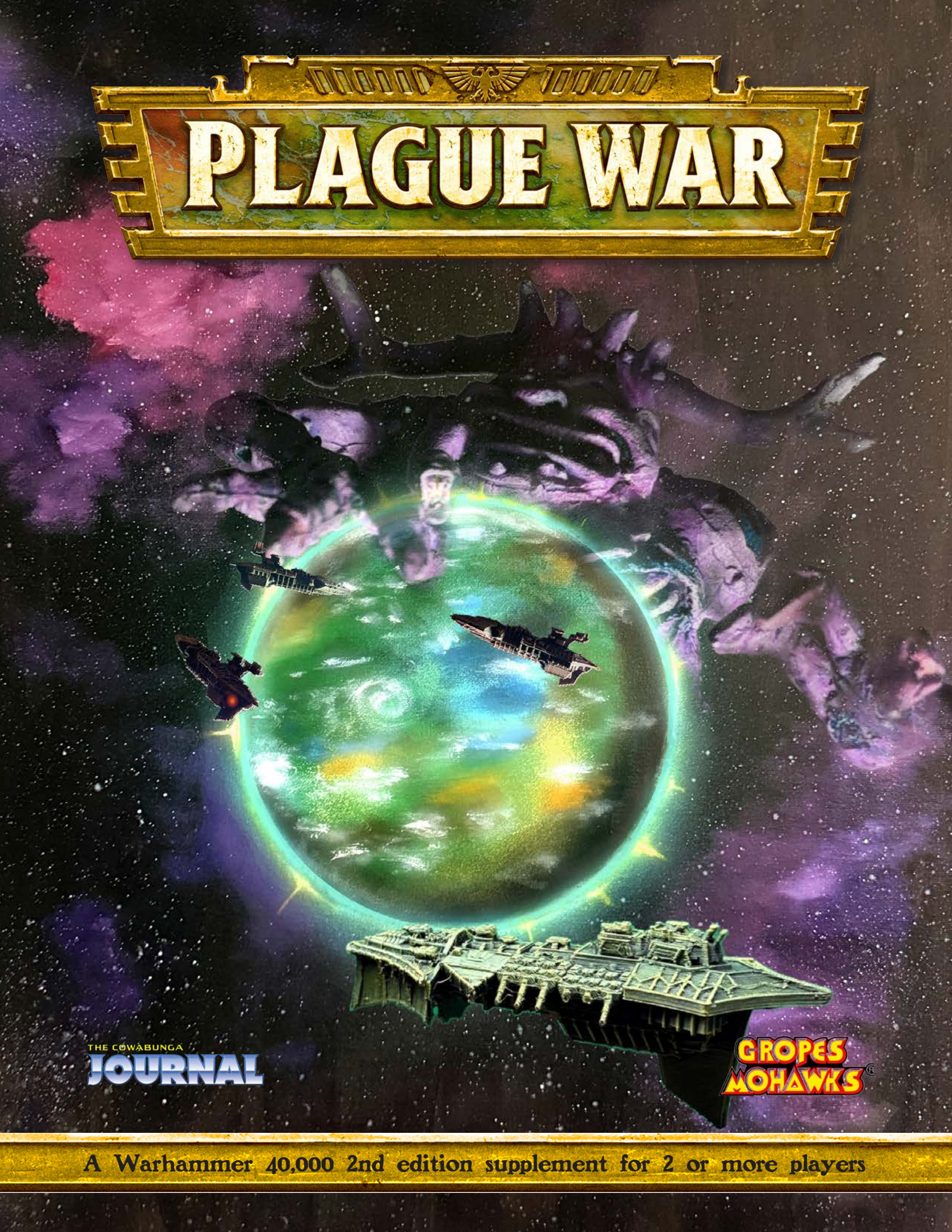
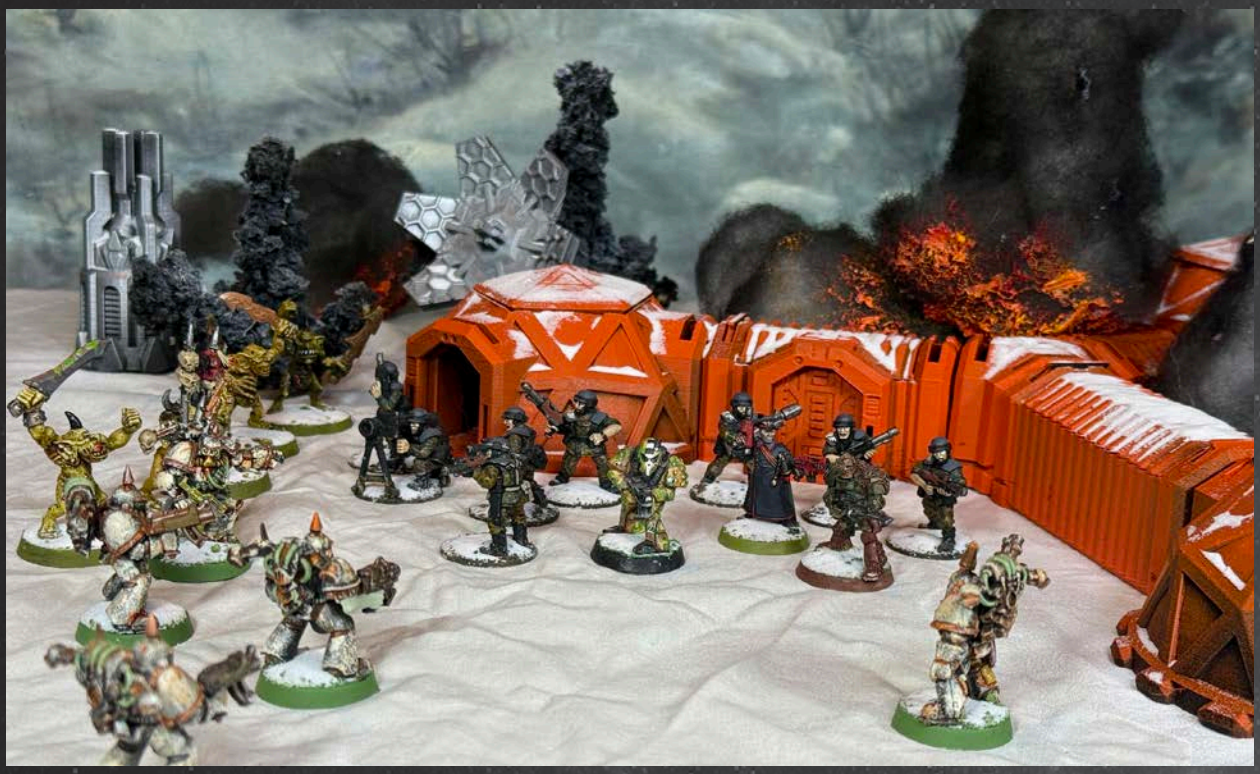
PLAGUE WAR



THE COWABUNGA JOURNAL

GROPES MOHAWKS®

A Warhammer 40,000 2nd edition supplement for 2 or more players



A research facility on Hott comes under fire from Nurgle followers.



