

BLOODED OPERATIVES

The teeming soldiery of the Astra Militarum are far from immune to the lure of Chaos. Those who have fallen into the embrace of the Dark Gods gather together under the banners of cruel and tyrannical leaders, combining the skills and weapons of the Imperial Guard with the dark influence of the Chaos Gods to murderous effect.

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TRAITOR CHIEFTAIN

Through force of will, threat of violence and sheer charisma, Chieftains rule over kill teams of Blooded and lead them to war. Their position gives them the pick of the battlefield riches, ensuring they charge into the fray wielding the most potent of weapons and wargear.

TRAITOR BRIMSTONE GRENADIER

Brimstone Grenadiers have an unhealthy penchant for explosive slaughter, and think nothing of wielding unstable explosives capable of showering their victims with unclean alchemical acids and poisons, or even swallowing them up in roiling clouds of infernal warp sorcery.

TRAITOR BUTCHER

Some amongst the Militarum Traitoris shrug off their humanity altogether, taking monstrous pleasure in hacking their enemies apart at close quarters and devouring chunks of hot, bloody flesh – sometimes while their luckless victims are still screaming their last.

TRAITOR COMMSMAN

Acting as the mouthpieces for their tyrannical masters, Traitor Commsmen spit relayed orders through the corrupted vox networks of Blooded kill teams, broadcasting amplified exhortations for their comrades to fight harder in the name of the blessed Octed.

TRAITOR CORPSEMAN

Having cast aside the ethics and oaths of the true medicae, these twisted field surgeons specialise in concocting potent combat stimulants. These they dole out to drive their comrades into a savage battle-frenzy, and also to control them through increasing dependency.

TRAITOR ENFORCER

Enforcers are sadistic morale officers. Some began as allegedly incorruptible Commissars, tempted or broken by diabolical artifice. Others are petty tyrants risen from the ranks and garbed mockingly in the tattered garb – or even the flayed hides – of their former masters.

TRAITOR FLENSER

Even their fellow Traitor Guardsmen look askance at Flensers, who mutter and cackle as they clash their skinning blades together in anticipation of the torments they will inflict in the Dark Gods' names. Many have died beneath their wicked knives, but few swiftly.





TRAITOR GUNNER

Where Imperial Guardsmen may be issued special weapons such as flamers or plasma guns, renegades claim them from their victims as trophies, bearing them as symbols of power and status. Wielding such a potent weapon assists them in offering more gory sacrifices to the Gods.

TRAITOR OGRYN

Savage brutes even before turning traitor, Ogrynes sworn to Chaos are quick to earn mutant blessings through their strength and savagery. However, they are slow-witted and easily exploited as bodyguards, living shields or crude line breakers by their more cunning Human comrades.

TRAITOR SHARPSHOOTER

Skilled marksmen are often scorned by the Blooded for their unwillingness to seek glory at close quarters. Yet Sharpshooters know their own worth, offering up the departed souls of each new victim as they pick them off with their long-las.

TRAITOR THUG

Amongst the Militarum Traitoris, strength and brutality count for more than discipline or loyalty. Many are the Thugs amongst their ragged ranks – violent men and woman who have become virtual ogres thanks to their inner savagery and the taint of heresy.

TRAITOR TRENCH SWEEPER

Trench Sweepers are that rarest of things – a traitor still loyal to their comrades. Retaining something of their former discipline, they focus on shielding their direct superiors during the advance, before surging ahead to clear a bloody path at close quarters.

TRAITOR TROOPER

Even the troopers of the Blooded are hardened killers, tempered amidst the fires of heresy and consumed by a selfish desire to claw their way to power. Cruel and driven, they will risk everything to catch the eye of a Dark God.

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BLOODED KILL TEAM



Below you will find a list of the operatives that make up a **BLOODED** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ▷ 1 **BLOODED** CHIEFTAIN operative with one of the following options:
 - Autopistol or laspistol; chainsword or power weapon
 - Bolt pistol; chainsword
 - Boltgun; bayonet
 - Plasma pistol; improvised blade²
 - ▷ 9 **BLOODED** operatives selected from the following list:
 - BRIMSTONE GRENADIER
 - BUTCHER
 - COMMSMAN
 - FLENSER
 - GUNNER with bayonet and flamer¹
 - GUNNER with bayonet and grenade launcher¹
 - GUNNER with bayonet and meltagun¹
 - GUNNER with bayonet and plasma gun^{1,2}
 - SHARPSHOOTER¹
 - THUG
 - TRENCH SWEEPER
 - TROOPER
 - ▷ 4 **BLOODED** operatives selected from the following list:
 - ENFORCER (counts as two selections)
 - OGRYN (counts as two selections)
 - TROOPER

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

¹ You cannot select more than three of these operatives combined.

² You cannot select this option and this operative. In other words, you can only have one operative with a plasma weapon.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

CHIEFTAIN



BRIMSTONE GRENADIER



BUTCHER

Power weapon & cleaver



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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BLOODED ➤ KILL TEAM SELECTION

COMMSMAN

Lasgun



FLENSER

Skinning blades



CORPSEMAN

Lasgun



SHARPSHOOTER

Long-las



OGRYN

Power maul



GUNNER

Flamer



Grenade launcher



Plasma gun



THUG

Heavy club



TRENCH SWEEPER

Shield

Shotgun



TROOPER

Bayonet

Lasgun



ENFORCER

Bolt pistol

Power fist

