

BLOODED 

FACTION EQUIPMENT

CHAOS SIGIL

The disquieting sigils carried by the Blooded bend reality and thin the veil between realspace and the ever-shifting tides of the warp.

The Reward Earned firefight ploy costs you 0CP.



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SINISTER TROPHIES

The Blooded adorn their armour with severed heads affixed to rusty spikes, cloaks and tabards of flayed skin, and all manner of other grisly trophies hacked from the corpses of their victims.


Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **BLOODED👤** operative that has one of your Blooded tokens and is within 2" of it, your opponent cannot re-roll their attack dice results of 1.

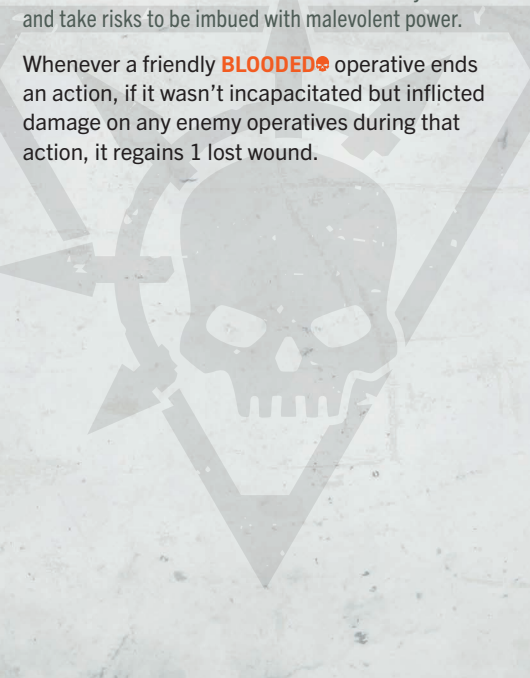
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SYMBOLS OF BLOODY WORSHIP

Desperate to garner the favour of malefic warp entities, the Blooded will daub their armour with bloody runes and take risks to be imbued with malevolent power.


Whenever a friendly **BLOODED**  operative ends an action, if it wasn't incapacitated but inflicted damage on any enemy operatives during that action, it regains 1 lost wound.



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WICKED BLADES

The Ruinous Powers respect nothing so much as the lethal arena of close combat, and so the Blooded seek to plunge their wickedly sharp weapons into the flesh of their foes.

Add 1 to both Dmg stats of each friendly **BLOODED**  operative's bayonet, bayonet & shield and improvised blade for the battle.