Plague Marines escort freshly created Plague Zombies through a patch of Frost Cacti.

PLAGUE WAR

Welcome to the Plague War, soldier!

What you have here is a complete campaign pack for two players to play games in the Plague War setting using the 40k 2nd edition or Rogue Trader rules. The aim of this campaign is to add a narrative framework around your games, and can be used to greater or lesser extent. We trust you will enjoy!

What Is It?

Plague War serves a dual purpose: First and foremost it is an attempt to treat 40k 2nd edition (or indeed Rogue Trader) as a living breathing game, adding to it and giving it love. This booklet is written by Dr. The Viking, layout by Pygmyhippo, with rules input from M4cr0dutch. Secondly, it forms a thematic narrative framework behind the 2027 40k 2nd edition Army Challenge.

Our intention is to hit a spot somewhere between Rogue Trader and early Warhammer 40,000. This was a time when the 40k universe was less set in stone, and new ideas crawled across the pages of the Citadel Journal and White Dwarf, month after month. It was also a time when pop culture references could still be included in the source material without anyone frowning. Much unlike today's suit-run deadpan corporate panty-sniffin' money-loving blue chip company. To them we say: Gropes Mohawks! We *are* the resistance!

We strongly encourage to treat this book as a catalogue of ideas rather than a strict regimen. Make it your own and be punk about it. If you think something is missing – add it! If you think something is too much – remove it! This is your ride! Make the best of it!

How Do I Make Use of This?

If you want to get the most out of this, you would do really to print a complete set of the new missions included, and also the Cleanse and Plague decks that are used during the game. We have found that printing them directly and then laminating them is a perfect way to use both. Some nurgle models and some plague zombies could come in handy too, but it is perfectly acceptable to not use them or use whatever blips and markers you could have instead.

Lastly, a cool map of the planets in the Rovedian sector that you can hang on your wall while the campaign plays out would be awesome too, but by no means necessary.

Acknowledgements

A huge old thanks to Pygmyhippo and M4cr0dutch for joining me on this journey. It is so much more interesting and fun to work as a collaboration than on your own. Especially, when you have a popcorn brain and need someone to say "hey wait a moment!". Also thanks to Roger and Mørk for reading this as I was writing it to see if I was on the right track.

Disclaimer

This setting is intentionally a spoof. It draws obvious inspiration from John Carpenter's *The Thing*, *Hitchhiker's Guide to the Galaxy*, real life politics, and the wider Warhammer 40,000 universe. No infringement is intended. I do not claim ownership of any referenced intellectual property, logos or adapted visual elements. This is a non-commercial fan work created out of affection for the hobby.

Plague War

The Monkeigh are a curious race. Despite millennia of conflict, they have proven remarkably difficult for other races to eradicate entirely. In fact, although some have come closer than others, it seems that the only ones truly capable of bringing about the complete extinction of humankind are the Monkeigh themselves. The case of the *Covphephea pestis* strain, or the Cowfefe Plague as it came to be known colloquially, proves this point in rather glaring detail.

It all started in an insignificant biological warfare laboratory on the Ice World of Hott. Until then, the planet had served a fairly unremarkable purpose. Thanks to its average sub-zero temperatures, it was primarily used as a storage facility for rare cuts of meat in galactic transit. Its main export, meanwhile, was cubed frozen water. This had, somewhat unexpectedly, developed into a rather lucrative business among the spires of Khardasian Prime.

Hott's other inhabitants remained blissfully unaware that, deep within one of the planet's laboratories, Imperial magos biologiae had successfully summoned the galaxy's first virus-delivering bacterium.

At first, the Administratum managed to suppress rumours of scientists running amok in a small laboratory at a desolate polar research station. But before long, what had initially seemed like a localised outbreak developed into a plague that spread across the entire planet. The wealthier segments of society had better information and were consequently quicker to react. Rich cube merchants retreated into bunkers beneath the ice, where they had prepared to withstand virtually any conceivable catastrophe for years. Even richer meat transporters simply fled into space, relocating to their estates on the civilised worlds of Khardasian Prime and Melnibonea.

Back on Hott, the remaining populace fought a brief but vicious War of Hoarding over Imperial latrine tissue, accompanied by the obligatory canned beans and hi-caff.

Those fortunate enough to flee off-world initially wiped the sweat from their brows in a gesture of relief. Unfortunately, the sweat soon returned, and in most cases it was accompanied by a fever. Before long, the fever was followed by drooling, moaning and a distinctly unpleasant body odour: *plague zombies*, the hive-worlders called them.

Khardasian officials initially maintained that the incident was entirely contained and that there was no cause for concern. They also announced that any mention of either 'plague' or 'zombies' would henceforth be subject to severe penalties.

Next came the isolation measures. Everyone who had been off-world during the preceding three months was to be quarantined, with one notable exception: those whose income placed them above the officially determined threshold separating individuals capable of carrying themselves with dignity from the sort of people who might, quite possibly, be carrying the plague.

Several chapters of the Emperor's finest were summoned to cleanse the Rovedian Sector of the ghastly Cowfefe Plague and restore the officially approved appearance of peace. The Golden Axes, the Death Emus, the Toxic Crusaders, the Peacemongers and the Doom Storks fought their way across the icy wastes of Hott, the scorching sands of Uluru, the genetic mayhem of Hamelia XI, the impenetrable jungles of Deathworld Pantangya, the shantytowns of Melnibonea and the golden palace-hives of Khardasian Prime. Their mission was to rid these worlds of the pestilent filth that spewed forth from the realms of Chaos.

Eventually, the Inquisition arrived and renamed the *Ice World of Hott* the *Plague World of Cowfefe*. The vast majority of the officials, scribes and Administratum personnel involved were immediately prepared to rest on their laurels after this great bureaucratic achievement. However, the more tenacious among the Ordos maintained that the matter could not possibly end there. A world had been renamed, certainly, but no world had been destroyed. And until an Exterminatus had been declared somewhere, the entire operation could only be considered administratively incomplete.

