

PLAQUE MARINE^{SKULL} STRATEGY PLOY

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

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LUMBERING DEATH

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

Whenever a friendly **PLAGUE 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.

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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 1" of that marker, that friendly operative is obscured. In the Ready step of the next Strategy phase, remove that marker.

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NURGLINGS

The smallest of Nurgle's daemons, Nurglings 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 **PLAGUE MARINE^{SKULL}** operative, or one enemy operative that has one of your Poison tokens and is within 7" of a friendly **PLAGUE MARINE^{SKULL}** operative. Until the end of the selected operative's next activation, subtract 1 from its APL stat.