

PLAGUE MARINE👤

FIREFIGHT PLOY

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 **PLAGUE 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).

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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 **PLAGUE MARINE**  operative is incapacitated, before it's removed from the killzone. 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.

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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 **PLAGUE MARINE👹** operative. Until the end of the activation or 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.

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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 **PLAGUE MARINE💀** operative is shooting against or fighting 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 cannot be retained as a success and they cannot re-roll it.