THE ROVEDIAN SECTOR

Decryption Complete

+++ START +++

Imperial Inquisitorial Datafax S-M122.3⚓-WYY24.39C

+ Rovedian Sector +

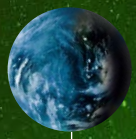
Inquiry Category: Novel Bio-Psychic Corruption
Agent Reporting: Enyalo Chrysologos
Inquisitorial Registry:
L3-M17-RT-4997.63167370.B
Ship: "Starbreaker"
Grade: Frigate, C23A
Officer Commanding: Turo Maplethorpe
Classification: Rogue Trader
Letter of Marque: RT-VA-8834.41009545.E

Agent Assessment: Cowfefe contagion containment incomplete. Post-operation specimen collection and data modeling ongoing. Inventories insufficient for sectorwide exterminatus. Promethium procurement request, Imperial Navy, Segmentum Command, Order ID A-303-ININ-P88. Orbital bombardment on standby. Awaiting further instructions.

The Emperor Protects.

+++ END +++

CLASSIFIED
By Order of the Inquisition of Terra



Planet: Hott
Population: 38,000,000
Infection: 29%

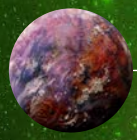


Planet: Pantangya
Population: 29,000,000
Infection: 12%



Planet: Uluru
Population: 74,000,000
Infection: 9%

Imperial Naval Yard A-303



Planet: Khardasian Prime
Population: 16,800,000,000
Infection: 12%

Astropathic Relay Station M122.3⚓



Planet: Hamelia XI
Population: 61,000,000
Infection: 8%



Planet: Melnibonea
Population: 2,100,000,000
Infection: 11%

Campaign Rules

So what is this campaign all? Well, in short form: "Some events cards, a plague zombie unit entry, some new missions, and a map campaign mechanism" pretty much sums it up.

This campaign is designed to play out the conflict between those on the side of the Plague and those who will try to cleanse the Rovedian sector. We designate these as the Plague Player and Cleanse Player.

The aim of the Plague Player is to contaminate the entire Rovedian sector and thereby establish a foothold for the Plague God Nurgle in this part of the galaxy. Unsurprisingly, the Cleanse player must seek to stop this from happening, while also trying to dodge the watchful eye of the inquisition.

The Campaign at a Glance

1. Each player sides with either the Cleanse (forces of order) or the Plague (forces of chaos)
2. You then fight over a map of 6 planets from the Rovedian system.
3. Each campaign round consists of 1 battle, causing 1 planet to potentially shift side.
4. After 6 rounds the campaign ends and the side with more planets wins. If one side gets 6 planets, the campaign also ends! Or if you are unlucky, the Inquisition stops by and ends the party even before then!
5. In addition to the normal rules, there is a deck of event cards for each player. Kind of like the strategy cards, but a bit more involved.

The Map

For the campaign The Rovedian sector consists of the following planets:

The Desert planet Uluru, The jungle planet of Hamelia XI, The Deathworld of Pantangya, The wasteland world of Melnibonea, the Hive World of Khardasian Prime and the Ice planet Hott.

To track the progress of campaign it is recommended to print out the map on page 3 of this booklet and use red (or maybe blue) and green (or maybe yellow) pins to keep track of the status of each planet. Pins, though common in earlier ages, have now become a rare form of modern archeotech. Many younger folks will have never encountered one and may reasonably mistake it for a very small weapon, a primitive antenna or an unusually aggressive splinter. The pin, however, is none of these things. It is a pin.

Naturally, pins are of little use without a corkboard. Corkboards are considerably less common than pins, except in certain disreputable regions of the galaxy where they occur in large, unexplained colonies. Second-hand shops remain the most reliable source. Players are advised to inspect the area near the entrance, where corkboards are frequently abandoned by people who have decided that they no longer wish to organise their thoughts.

Running the Campaign

The campaign allows for three possible outcomes: Either the Cleanse Player rids the sector of filth, alternatively the Plague Player infects everything. Lastly, maybe the Inquisition arrives, declares the sector *exterminatus* and burns everything to the ground.

Before you start the campaign, you need to designate who will take what role. Now, there is no army that cannot play for either side. You could easily imagine disciplined Blood Axe Orks as the Cleanse side for instance, or conversely an infected Tyranid hive fleet as Plague. What a nightmare! Use your imagination.

It is of course entirely possible to play the campaign as a solo outing as well - simply use the same force in each game and go up against locals and use the results of the game as your input.

The Plague Player may use and summon Nurgle demons in his force, just like a Chaos army. This is irrespective of which army he plays (even Necrons can get infected with a computer virus!). Making your own army specific Plague Zombies is not necessary, but highly encouraged. Additionally, any psyker featured on the plague side may (and should!) use the psychic powers of Nurgle.

The Cleanse Player may (irrespective of army chosen) utilise special Imperial Containment Agents, which for all intents and purposes are storm troopers trained in plague warfare.

Starting Out

At the start of the campaign three planets in the sector are already infected: Hott, Uluru and Khardasian Prime. The campaign consists of a number of campaign turns.

The Campaign Turn

Each turn is played as follows:

1. Roll for initiative - each player rolls a d6. If your army has a higher Strategy Rating than the opponent, add +1 to the roll. The winner of the initiative roll decides where the next battle takes place. In the case of a tie in round 1, reroll the die. From round 2, the one who did not have the initiative last round wins ties.
2. Play a battle on the planet chosen by the player who won the initiative.
3. Post-game results: The planet you played on switches status in accordance with the side that won. For example, if the Cleanse wins on an infected planet it becomes uninfected. If the Plague wins on an uninfected planet it becomes infected. If the planet was already of the allegiance that wins, then nothing changes.
4. Roll on the Eye of Imperial Inquisition table.
5. Check if campaign victory conditions are met.

Eye of the Inquisition Table

Infected Planets	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
1	12/13+	12/13+	12/13+	11/12	8/12	8/11
2	11/13+	11/13+	11/12	11/12	8/12	8/11
3	11/12	11/12	8/11	8/11	8/11	6/10
4	8/11	8/11	8/12	8/11	8/11	6/10
5	6/11	6/11	6/11	6/11	6/10	4/11
6	4/10	4/10	4/10	4/11	4/11	2/8

At the end of each turn, roll 1d12 and consult the table using the current turn number and the number of Infected Planets.

Each entry in the table contains two numbers in the format X/Y:

- A roll below X has no effect: The Inquisition has matters of higher importance to observe. The Rovedian sector survives another galactic day.
- A roll of X or higher: The Inquisitorial interest is piqued. Increase the Eye of the Inquisition Tally by 1.
- A roll of Y+: The Eye of the Inquisition has been awoken. Increase the Eye of the Inquisition Tally by 2!

