



# 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

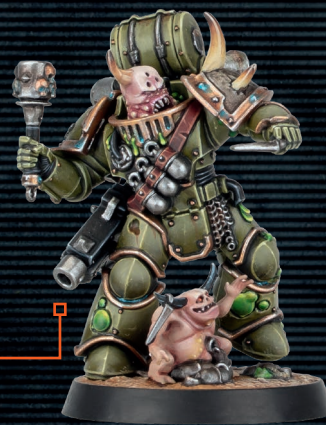
Plague sword

Plasma pistol



## BOMBARDIER

Boltgun



## ICON BEARER



## FIGHTER



## HEAVY GUNNER



## MALIGNANT PLAGUECASTER



## WARRIOR

