

PLAGUE MARINE[¶] FACTION EQUIPMENT

PLAGUE 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 **PLAGUE MARINE[¶]** operatives from being injured (including their weapons' stats).

PLAGUE MARINE^{SKULL} FACTION EQUIPMENT

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 **PLAGUE 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*			

PLAGUE MARINE[®] FACTION EQUIPMENT

PLAGUE ROUNDS

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

Friendly **PLAGUE MARINE[®]** operatives' boltguns and bolt pistols have the Poison and Severe weapon rules.



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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 **PLAGUE MARINE[•]** operative, inflict D3 damage on it (instead of the normal 1).