How It Ends (Victory Conditions)

If the Eye of the Inquisition Tally reaches 5, the Inquisition arrives (see below). If after a turn there are either 0 or 6 infected planets and the Inquisition doesn't arrive, the campaign ends. If there are 0 infected planets, the Cleanse Player has succeeded in his objective and wins a major victory, whilst if there are 6 infected planets the Plague Player has succeeded in his objective and wins a major victory. Irrespectively, the campaign ends after 6 rounds and the side with the most planets wins a minor victory — *IF* the Inquisition doesn't arrive!

If the Inquisition Arrives

After having had a long hard fight with the powers of chaos across the Rovedian system, suddenly the skies are filled with dark anonymous ships. Soon afterwards the first planetkilling missiles strike, and all life in the Rovedian sector ceases to exist for the near and far future.

If you have a suitable army, then the coolest option is to play a battle (three-way, preferably) where the Inquisition has to kill everything breathing. Search and Destroy would be a suitable mission for the Inquisition in that scenario.



Plague Zombies

Points Cost: 5 points per model
Squad Size: 5 to 30 models

Model	M	WS	BS	S	T	W	I	A	Ld
Plague Zombie	3	2	0	3	4	1	1	1	10
Plague Champion	3	3	0	4	4	2	2	2	10

Equipment & Armour

Weapons: Claws, teeth, and rusted tools (Counts as a single Close Combat Weapon, S3, Save Modifier: 0).
Armour: None (No armour save).
Options: One Zombie may be upgraded to a Plague Champion for +15 points.

Special Rules

Ambush of the Unburied (Infiltration): During deployment, you may choose to deploy your Plague Zombies using infiltration. They may set up anywhere on the table inside terrain features (buildings, ruins, woods, craters), provided they are placed more than 8" away from any enemy model.

Mindless Undead: Completely Immune to Psychology (Fear, Terror, Panic) and Pinning. They automatically pass all Morale and Break tests and can never be forced to fall back.

Cause Fear: Causes *Fear* to living enemies as per the core rulebook.

Necrotic Numbness: Whenever a Zombie suffers an unsaved wound, roll 1d6. On a 5, the wound is ignored (does not apply against S8+ template weapons or instant-death attacks).

Curse of Unlife: Whenever a living Human, Eldar, Squat, Tyranid or Ork infantry model dies in Hand-to-Hand combat against a Zombie, roll 1d6 at the end of the phase. On a 5+, the corpse reanimates; immediately add a new Plague Zombie model to the nearest Zombie squad.

Marked by Nurgle: Carrying the *Covphephea pestis* strain counts as being a Nurgle-marked model.

New Missions

These are used instead of (or in addition to) the standard mission from Warhammer 40k. Two missions are connected: Dark Ritual and Demon Hunt. If one of these is drawn the other player always has the option of taking the connected mission. So if for example the Cleanse Player draws Demon Hunt, the Plague player may choose Dark Ritual and vice versa. If they chose not to, discard and redraw.

Plague and Cleanse Cards

The Card game

Each battle of the campaign, the Cleanse and Plague players have the option of playing with the Cleanse and Plague card decks. If they should choose to do so, these new decks replace the normal Strategy Cards. The decks represent weird stuff that can happen when a world is being virulently assaulted OR purged by the forces of cleanliness.

There are three decks: one for the Plague Player (green), one for the Cleanse Player (blue) and one for Neutral (red). Before the game starts, divide the Neutral cards into two equal stacks and shuffle one stack into the Cleanse deck, and the other stack into the Plague deck. Each player then chooses a deck. Before deploying in turn 1, each player draws 3 cards from their deck. At the start of each consecutive turn, before either player has their turn, they each draw a card from their respective deck.

Some cards are played immediately, some are kept to use later. Most of them should clearly indicate when they're supposed to be played. The effects of the cards are instantaneous, unless anything else is noted on the cards. Any card that results in new models on the tabletop should preferentially be represented by the real model in question. Otherwise, resort to "the coke bottle IS the greater demon"-type play (use proxies).

You can have as many cards as you like in your hand. If you are feeling adventurous, you can try drawing 2 or 3 cards per round instead of just 1.

The cards are written in a period-specific language, meaning that fluff and rules are intertwined. As with the original rules, common sense should be employed to figure out what an effect is if it goes into a grey zone.



POISON THE WELL

Your forces have been dispatched deep behind enemy lines to deliver a devastating pre-emptive strike. An armoured pipeline carrying vital drinking water to a nearby Hive City has been located. Your orders are to breach their defenses and introduce a deadly contagion into the water supply. If successful, the enemy's population will be crippled before they even realise the war has begun.

Primary Objective

Breach the armoured water pipeline and contaminate the water supply. At the start of the game, mark the position of a single pipeline running down the centre of the battlefield, equally distant from both deployment zones. Divide the pipeline into three equal sections, each with Armour Value 10. Each section may be targeted separately and is considered breached if it suffers a penetrating hit. A friendly unit within 3" of a breached section may contaminate it at the end of its movement.

Each contaminated pipeline section: +2 victory points.

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



ZOMBIE PLAGUE

Your forces have unleashed a terrifying contagion capable of transforming loyal enemy soldiers into mindless zombies. Under the sinister influence of your Zombie Master, the infection spreads through the enemy ranks, turning former comrades against one another. Your mission is to protect the Zombie Master as it spreads the plague, swelling your undead horde until the enemy is overwhelmed by its own fallen warriors.

Primary Objective

Spread the Zombie Plague. At the start of the game, nominate one model as the Zombie Master. Any enemy infantry model slain in close combat by the Zombie Master becomes a zombie. Replace the slain model under your control at the end of the combat phase. Zombies retain their original stat line, weapons and armour saves, but may not shoot, use psychic powers or capture objectives. Zombies may move, charge and fight in close combat as normal. Models killed by zombies also become infected. Zombies that are slain are not worth victory points.

The Zombie Master survives the battle: +2 victory points

Zombies created: +$\frac{1}{2}$ victory point each

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

PATIENT ZERO

Your agents have infiltrated the enemy's ranks, carrying a deadly contagion that remains undetectable until it is too late. Your orders are to spread the infection among unsuspecting enemy formations, allowing the disease to undermine their fighting strength from within. The enemy must never discover the true source of the outbreak..

Primary Objective

Before deployment, secretly nominate one infantry model in your army as Patient Zero. This model may spread the contagion to enemy infantry units by moving within 3" of them. At the end of your movement phase, secretly record each unit exposed to the contagion. Each enemy unit may only be infected once. Patient Zero must survive until the end of the game. You may achieve a maximum of 6 victory points from Primary Objectives.

Each infected enemy unit: +2 victory points.

Secondary Objective

Keep Patient Zero alive for use in other battles.

