



BLOODED

STRATEGY PLOY

GLORY KILL


By bringing down the strongest and most capable of enemies, the Blooded may provide a worthy offering to the Ruinous Powers.


Select one enemy operative visible to a friendly **BLOODED**  operative. Until the end of the turning point, whenever a friendly **BLOODED**  operative is shooting against, fighting against or retaliating against that enemy operative, that shooting, fighting or retaliating operative's weapons have the Ceaseless weapon rule, or Relentless if it has one of your Blooded tokens.

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RECKLESS ASPIRANT

No coward can earn glory. The Blooded are willing to risk life and limb in pursuit of malefic warp powers.

Whenever a friendly **BLOODED**  operative that's wholly within your opponent's territory and doesn't have one of your Blooded tokens is shooting or fighting, its weapons have the Accurate 1 weapon rule.

Whenever a friendly **BLOODED**  operative that has one of your Blooded tokens is wholly within your opponent's territory, its weapons have the Punishing weapon rule.

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MALEVOLENT GRIT


Those that have earned the favour of the Dark Gods of Chaos may draw upon the warp to predict and avoid the bullets of their foes.

Whenever an operative is shooting a friendly **BLOODED👁️** operative that has one of your Blooded tokens or is wholly within your opponent's territory, you can re-roll one of your defence dice.

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BITTER DEMISE

Consumed by hatred, the Blooded spit, curse and lash out as they die, screaming aggrieved words of heresy as they land a final strike upon the foe.

Whenever a friendly **BLOODED**  operative is incapacitated, before it's removed from the killzone, roll one D3: on a 3 (or 2+ if that friendly operative has one of your Blooded tokens), inflict damage equal to the result on one enemy operative visible to and within 2" of that friendly operative.

