



PLAGUE MARINE CHAMPION

APL
▼ 3MOVE
➡ 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.

PLAGUE MARINE👹, CHAOS, HERETIC ASTARTES, LEADER, CHAMPION

32

PLAGUE MARINE BOMBARDIER

APL
▼ 3MOVE
➡ 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.

PLAGUE MARINE👹, CHAOS, HERETIC ASTARTES, BOMBARDIER

32

PLAGUE MARINE FIGHTER

APL
▼ 3MOVE
➡ 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).

◆ This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed more than one **Fight** action, and it cannot perform more than one **Fight** action during an activation in which it performs this action.

PLAGUE MARINE👹, CHAOS, HERETIC ASTARTES, FIGHTER

32

PLAGUE MARINE HEAVY GUNNER

APL
▼ 3MOVE
➡ 5"SAVE
🛡️ 3+WOUNDS
🔥 14

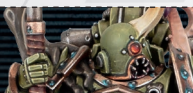
NAME	ATK	HIT	DMG	WR
🔫 Plague spewer	5	2+	3/3	Range 7", Saturate, Severe, Torrent 2", Poison*
👊 Fists	4	3+	3/4	-

PLAGUE MARINE👹, CHAOS, HERETIC ASTARTES, HEAVY GUNNER

32



PLAGUE 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 play costs you OCP.

PLAGUE MARINE, CHAOS, HERETIC ASTARTES, ICON BEARER

32

MALIGNANT PLAGUECASTER



APL **3** MOVE **5"** SAVE **3+** WOUNDS **14**

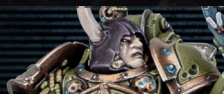
NAME	ATK	HIT	DMG	WR
Entropy	4	3+	3/7	PSYCHIC, Range 7", Saturate, Severe, Poison*
Plague wind	6	3+	2/3	PSYCHIC, Saturate, Severe, Torrent 1", Poison*
Corrupted staff	4	3+	3/4	PSYCHIC, Severe, Shock, Stun, Poison*

RULES CONTINUE ON OTHER SIDE ►

PLAGUE MARINE, CHAOS, HERETIC ASTARTES, PSYKER, MALIGNANT PLAGUECASTER

32

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.

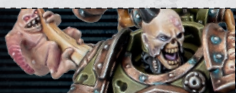
PUTRESCENT VITALITY

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.

PLAGUE MARINE WARRIOR



APL **3** MOVE **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.

PLAGUE MARINE, CHAOS, HERETIC ASTARTES, WARRIOR

32



PLAGUE MARINES KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

OPERATIVES

- 1 **PLAGUE MARINE** **CHAMPION** operative
- 5 **PLAGUE 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.



Nurgle's number is 7 and his sigil shows 3. From these numbers does his corruption flow.

PLAGUE MARINE FACTION RULE

ASTARTES

Space Marines are genetically augmented transhumans forged for only one purpose: war.

During each friendly **PLAGUE MARINE** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol, boltgun 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 **PLAGUE MARINE** operative can counteract regardless of its order.

PLAGUE MARINE FACTION RULE

POISON

Nurgle 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 **PLAGUE 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.

PLAGUE 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 **PLAGUE MARINE** operative, roll one D6: on a 4+, subtract 1 from that inflicted damage.



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

PLAGUE MARINE STRATEGY PLOY

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.

PLAGUE MARINE STRATEGY PLOY

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 **PLAGUE 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.

PLAGUE MARINE STRATEGY PLOY

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



PLAGUE MARINE FIREFIGHT PLOY

VIRULENT POISON

The most potent of Grandfather Nurgle's foul plagues spread swiftly through the air, breaching even enviro-seals and filtration masks.

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

PLAGUE MARINE FIREFIGHT PLOY

POISONOUS DEMISE

The body of a Plague Marine plays host to countless poisons and plagues. Upon death, their bloated forms may detonate, spreading foul contagion all around.

Use this firefight ploy when a friendly **PLAGUE 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.

PLAGUE MARINE FIREFIGHT PLOY

SICKENING RESILIENCE

By voluntarily offering their bodies as hosts for the Grandfather's contagious gifts, some Plague Marines are granted even greater endurance.

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

PLAGUE MARINE FIREFIGHT PLOY

CURSE OF ROT

To engage a Plague Marine in single combat is to expose oneself to wilting contagion and soul-eroding decay.