Patient Zero survives the battle: +2 victory points



DARK RITUAL

Your forces have attempted a forbidden ritual, but the ceremony has gone disastrously wrong. A Great Unclean One has emerged from the Warp, beyond your control and eager to spread pestilence and destruction. Though the ritual has failed, the daemon's rampage presents an unexpected opportunity. You must exploit the chaos it creates, allowing the abomination to devastate your enemies while your forces advance.

Primary Objective

Use the daemon's rampage to weaken the enemy and spread destruction across the battlefield. You may achieve a maximum of 5 victory points from Primary Objectives.

Each enemy character killed by the Great Unclean One: +2 victory points
Each enemy vehicle destroyed by the Great Unclean One: +2 victory points
Each enemy infantry unit destroyed by the Great Unclean One: +1 victory point

Secondary Objective

Keep the Great Unclean One alive for as long as possible to maintain your advantage.

The Great Unclean One survives the battle: +2 victory points



Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

MERCY DASH

The battle has left countless wounded scattered across the front lines and your field hospital is struggling to cope. Your orders are to recover the casualties and evacuate them to safety. Your troops must brave enemy fire to rescue their fallen comrades, while protecting the medical personnel working desperately to save lives. Every soldier you recover is another life spared from the horrors of war.

Primary Objective

At the start of the game, place four wounded soldier markers on the battlefield, each at least 12" from another and 6" from either deployment zone. Nominate a terrain feature in your deployment zone as the field hospital (Armour Value 22). A friendly infantry unit within 3" of a wounded soldier may recover them at the end of its movement. Each unit may carry one wounded soldier. Wounded soldiers are saved if they are transported to within 3" of the field hospital. If the carrying unit is destroyed, leave the wounded soldier marker at its last position.

Each wounded soldier saved: +2 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



DAEMON HUNT

An enemy ritual has gone catastrophically wrong, tearing open a rift between the mortal realm and the Warp. From its depths has emerged a Great Unclean One. Your forces have been ordered to confront this abomination and banish it before its corruption consumes the surrounding lands.

Primary Objective

Banish the daemon. If this mission is drawn, reveal it to your opponent. If they agree, replace their mission with the Dark Ritual mission card. Otherwise, discard this card and draw another. Randomly select one enemy character to be replaced by a Great Unclean One. Do not deploy the character; instead, deploy the daemon at least 12" from any other unit. Your opponent controls the daemon, which follows its normal rules and characteristics.

Great Unclean One is killed: +7 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

OUTBREAK

Your forces have discovered a remote settlement devastated by a deadly contagion. There are no survivors and the infection threatens to spread through airborne vectors. Your orders are to destroy the settlement completely. Overloading the nearby power station may trigger a catastrophic chain reaction. You must act quickly before the infection spreads beyond containment.

Primary Objective

Overload the power station and evacuate as many of your troops as possible. Set up the power station in the centre of the board. To overload the power station, one friendly model within 1" of the power station controls must survive a turn without moving, using psychic powers, shooting or being engaged in close combat. Models may then evacuate by leaving any board edge. Models that do not evacuate by the end of the game are destroyed.

Power station destroyed: +5 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



SERUM RUN

A deadly contagion has swept through a remote settlement, leaving its inhabitants desperately awaiting a cure. Your convoy carries the only available supply of a life-saving serum, but hostile forces stand between you and your destination. You must escort the precious cargo across dangerous territory and deliver it before time runs out. Countless lives depend upon your success.

Primary Objective

A vehicle in your army is carrying the serum and must escape through the enemy battle lines. Secretly note which vehicle is carrying the serum before the game starts. It must leave the battlefield along the enemy's board edge.

Vehicle escapes in turns 2-3: +7 victory points
Vehicle escapes in turn 4: +5 victory points
Vehicle escapes in turn 5: +3 victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

MUTANT STRAIN

A mutant strain of the contagion has swept through the region, annihilating entire settlements. Scientists believe a cure may be possible, but vital biological samples must first be collected from infected sites. Your forces have been dispatched to recover these samples and deliver them to the research facility. Time is running out, and the fate of the population rests upon your mission's success.

Primary Objective

Collect samples to help make the cure. At the start of the game, place four numbered objective markers, each at least 12" from another marker and 6" from either deployment zone. A friendly model within 3" of an objective may recover a sample at the end of its movement. Record the number of each objective sampled. At the end of the game, roll a D4 to determine the critical sample.

Critical sample obtained: +3 victory points
Other samples obtained: +1 victory point each

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



CONTAGION

Your forces are being driven from a territory they have long held. Rather than surrender these lands to the enemy, your superiors have ordered you to leave behind a deadly legacy. Armed with a virulent contagion, you must contaminate key locations across the battlefield, rendering the land uninhabitable for those who would claim it. If you cannot hold this territory, you will ensure that no one else can.

Primary Objective

Spread the contagion to contaminate the. At the start of the game, identify four terrain features, each at least 12" from another and 6" from either deployment zone. A friendly model within 3" of a terrain feature may attempt to contaminate it. The model must survive an entire turn without moving, using psychic powers, shooting, or engaging in close combat. At the end of the turn, the terrain feature is considered contaminated.

Terrain features contaminated: +1 victory point each
All 4 terrain features contaminated: +2 bonus victory points

Secondary Objective

Destroy enemy forces wherever possible, minimise own losses



Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

REDEPLOY

The tactical vox crackles with adjusted coordinate feeds, pulling the squad back before the trap snaps shut.

Play at the start of turn 1 or 2. One unit may be taken off the table and redeployed in your deployment zone. If drawn after turn 2, discard and draw another.

TAKING A BREAK

An unforeseen lull in the sector's artillery gives the warriors a moment to duck into cover and consult their maps.

One unit is taken off the table and put in reserves. It may move onto the table during the movement phase of turn 2 or onwards. If drawn after turn 2, discard and draw another.

BULLSEYES

Targeting optics lock on, calibrating against the local atmospheric drift.

Play at the start of your shooting phase. One unit or character model gains +1 BS for the remainder of this turn.

FURY

A surging cocktail of combat stimms and religious zeal overrides all sense of self-preservation.

Play at the start of any hand-to-hand combat phase. One unit or character model gains +1 S for the remainder of this turn.

ENERGIZED

A copious supply of Kahwah Bars have energized the unit.

Play in your movement phase. One unmounted unit or character model gains 1 free move. This move does not prevent firing in the shooting phase and can be combined with running.

ROCKY

Sub-dermal armor plates or raw grit turns aside blows that should have disemboweled them.

Play when a unit or character model takes hits, before rolling to wound. Gain +1 T for the remainder of the round (= both player turns).

