

BLOODED👤

FIREFIGHT PLOY

CALLOUS DISREGARD

Pity is a trait of the weak. The Blooded will gladly turn their guns upon their own kin if doing so will ensure the destruction of an enemy.


Use this firefight ploy when a friendly **BLOODED👤** operative performs the **Shoot** action and you're selecting a valid target. Having other friendly **BLOODED👤** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected. Until the end of that action, whenever you discard an attack dice as a fail, inflict damage equal to the dice result on one friendly operative of your choice within control range of the target.

BLOODED

FIREFIGHT PLOY

MOMENT OF REPUTE

When infused with a portion of the Dark Gods' power, the Blooded are lent infernal speed and aggression.


Use this firefight ploy during the activation of a friendly **BLOODED**  operative that's under the **GAZE OF THE GODS**, before or after it performs an action. Until the end of that operative's activation, add 1 to its APL stat.



BLOODED FIREFIGHT PLOY

REWARD EARNED

The surest way to earn the attention of the Ruinous Powers is to draw blood in their name.

Use this firefight ploy when an enemy operative is incapacitated by a friendly **BLOODED**  operative within 2" of it that has one of your Blooded tokens. You gain one Blooded token.





BLOODED

FIREFIGHT PLOY

DARK FAVOUR

Those who have spilled the blood of the foe and earned the favour of their infernal patron may be spared from death, as long as another pays the price in their stead.

Use this firefight ploy when a friendly **BLOODED ** operative that has one of your Blooded tokens is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **BLOODED ** operative visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.