

# PLAQUE MARINES

## STRATEGY PLOYS

### CONTAGION

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** operatives.
- It's visible to (or vice versa) and within 3" of a friendly **PLAQUE MARINE ICON BEARER** operative.

### LUMBERING DEATH

Whenever a friendly **PLAQUE 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

### CLOUD OF FLIES

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.

### NURGLINGS

Select one enemy operative within 3" of a friendly **PLAQUE MARINE** operative, or one enemy operative that has one of your Poison tokens and is within 7" of a friendly **PLAQUE MARINE** operative. Until the end of the selected operative's next activation, subtract 1 from its APL stat.

## FIREFIGHT PLOYS

### VIRULENT POISON

Use this firefight ploy during a friendly **PLAQUE 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).

### Poisonous Demise

Use this firefight ploy when a friendly **PLAQUE 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.

### SICKENING RESILIENCE

Use this firefight ploy when an attack dice inflicts damage on a friendly **PLAQUE MARINE** operative. Until the end of the activation/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.

### Curse of Rot

Use this firefight ploy when a friendly **PLAQUE MARINE** operative is fighting against or shooting 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.

## FACTION RULES

### DISGUSTINGLY RESILIENT

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.

### POISON

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.

### TOXIC

Some weapons in this team's rules have the Toxic weapon rule.

**\*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.

### ASTARTES

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.

## OPERATIVES

### CHAMPION

	APL 3	MV 5"	SV 3+	W 15
	A HT D WR			
⊕ Plasma pistol				
- Standard	4	3+	3/5 Rng 8", Piercing 1	
- Supercharge	4	3+	4/5 Rng 8", Hot, Lethal 5+, Piercing 1	
X 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).

### BOMBARDIER

	APL 3	MV 5"	SV 3+	W 14
	A HT D WR			
⊕ Blight grenade	4	3+	2/4 Rng 6", Blast 2", Saturate, Severe, Poison*, Toxic*	
⊕ Boltgun	4	3+	3/4 -	
⊕ Krak grenade	4	3+	4/5 Rng 6", Piercing 1, Saturate	
X Fists	4	3+	3/4 -	

**Grenadier:** This operative can use blight and krak grenades. 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 (applied in profile above) and blight grenades have the Toxic weapon rule.

### FIGHTER

	APL 3	MV 5"	SV 3+	W 14
	A HT D WR			
X 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 have one).  
● This operative cannot perform this action while it has a Conceal order, or during an activation in which it has performed more than one **Fight** action, and it cannot perform more than one **Fight** action during an activation in which it performs this action.

### HEAVY GUNNER

	APL 3	MV 5"	SV 3+	W 14
	A HT D WR			
⊕ Plague spewer	5	2+	3/3 Rng 7", Saturate, Severe, Torrent 2", Poison*	
X Fists	4	3+	3/4 -	

### ICON BEARER

	APL 3	MV 5"	SV 3+	W 14
	A HT D WR			
⊕ Bolt pistol	4	3+	3/4 Rng 8"	
X Plague knife	5	3+	3/4 Severe, Poison*	

**Icon Bearer:** Whenever determining control of a marker, treat 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 3	MV 5"	SV 3+	W 14
	A HT D WR			
⊕ Entropy	4	3+	3/7 PSYCHIC, Rng 7", Saturate, Severe, Poison*	
⊕ Plague wind	6	3+	2/3 PSYCHIC, Saturate, Severe, Torrent 1", Poison*	
X Corrupted staff	4	3+	3/4 PSYCHIC, Severe, Shock, Stun, Poison*	

**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.  
● Cannot perform this action while within control range of an enemy operative, or more than once per turning point.

### PUTRESCENT VITALITY

	APL 3	MV 5"	SV 3+	W 14
	A HT D WR			
⊕ Boltgun	4	3+	3/4 Toxic*	
X 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.

# PLAQUE MARINES

## OPERATIVES

### ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **PLAQUE MARINE CHAMPION** operative

5 **PLAQUE MARINE** operatives selected from the following list:

- **BOMBARDIER**
- **FIGHTER**
- **HEAVY GUNNER**
- **ICON BEARER**
- **MALIGNANT PLAGUECASTER**
- **WARRIOR**

Your kill team can only include each operative on this list once.

## FACTION EQUIPMENT

### **PLAQUE BELLS**

You can ignore any changes to the stats of friendly **PLAQUE MARINE** operatives from being injured (including their weapons' stats).

### **BLIGHT GRENADES**

Friendly **PLAQUE MARINE** operatives have the following ranged weapon (you cannot select it for use more than twice during the battle):

A	HT	D	WR
4	4+	2/4	Rng 6", Blast 2", Saturate, Severe, Poison*

### **PLAQUE ROUNDS**

Friendly **PLAQUE MARINE** operatives' boltguns and bolt pistols have the Poison and Severe weapon rules

### **POISON VENTS**

Whenever an enemy operative that has one of your Poison tokens is activated within 3" of a friendly **PLAQUE MARINE** operative, inflict D3 damage on it (instead of the normal 1).