CACTUS ATTACK

Native Space Cacti are notoriously sensitive to heavy bootfalls and explosive when stressed.

Play immediately upon drawing. An overgrown space cactus bursts in a shower of needles. The unit closest to a space cactus of your choosing suffers 2d6 S3 hits. If there is only one space cactus, it targets the closest unit whether friend or foe. If there are no space cacti, discard this card and draw another.

SCREWY CONTROLS

A stray shot shatters the driver's console, sending the machine lurching wildly.

Play in opponent's movement phase on an enemy vehicle. Roll 1d12 for direction and 2d6 inches for distance. The vehicle must move this direction immediately, stopping only if it hits terrain or another vehicle.

FATED MOMENT

The Emperor guides a single bullet; the Dark Gods tilt a single die.

Play to reroll 1 die of any kind rolled by either player.

TACTICAL MASTERSTROKE

A flash of inspiration turns a disastrous maneuver into a textbook victory.

Play to reroll 1 complete action including all associated dice rolled for it.

MONSTROUS ABOMINATION

The battle's din rouses something terrible from its lair beneath the rubble.

Play at the start of any turn. Depending on the planet you are fighting on it could be a Hamelian genetic freakosaurus or a Uluran Gigarachnid, or even an Ice Worm from Hott. Irrespective, place it in the exact center of the table. At the end of each turn, it moves 2d6 inches toward the nearest unit and attacks if it reaches them.

TARGET ACQUISITION

Laser rangefinders zero in on the exact weaknesses of the enemy line.

Play at the start of your shooting phase. One unit receives +1 to hit for one shooting phase.

DOUBLE TIME

Adrenaline surges through the ranks as the command to double the pace rings out.

Play in your movement phase. One unit gains +2 Movement for one turn.

PREGAME BARRAGE

Off-site mortar batteries soften up enemy positions before the primary advance begins.

Play pre-game. Roll 1d6 for every enemy unit set up on the board. On a 6, the unit takes 1d3 S4 hits before turn 1 begins.

WILD PANIC!

Panic spreads like wildfire as horrific sights shatter the unit's resolve.

Play at any time on an enemy unit. The unit must immediately roll a Leadership test or suffer the consequences of failing morale.

BUNKER DOWN

Soldiers press themselves tightly into the dirt, ignoring surrounding fire.

Play in your opponent's shooting phase. One unit in soft or hard cover increases its cover modifier by one additional step.

Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

JAMMING FREQUENCY

High-frequency white noise fills officer headsets, turning orders into deafening shrieks.

Play at the start of the turn. Choose one enemy unit; it cannot use character leadership abilities this turn.

MUTAGENIC COMBAT STIMMS

Unlabeled injectors deaden pain and expand muscle mass exponentially.

Play in hand-to-hand combat. One squad gains +2 S, +2 A, and ignores morale tests until the end of the combat phase. After the phase roll a T test for each member; failure results in death. Eye Risk: Add +1 to your end-of-turn roll on the Eye of the Inquisition D12 table.

JAMMED MECHANISM

A single grain of radioactive grit in the feed belt turns a heavy weapon into a useless hunk of iron.

Play when an opponent rolls a sustained fire die. The die immediately jams and their shooting phase with that weapon ends.

RAPID ENTRENCHMENT

Entrenching tools out! Dig in before the artillery rounds land!

Play in your movement phase. One infantry unit that does not move constructs makeshift soft cover, giving enemies a -1 penalty to hit them until they next move.

HAYWIRE GRENADE SURGE

A concentrated electromagnetic pulse fries the internal cogitator banks of enemy armor.

Play in your shooting phase when targeting a vehicle or dreadnought within 8 inches. The vehicle suffers an automatic glitch and cannot shoot or turn, and must roll on the vehicle control chart at the start of its next turn.

THE VITAL BOLT

A lucky shot hits the one bolt that is holding the whole vehicle together.

Play during your shooting phase on any single weapon. If the weapon is fired at a vehicle during this shooting phase it automatically penetrates, irrespective of the location hit.

CONCEALED MINEFIELD

Old defensive perimeter mines lie buried beneath the ash, waiting for an unwitting boot.

Play pre-game. Designate one piece of terrain. Any model entering this terrain suffers 1d6 S4 AP -1 hits before taking any actions.

TARGETING OPTICS CALIBRATION

A spirit-blessed optic zeroes in on distant signatures through smoke and ash.

Play at the start of your shooting phase. One heavy weapon model or squad completely ignores cover penalties for the duration of this turn.

VOX-STATIC INTERFERENCE

Static sweeps the command channels, drowning out battlefield coordination.

Play at the start of the enemy turn. Choose one enemy character. Their leadership cannot be used for any tests for the remainder of this turn.

SMALL VIRUS OUTBREAK

A localized pocket of virulent Cowfefe gas bursts open underfoot.

Play on a single targeted unit. Every model in the unit must pass a Toughness test on 1d6 or suffer 1 wound with no armor save allowed. Plague Zombies and models with the Mark of Nurgle are immune. Any models dead, come back as zombies.

VIRUS OUTBREAK

A dormant Cowfefe pathogen vents from a cracked subterranean pipe.

Play immediately upon drawing. Roll 1d6 for every unit on the board. On a 6, that unit suffers 1d3 S3 hits with no armor saves allowed. Plague Zombies and models with the Mark of Nurgle are immune. Any models dead, come back as zombies.

ZOMBIFY

The dead do not rest in the Rovedian sector; they merely wait for the spores to take hold.

Play whenever a unit, friend or foe, loses models. The amount of models lost in this phase up to the point of playing Zombify returns immediately as plague zombies under your control within 2 inches of the unit.

INFECTED TERRAIN

Necrotic slime bubbles up from the mud, turning shelter into a festering death trap.

Infect a piece of terrain of your choosing. Any non-Nurgle unit entering or ending its turn in this terrain must pass a Toughness test on 1d6 or suffer 1 wound with no armor save allowed.

PESTILENT SKIN

Layer upon layer of demonic barnacles and hardened pus encrust the hull.

A vehicle of your choosing adds +1 to its armor value on all locations due to thickened demonic skin for the remainder of the battle.

IMPRESSIVE BUBOES

Glorious swollen tumors burst through armour plating, deadening pain at a terrible price.

A character model gains +1 T and +1 Ld for the battle, after which he succumbs to the plague and becomes a named zombie.

VIRULENT AMMO

Bolts tipped with concentrated rot-marrow dissolve targets into writhing corpses.

A unit fires virulent rounds for one shooting phase. For each model killed by the unit add a plague zombie in its place.

Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

NURGLING CHEERLEADERS

Small foul-smelling imps caper merrily in your warlord's shadow, tripping up enemies.