Use this firefight ploy when a friendly **PLAGUE 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.



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 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.

PLAGUE MARINE FACTION EQUIPMENT

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).



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

DAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER ♣ **FLY**, **MANDRAKE** ♣ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE 1AP

▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



PLAGUE MARINES: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

STRATEGY PLOYS, CONTAGION

First bullet point deleted:

~~'It's within control range of friendly **PLAGUE MARINE** operatives.'~~

CHAMPION OPERATIVE, GRANDFATHER'S BLESSING RULE

Changed to read:

'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).'

MALIGNANT PLAGUECASTER OPERATIVE, PUTRESCENT VITALITY ACTION

Condition changed to read:

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

FIGHTER OPERATIVE, FLAIL ACTION

Second sentence of effect changed to read:

'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).'

ICON BEARER OPERATIVE, ICON OF CONTAGION

Changed to read:

'Whenever this operative is **within your opponent's territory**, the Contagion strategy ploy costs you OCP.'

PREVIOUS ERRATAS

FACTION RULES, ASTARTES

Third sentence of first paragraph changed to read:

'You cannot select the same **PSYCHIC ranged** weapon more than once per activation.'

FACTION RULES, POISON

Relevant part of first sentence of weapon rule changed to read:

'[...] the operative this weapon is being used against **(excluding friendly **PLAGUE MARINE** operatives)** gains one of your Poison tokens [...]'

FIREFIGHT PLOYS, POISONOUS DEMISE

Additional text added to end of first sentence:

'Use this firefight ploy when a friendly **PLAGUE MARINE** operative is incapacitated, **before it's removed from the killzone.**'

FIREFIGHT PLOYS, CURSE OF ROT

Second sentence changed to read:

'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.'

STRATEGY PLOYS, CLOUD OF FLIES

Relevant part of second sentence changed to read:

'[...] if that friendly operative is wholly within **1"** of that marker, that friendly operative is obscured.'

PLAGUE MARINE OPERATIVES

Corrupted sons of Mortarion, Plague Marines are suffused and bloated with rot and disease. Though compact and slow moving, Plague Marines are horrifyingly resilient, trudging relentlessly towards their objectives while spreading contagion in their wake.

PLAGUE MARINE CHAMPION

Armed with centuries of experience and warp-tainted weaponry, Champions are the rotten core of Plague Marine warbands. They lead from the front, setting a gory example for their troops to follow.

PLAGUE MARINE BOMBARDIER

The Death Guard have long been terrifying trench fighters. Bombardiers specialise in breaking dug-in positions with hails of explosives, from armour-sundering krak grenades to hypertoxic blight grenades.

PLAGUE MARINE FIGHTER

Many Plague Marines prefer to fight their foes up close. They wade through the enemy ranks, with every swing of their plague-blessed weapons spreading new infections.

PLAGUE MARINE HEAVY GUNNER

The arsenals of the Death Guard are filled with deadly weaponry, from lethal arcana to forbidden chem-agents from bygone ages. Heavy Gunners wield these tools of war to horrific effect.

PLAGUE MARINE ICON BEARER

Icon Bearers are honoured to bear the cursed standards of the Death Guard. Each is a locus for decay that saps the will of nearby foes and enhances the vigour of their fellow Plague Marines.

MALIGNANT PLAGUECASTER

Malignant Plaguecasters channel the foetid energies of Nurgle's realm. The foul cycle of decay and rebirth is theirs to master, whether unleashing clouds of killing wind or revitalising their brethren.

PLAGUE MARINE WARRIOR

Almost nothing can stop a Plague Marine on the march. Shielded by power armour and Nurgle's vile blessings, these warriors march through storms of enemy fire in pursuit of their objective.



PLAGUE MARINES KILL TEAM

3

PLAGUE MARINES » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **PLAGUE MARINE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **PLAGUE MARINE** CHAMPION operative
- 5 **PLAGUE 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.



Nurgle's number is 7 and his sigil shows 3. From these numbers does his corruption flow.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

CHAMPION

Plague sword

Plasma pistol



BOMBARDIER

Boltgun



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



ICON BEARER



FIGHTER



HEAVY GUNNER



MALIGNANT PLAGUECASTER



WARRIOR

