

PLAQUE MARINE CHAMPION



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

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 one or more wounds within 7" of this operative, this operative regains up to an equal number of lost wounds (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 BOMBARDIER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

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 FIGHTER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

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).

◆ For the purposes of action restrictions and the Astartes faction rule, this action is treated as a **Fight** action. This operative cannot perform this action while it has a Conceal order.

PLAQUE MARINE HEAVY GUNNER



APL
▼ 3

MOVE
► 5"

SAVE
3+

WOUNDS
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 ICON BEARER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

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 0CP.

MALIGNANT PLAGUECASTER

APL
▼ 3MOVE
► 5"SAVE
3+WOUNDS
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*	

RULES CONTINUE ON OTHER SIDE ►

MALIGNANT PLAGUECASTER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

14

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 WARRIOR

APL
▼ 3MOVE
→ 5"SAVE
3+WOUNDS
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.