A trail of cheerful nurglings have gotten enamored by your army leader. Add 1d4 bases of nurglings forming a unit attached to your general. The general cannot leave the unit. The Nurglings are simply too taken with him.

DAEMONIC BOON

The warp tear widens just enough to spill out a motley band of filth-worshippers.

A renegade group of chaos followers joins your army for the next game. The group is composed of 1d3 plague bearers, 1d4 plague marines, and 1d6 beastmen or 1d10 cultists, forming a unit of at least 5 models mixed any way you prefer.

PLAGUE BURST

A grotesque eruption of necrotic matter tears through reality, spilling new monstrosities.

Play at any time. Place 1d3 plague zombies anywhere on the board at least 8 inches away from enemy models.

MIASMA OF PESTILENCE

A thick choking fog of spores rolls across the field, obscuring sight lines with rotting haze.

Play at the start of any turn. All shooting beyond 12 inches suffers an additional -1 to hit penalty for the rest of the round (both turns).

BURSTING CORPSE

Pressurized rot causes dead flesh to detonate in a shower of acidic bile.

Play when a plague zombie is killed in hand-to-hand combat. All models in base contact take an immediate S4 hit as it explodes.

SURSTRÖMM'S SPIRIT

A bulging, pressurized canister of ancient fermented bio-sludge ruptures, summoning the spirit of a localized warp-entity of sheer foulness whose stench can melt power armor seals and induce instant projectile vomiting.

Play at the start of any turn. Place a 3 inch blast template anywhere on the board. Play at the start of any turn. Place a 1 inch blast template anywhere on the board. Treat the marker as a Daemon cloud with M 6 under your control. Every non-Nurgle model under or touching the template must immediately pass a Toughness test on 1d6 or suffer 1 wound with no armor save allowed and be pinned for 1 full turn cycle as they retch uncontrollably. The Daemon is immaterial but can be killed by gusts of wind or if touched by another blast marker.

TOXIC CARILLON

Ringing the rusted bronze bell shakes the marrow of the living and sends psychic echoes cascading into high orbit.

Play at the start of your turn. All Nurgle and plague zombie units on the board gain +2 Movement and automatically pass all psychology tests for the remainder of the turn. Add +1 to the campaign end-of-round roll on the Eye of the Inquisition D12 table if you choose to use this card.

BUBO BURST

A ruptured cyst releases a pressurized spray of virulent sludge into the faces of surrounding attackers.

Play when a plague character or champion loses a wound in hand-to-hand combat. Every enemy model in base contact immediately takes an S4 hit with no armor save allowed.

CLOUD OF FLIES

Millions of bloated necro-flies form a chittering black veil around the filth-ridden squad.

Play in the enemy shooting phase when one of your Nurgle units is targeted. Enemies shooting at this unit suffer an additional -1 penalty to hit for the rest of the phase.

GORGED ON DECAY

Feasting upon the freshly slain imparts a sickening surge of unnatural vitality.

Play immediately after a plague zombie squad completely wipes out an enemy squad in close combat. The zombie squad gains +1 S and restores up to 1d3 previously slain zombies to the unit.

SLIME TRAIL

A thick gelatinous secretion oozes from the engine exhaust, turning the road behind into a treacherous slick.

Play in your movement phase when a vehicle moves. For the rest of the battle lay a 2 inch wide trail behind its path (cellofane wrap works well). Any non-Nurgle unit attempting to cross this trail must pass an Initiative test or fall prone and lose the rest of their movement.

NECROTIC ANESTHESIA

Rotting nerves feel no pain; dead flesh binds back together over shattered bone.

Play when a character model suffers an unsaved wound. Roll 1d6. On a 4+ the wound is ignored as dead tissue absorbs the damage.

DNA VACCINE

An experimental gene-stabilizer pumps through the trooper's veins, granting miraculous vigor at a hideous cost.

One model gains +1 W from the effects of a mutating DNA vaccine. After the battle the model develops a third leg and is put down.

MEDIC!

Narthecium humming, the apothecary strides into the fray to harvest gene-seed and patch the fallen.

A space marine apothecary or guard medic joins your army for the remainder of this battle ready to help you fight the plague. Deploy the model anywhere outside of 8 inches of the opposition.

CLEANSING FLAME

Purge the infection with burning promethium!

In addition to their normal weaponry, a unit of your choosing is now equipped with hand flamers for the next battle.

VETERANS OF THE PLAGUE WAR

Hardened by months in bio-hazard zones, these soldiers know how to survive the unnamable.

One of your squads gains +1 to Ld and M. Keep track of their casualties in the coming games, as once they are gone, they are gone.

Feel free to photocopy this page, cut out the cards, and glue them to cardstock.

VAXXING

Rigorous inoculations render the squad completely immune to the bio-weapons of Nurgle.

One of your squads becomes immune to all effects associated with disease or Nurgle.

HAND SANITIZER

A quick splash of high-grade industrial promethium disinfectant keeps the bio-sludge at bay.

Play immediately when a unit is targeted by a disease, poison, or Nurgle effects or attacks by models with the Mark of Nurgle to completely cancel that particular attack (for instance shooting or close combat from a squad) or effect.

INOCULATED AMMO

Rounds coated in anti-pathogen agents tear through demonic flesh with sanctified efficiency.

Choose a squad. For the next battle this squad deals double damage to units associated with Nurgle.

INQUISITORIAL DELAY

High-level administrative obfuscation buys the local command precious time before inquisitorial ships arrive.

Apply a -1 modifier to your end-of-turn roll on the Eye of the Inquisition table.

LONE MARKSMAN

A lone sniper takes position in high ruins, picking off officers and foul mutations before the clash.

Pre-game card. Place a single sniper character model anywhere on the board outside enemy deployment before turn 1.

ORBITAL STERILIZATION STRIKE

A targeted lance burst burns away lingering contamination and enemy positions alike.

Play at the start of your shooting phase. Place the large blast template anywhere on the board. Scatter it 2d6 inches. Everything under the template suffers an S6 AP -2 hit.

QUARANTINE ORDER

Imperial containment protocols lock down defensive sectors to prevent contagion spread.

Target an enemy unit. It cannot move out of its current terrain piece or feature for 1 full turn cycle.

FORBIDDEN XENOTECH

The Ordo Xenos locked these digital disintegrators in stasis for a reason, but desperate times breed desperate commanders.

Play at the start of your shooting phase. One character model or squad leader is equipped with alien Jokaero digital weapons for this turn. Their shooting attacks auto-hit and operate at S8 AP -4 Damage 1d6. Eye Risk: Add +2 to your end-of-turn roll on the Eye of the Inquisition D12 table.

