

PLAQUE MARINE[•] FACTION RULE

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.

PLAQUE MARINE[•] FACTION RULE

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 (excluding friendly PLAQUE MARINE[•] operatives) 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.

PLAQUE MARINE FACTION RULE

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.