


# PLAGUE MARINE

## FACTION RULE

### ASTARTES

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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.

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### POISON

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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.

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### 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.