

BLOODED

STRATEGY PLOYS

BITTER DEMISE

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 operative.

GLORY KILL

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, its weapons have the Ceaseless weapon rule, or Relentless if that shooting, fighting or retaliating operative has one of your Blooded tokens.

MALEVOLENT GRIT

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.

RECKLESS ASPIRANT

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 rule.

FIREFIGHT PLOYS

CALLOUS DISREGARD

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.

DARK FAVOUR

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 normally wouldn't 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 special rule.

MOMENT OF RESPITE

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.

REWARD EARNED

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.

OPERATIVES

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

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 Blade\*\*

9 **BLOODED** operatives selected from the following list:

- BRIMSTONE GRENADEBUTCHER
- COMMSMAN
- CORPSEMAN
- FLENSER
- GUNNER bayonet and a flamer\*
- GUNNER bayonet and a grenade launcher\*
- GUNNER bayonet and a meltagun\*
- GUNNER bayonet and a plasma gun\*
- SHARPSHOOTER\*
- 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 above once.

\*You cannot select more than three of these operatives combined

\*\*You cannot select this option and a **GUNNER** with a plasma weapon.

FACTION RULES

BLOODED

You gain one Blooded token:

- In the Ready Step of each Strategy phase.
- The first time an enemy operative is incapacitated during each turning point.
- The first time a friendly operative is incapacitated within 6" of an enemy operative during each turning point.

As a **STRATEGIC GAMBIT**, you can assign any of your unassigned blooded tokens to friendly blooded operatives. Each operative cannot have more than one of your blooded tokens. Then, if four or more friendly operatives in the killzone have one of your Blooded tokens, you can select one of them to be under the **GAZE OF THE GODS** until the end of the turning point.

Whenever a friendly **BLOODED** operative has one of your Blooded tokens, its weapons have the Accurate 1 weapon rule. If that friendly **BLOODED** operative is under the **GAZE OF THE GODS**, you can retain one of your normal successes as a result of the Accurate 1 weapon rule as a critical success instead.

FACTION EQUIPMENT

CHAOS SIGIL

The Reward Earned firefight ploy costs you OCP.

SINISTER TROPHIES

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.

SYMBOLS OF BLOODY WORSHIP

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.

WICKED BLADES

Add 1 to both Dmg stats of each friendly **BLOODED** operative's bayonet, bayonet and shield and improvised blade for the battle.

OPERATIVES

CHIEFTAIN	APL 2	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Autopistol	4	3+	2/3	Rng 8"
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Boltgun	4	3+	3/4	-
⊕ Laspistol	4	3+	2/3	Rng 8"
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Bayonet	3	3+	2/3	-
X Chainsword	4	3+	4/5	-
X Improvised blade	4	3+	2/3	-
X Power weapon	4	3+	4/6	Lethal 5+

**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**.

BRIMSTONE GRENADEIER	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Diabolyk bomb	4	3+	4/3	Rng 6", Blast 2", Devastating 2, Limited 1, Heavy (Reposition only), Piercing 1, Saturate
⊕ Lasgun	4	4+	2/3	-
X 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:** When 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. If this operative hasn't used its diabolyk bomb during the battle, inflict D6+2 damage instead.

BLOODED

BUTCHER	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	

X Power weapon and cleaver 4 3+ 4/6 Ceaseless, Lethal 5+, Blood Offering\*

**\*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 Blooded token.

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

COMMSMAN	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

⊕ Lasgun 4 4+ 2/3 -

X Bayonet 3 4+ 2/3 -

SIGNAL	1AP	SACRILEGIOUS ACTUATION	1AP
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- **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.
- 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.
- Cannot perform this action while within control range of an enemy operative.

CORPSEMAN	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

⊕ Lasgun 4 4+ 2/3 -

X Bayonet 3 4+ 2/3 -

X Stimm needle 3 5+ 1/4 Lethal 5+

**Regular Dosage:** At the end of the select operative step, select one other **BLOODED** operative to gain a **STIMM** rule for the battle (excluding Rejuvenated).

**STIMM Rules:**

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

STIMMS	1AP
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- 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 that 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.

ENFORCER	APL 2	MV 6"	SV 4+	W 9
A	HT	D	WR	

⊕ Bolt pistol 4 3+ 3/4 Rng 8"

X 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
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- 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 operative is a **COMMSMAN**, it cannot perform the **Sacrilegious Actuation** or **Signal** action.
- This operative cannot perform this action while within control range of an enemy operative.

FLENSER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

X 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+ 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 with one of your unresolved successes before it's removed from the killzone.

GUNNER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

⊕ Flamer 4 2+ 3/3 Rng 8", Saturate, Torrent 2"

⊕ Grenade Launcher

- Frag 4 4+ 2/4 Blast 2"

- Krak 4 4+ 4/5 Piercing 1

⊕ Meltagun 4 4+ 6/3 Rng 6", Devastating 4, Piercing 2

⊕ Plasma gun

- Standard 4 4+ 4/6 Piercing 1

- Supercharge 4 4+ 5/6 Hot, Lethal 5+, Piercing 1

X Bayonet 3 4+ 2/3 -

OGRYN	APL 2	MV 6"	SV 5+	W 16
A	HT	D	WR	

X Power maul and 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.

**Brute:** Whenever an 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 (if visible), it doesn't remove its cover save (if any).

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

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

SHARPSHOOTER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

⊕ Long-las

- Mobile 4 3+ 3/4 -

- Stationary 4 2+ 3/3 Devastating 1, Heavy (Dash only), Silent

X 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 Whisped 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**.

THUG	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	

X 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.

TRENCH SWEEPER	APL 2	MV 6"	SV 4+	W 9
A	HT	D	WR	

⊕ Shotgun 4 3+ 3/3 Rng 6"

X Bayonet and shield 3 3+ 2/3 Shield\*

**\*Shield:** Whenever 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 operatives next activation:

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

TROOPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	

⊕ Lasgun 4 4+ 2/3 -

X 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 as specified with this rule).