ROGUE FRIGATE BOMBARDMENT

Bribing an unaligned merchant captain to open his lance batteries onto planetfall provides fire support and an undeniable energy signature.

Play in your shooting phase. Place the 2 inch blast template anywhere on the board. It scatters 2d6 inches. Any model hit suffers an S10 AP -5 Damage 1d6 hit. Eye Risk: Add +2 to your end-of-turn roll on the Eye of the Inquisition D12 table.

CONSECRATED PROMETHIUM

Blessed by the sector's priests, this holy fuel burns with a cleansing white flame that clings to corrupted flesh.

Play during your shooting phase when firing a flamer, heavy flamer, or hand flamer. Any Nurgle or zombie model hit by the template takes an S5 AP -2 hit and catches fire, taking an automatic S4 hit each turn until extinguished on a 1d6 roll of 4+.

NULL-WARD VOLLEY

Inscribed silver amulets and psych-out warding flares detonate, smothering the foul powers of the warp.

Play at the start of any turn. Place a 3 inch blast marker centered on a squad. All active psychic powers, mutations, or demon boons within 6 inches of this marker are suppressed and canceled for 1 full turn cycle.

PURITY SEALS OF SAINT ROVEDIA

Vows of hatred parchment-bound to ceramite plates keep terror at bay.

Pre-game card. Attach to one squad. The squad becomes completely immune to all fear, terror, and rout tests for the entire game.

OVERCLOCKED MELTAGUN

Bypassing safety limiters channels a blinding beam of thermal energy directly through heavy vehicle armor.

Play when a meltagun model fires at a vehicle. Gain an additional +2d6 on the armor penetration roll. The meltagun burns out on a roll of 1 to hit.

HIGH-INTENSITY SEARCHLIGHT BURST

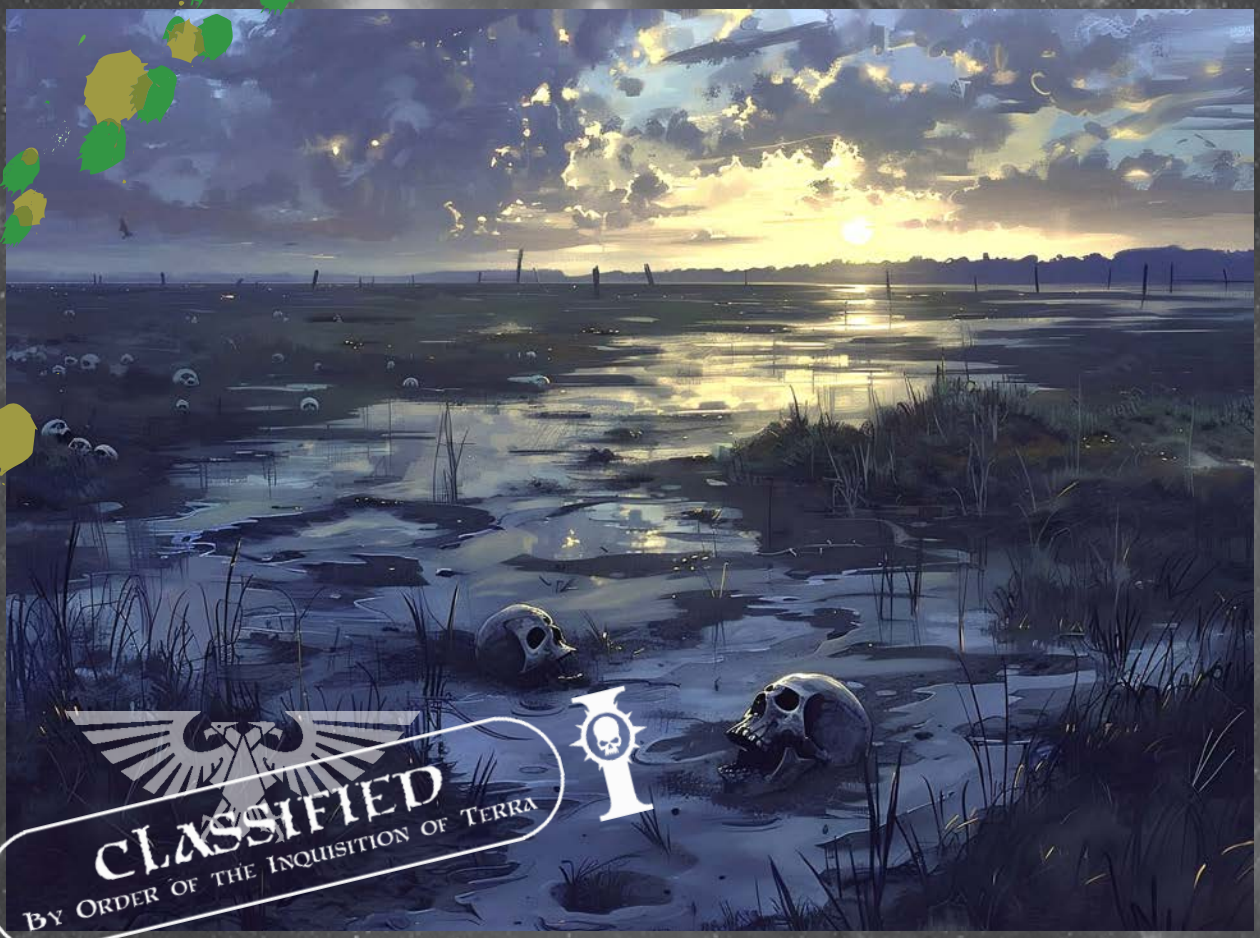
A piercing beam breaks through tactical smoke, illuminating target profiles for heavy weaponry.

Play at the start of your shooting phase. Target an enemy unit benefiting from smoke grenades, cover, or obscure conditions. All friendly units shooting at this target ignore penalties associated with darkness, smoke, or stealth until the end of the phase.

Feel free to photocopy this page, cut out the cards, and glue them to cardstock.



Mixed guard regiments perform a last stand as the agri-world of Melnibonea is overrun by a nefarious Nurgle cult.



Grab your vaxxine squig and vac-suit!

Pestilence has descended upon the Rovedian sector. Will you fight to stem the tide of the contagion, or will you use the opportunity to enrich yourself and spread chaos?

What you have here is a complete campaign pack for two players to play games in the Plague War setting using the 40k 2nd edition or Rogue Trader rules. The aim of this campaign is to add a narrative framework around your games, and can be used to greater or lesser extent. We trust you will enjoy!

THE COWABUNGA JOURNAL
https://cowabungajournal.com

GROPES MOHAWKS®