting against an enemy operative within 3" of it (or within 7" of it if that enemy operative has one of your Poison tokens), after your opponent rolls their attack or defence dice. For each result of 3 they roll, inflict 1 damage on that enemy operative, that result is treated as a fail and they cannot re-roll it.



PLAQUE MARINE CHAMPION



APL	MOVE	SAVE	WOUNDS
3	5"	3+	15

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Plague sword	5	3+	4/5	Severe, Poison*, Toxic*

Grandfather's Blessing: Whenever an enemy operative that has one of your Poison tokens loses a wound within 7" of this operative, this operative regains 1 lost wound (to a maximum of 3 lost wounds per turning point, and only if this operative isn't incapacitated).

*Toxic: Whenever this operative is using this weapon against an enemy operative that has one of your Poison tokens, add 1 to both Dmg stats of this weapon.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, LEADER, CHAMPION

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MALIGNANT PLAGUECASTER



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR
Entropy	4	3+	3/7	PSYCHIC, Range 7", Saturate, Severe, Poison*
Plague wind	6	3+	2/3	PSYCHIC, Saturate, Severe, Torrent 1", Poison*
Corrupted staff	4	3+	3/4	PSYCHIC, Severe, Shock, Stun, Poison*

POISONOUS MIASMA

1AP

► **PSYCHIC.** Select one enemy operative visible to and within 7" of this operative, or one enemy operative that's a valid target for this operative. That enemy operative gains one of your Poison tokens (if it doesn't already have one). If it already has one, inflict 3 damage on that enemy operative instead.

◆ This operative cannot perform this action while within control range of an enemy operative.

PUTRESCENT VITALITY

1AP

► **PSYCHIC.** Select one friendly operative visible to and within 3" of this operative, then roll 2D6: if the result is 7, the selected operative regains 7 lost wounds; otherwise, the selected operative regains lost wounds equal to the highest D6.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, PSYKER, MALIGNANT PLAGUECASTER

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PLAQUE MARINE BOMBARDIER



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR
Boltgun	4	3+	3/4	-
Fists	4	3+	3/4	-

Grenadier: This operative can use blight and krak grenades (see faction and universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1 and blight grenades have the Toxic weapon rule (see right).

***Toxic:** Whenever this operative is using this weapon against an enemy operative that has one of your Poison tokens, add 1 to both Dmg stats of this weapon.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, BOMBARDIER

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PLAQUE MARINE FIGHTER



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR
Flail of Corruption	5	3+	4/5	Brutal, Severe, Shock, Poison*

FLAIL

1AP

► Inflict D3+2 damage on each other operative that's both visible to and within 2" of this operative. Roll separately for each: if it's an enemy operative, if the D3 result is a 3, that enemy operative also gains one of your Poison tokens (if it doesn't already have one).

◆ This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed more than one **Fight** action, and it cannot perform more than one **Fight** action during an activation in which it performs this action.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, FIGHTER

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PLAQUE MARINE HEAVY GUNNER



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR	
Plague spewer	5	2+	3/3		Range 7", Saturate, Severe, Torrent 2", Poison*
Fists	4	3+	3/4	-	

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, HEAVY GUNNER

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PLAQUE MARINE ICON BEARER



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR	
Bolt pistol	4	3+	3/4		Range 8"
Plague knife	5	3+	3/4		Severe, Poison*

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

Icon of Contagion: Whenever this operative is within your opponent's territory, the Contagion strategy ploy costs you OCP.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, ICON BEARER

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PLAQUE MARINE WARRIOR



APL	MOVE	SAVE	WOUNDS
3	5"	3+	14

NAME	ATK	HIT	DMG	WR
Boltgun	4	3+	3/4	Toxic*
Plague knife	4	3+	3/4	Severe, Poison*

Repulsive Fortitude: Whenever an operative is shooting this operative, defence dice results of 5+ are critical successes.

*Toxic: Whenever this operative is using this weapon against an enemy operative that has one of your Poison tokens, add 1 to both Dmg stats of this weapon.

PLAQUE MARINE, CHAOS, HERETIC ASTARTES, WARRIOR

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FACTION EQUIPMENT

The following equipment options are available to **PLAQUE MARINE** kill teams, alongside the universal equipment online. You cannot select each option more than once per battle.

PLAQUE BELLS

When the plague bells toll, the Death Guard are infused with corrupted energy, heightening their unholy resilience to extraordinary levels.

You can ignore any changes to the stats of friendly **PLAQUE MARINE** operatives from being injured (including their weapons' stats).

BLIGHT GRENADES

These devices are packed with explosives, shards of jagged metal and deadly pathogens that poison any unfortunate enough to survive the initial blast.

Friendly **PLAQUE MARINE** operatives have the following ranged weapon (you cannot select it for use more than twice during the battle):

NAME	ATK	HIT	DMG
■■■ Blight grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate, Severe, Poison*

PLAQUE ROUNDS

Virulent toxins ooze from these projectiles, so that those struck by them are infected with deadly diseases.

Friendly **PLAQUE MARINE** operatives' boltguns and bolt pistols have the Poison and Severe weapon rules.

POISON VENTS

Activating vents in their power armour, Plague Marines may unleash clouds of sickening fumes that clog the lungs of nearby foes.

Whenever an enemy operative that has one of your Poison tokens is activated within 3" of a friendly **PLAQUE MARINE** operative, inflict D3 damage on it (instead of the normal 1).





PLAQUE MARINES: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. 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.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

ASTARTES FACTION RULE

Third sentence of first paragraph changed to read:
'You cannot select the same **PSYCHIC ranged** weapon more than once per activation.'

MALIGNANT PLAGUECASTER OPERATIVE, PUTRESCENT VITALITY ACTION

Condition changed to read:
'This operative cannot perform this action while within control range of an enemy operative, **or more than once per turning point**'

UPDATE 1.0

FIGHTER OPERATIVE, FLAIL ACTION

Second sentence of effect changed to read:
'Roll separately for each: if it's an enemy operative, **if the D3 result is** a 3, that enemy operative also gains one of your Poison tokens (if it doesn't already have one).'

ICON BEARER OPERATIVE, ICON OF CONTAGION

Changed to read:
'Whenever this operative is **within your opponent's territory**, the Contagion strategy ploy costs you 0CP.'