

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.



BLOODED💀

FACTION EQUIPMENT

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.

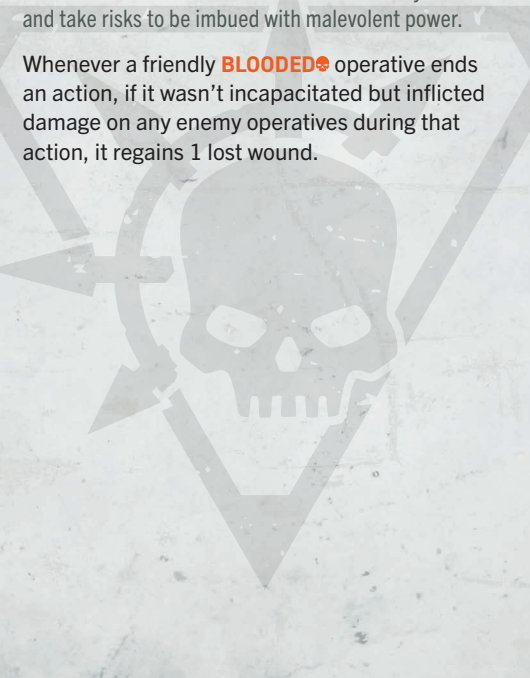
Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **BLOODED💀** operative that has one of your Blooded tokens and is within 2" of it, your opponent cannot re-roll their attack dice results of 1.

BLOODED FACTION EQUIPMENT

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.

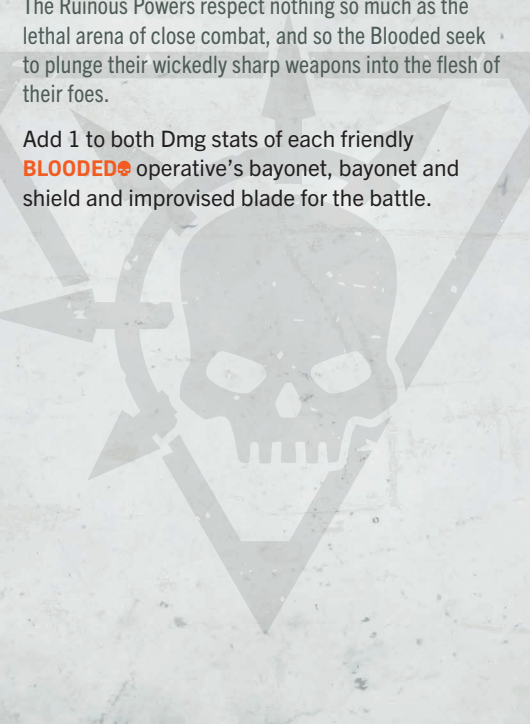


BLOODED FACTION EQUIPMENT

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 and shield and improvised blade for the battle.



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE



Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following action during the battle:

MOVE WITH BARRICADE 1AP

- ▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop or jump.
- ▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or in the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE



- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle:

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

Obstructing terrain: Whenever an operative would cross this terrain feature within 1" of it, treat the distance as an additional 2".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select a friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers and access points. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 2" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these combat ladders deploy rapidly to provide a route of ingress to strongholds, or quick access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

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When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: if the result is 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate