

# TRAITOR CHIEFTAIN



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
🔫 Autopistol	4	3+	2/3	Range 8"
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Boltgun	4	3+	3/4	-
🔫 Laspistol	4	3+	2/3	Range 8"
🔫 Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
🔫 Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
🗡 Bayonet	3	3+	2/3	-
🗡 Chainsword	4	3+	4/5	-
🗡 Improvised blade	4	3+	2/3	-
🗡 Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

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► 6"

SAVE  
5+

WOUNDS  
8

**Blooded Icon:** Once per turning point, when a friendly **BLOODED** operative that has one of your Blooded tokens is incapacitated, if this operative is within 6" of it, you can regain that token.

**Lead With Strength:** Whenever this operative has one of your Blooded tokens or is wholly within your opponent's territory, treat it as if it's under the **GAZE OF THE GODS**.

# TRAITOR BRIMSTONE GRENADIER

APL  
▼ 2MOVE  
→ 6"SAVE  
5+WOUNDS  
7

NAME	ATK	HIT	DMG	WR	
☰ Diabolyk bomb	4	3+	4/3	Range 6", Blast 2", Devastating 2, Limited 1, Heavy (Reposition only), Piercing 1, Saturate	
☰ Lasgun	4	4+	2/3	-	
━ Bayonet	3	4+	2/3	-	

**Grenadier:** This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

**Explosive Demise:** If this operative is incapacitated, before it's removed from the killzone, you can use this rule. If you do, roll two D6, or one D6 if this operative is within control range of an enemy operative. If any result is a 4+, inflict D3+2 damage on each operative visible to and within 2" of this operative (roll separately for each). If this operative hasn't used its diabolyk bomb during the battle, inflict D6+2 damage instead.

# TRAITOR BUTCHER

APL  
▼ 2MOVE  
► 6"SAVE  
5+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
Power weapon & cleaver	4	3+	4/6	Ceaseless, Lethal 5+, Blood Offering*

**Unholy Sustenance:** Whenever this operative is fighting or retaliating, if it incapacitates the enemy operative in that sequence, it regains up to D3 lost wounds. This is cumulative with the Symbols of Bloody Worship equipment.

**\*Blood Offering:** Whenever this operative is fighting or retaliating with this weapon, the first time you strike with a critical success during that sequence, you gain one Bleeding token.

# TRAITOR CORPSEMAN

APL  
▼ 2MOVE  
► 6"SAVE  
5+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-
Stimm needle	3	5+	1/4	Lethal 5+

**Regular Dosage:** At the end of the Select Operatives step, if this operative is selected for deployment, you can select one other friendly **BLOODED** operative to gain one **STIMM** rule for the battle (excluding Rejuvenated).

## STIMM Rules:

- **Rejuvenated:** The operative regains up to 2D3 lost wounds.
- **Enraged:** The operative's melee weapons have the Relentless weapon rule.
- **Fortified:** Whenever an attack dice inflicts damage of 3 or more on the operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

RULES CONTINUE ON OTHER SIDE ►

# TRAITOR CORPSEMAN



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

STIMMS

1AP

► Select one friendly **BLOODED** operative within this operative's control range, then select the Rejuvenated **STIMM** rule, or one other **STIMM** rule for that operative to have for the battle. You cannot select each **STIMM** rule for each operative more than once per battle.

◆ This operative cannot perform this action while within control range of an enemy operative.

# TRAITOR COMMSMAN



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-

## SIGNAL

1AP

► **SUPPORT.** Select one other friendly **BLOODED** operative (excluding **OGRYN**) visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

## SACRILEGIOUS ACTUATION

1AP

► You gain one Blooded token.

◆ This operative cannot perform this action while within control range of an enemy operative, or if it doesn't have one of your Blooded tokens.

# TRAITOR ENFORCER



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Power fist	4	4+	5/7	Brutal

## Gruelling Disciplinarian:

- Whenever a friendly **BLOODED** operative is within 6" of this operative, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).
- Whenever a friendly **BLOODED** operative is activated within 6" of this operative, you can ignore any changes to that operative's stats from being injured until the end of its activation (including its weapons' stats).

## ENFORCE

1AP

► Select one other friendly **BLOODED** operative visible to and within 3" of this operative. That operative can immediately perform a 1AP action for free, but it cannot move more than 2" during that action. If the selected friendly operative is a **COMMSMAN**, it cannot perform the **Sacrilegious Actuation** or **Signal** actions.

◆ This operative cannot perform this action while within control range of an enemy operative.

# TRAITOR FLENSER



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Skinning blades	4	3+	3/4	Ceaseless, Stalk*

**\*Stalk:** Whenever this operative is fighting or retaliating with this weapon, if Light or Heavy terrain is within its control range, this weapon has the Lethal 5+ weapon rule.

**Wretched:** This operative can perform the **Charge** action while it has a Conceal order. If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

# TRAITOR GUNNER



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Grenade launcher (frag)	4	4+	2/4	Blast 2"
Grenade launcher (krak)	4	4+	4/5	Piercing 1
Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	4+	4/6	Piercing 1
Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
Bayonet	3	4+	2/3	-

# TRAITOR OGRYN



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

16

NAME	ATK	HIT	DMG	WR
Power maul & mutant claw	4	3+	5/6	Rending, Shock

**Avalanche of Muscle:** Whenever this operative ends its move during the **Charge** action, you can inflict D3 damage on one enemy operative within its control range.

**Chem-enhanced:** You can ignore any changes to this operative's APL stat and it's not affected by enemy operatives' Shock and Stun weapon rules.

**Brute:** Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

**Slow-witted:** You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

# TRAITOR SHARPSHOOTER



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
.Long-las (mobile)	4	3+	3/4	-
Long-las (stationary)	4	2+	3/3	Devastating 1, Heavy (Dash only), Silent
Bayonet	3	4+	2/3	-

**Camo Cloak:** Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save. This isn't cumulative with improved cover saves from Vantage terrain.

**A Name Whispered In Blood:** **STRATEGIC GAMBIT** in the first turning point. Select one enemy operative. Whenever this operative is shooting that enemy operative, treat this operative as if it has one of your Blooded tokens and is under the **GAZE OF THE GODS**.

# TRAITOR THUG



APL  
▼ 2

MOVE  
► 6"

SAVE  
4+

WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Heavy club	4	3+	4/4	Brutal

**Tough:** Whenever this operative is fighting or retaliating, or an operative is shooting it, Normal Dmg of 3 or more inflicts 1 less damage on it.

# TRAITOR TRENCH SWEeper

APL  
▼ 2MOVE  
► 6"SAVE  
4+WOUNDS  
9

NAME	ATK	HIT	DMG	WR
Shotgun	4	3+	3/3	Range 6"
Bayonet & shield	3	3+	2/3	Shield*

**\*Shield:** Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

**Shielding:** Whenever this operative is activated, you can use this rule. If you do, until the start of this operative's next activation:

- Subtract 2" from its Move stat.
- Whenever an operative is shooting this operative, you can re-roll any of your defence dice.

# TRAITOR TROOPER

APL  
▼ 2MOVE  
► 6"SAVE  
5+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-

**Group Activation:** Whenever this operative is expended, you must then activate one other ready friendly **BLOODED** **TROOPER** operative (if able) before your opponent activates.

When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).