WARHAMMER 40,000

KILL TEAM



BLOODED

ARCHETYPE: SEEK AND DESTROY

BLOODED KILL TEAM

Below you will find a list of the operatives that make up a **BLOODED** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **BLOODED TRAITOR CHIEFTAIN** operative equipped 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:
  - **TRAITOR BRIMSTONE GRENADIER**
  - **TRAITOR BUTCHER**
  - **TRAITOR COMMSMAN**
  - **TRAITOR CORPSEMAN**
  - **TRAITOR FLENSER**
  - **TRAITOR GUNNER** equipped with a bayonet and a flamer
  - **TRAITOR GUNNER** equipped with a bayonet and a grenade launcher
  - **TRAITOR GUNNER** equipped with a bayonet and a meltagun
  - **TRAITOR GUNNER** equipped with a bayonet and a plasma gun
  - **TRAITOR SHARPSHOOTER**
  - **TRAITOR THUG**
  - **TRAITOR TRENCH SWEEPER**
  - **TRAITOR TROOPER**

- 4 **BLOODED** operatives selected from the following list:
  - **TRAITOR ENFORCER** (counts as two selections)
  - **TRAITOR OGRYN** (counts as two selections)
  - **TRAITOR TROOPER**

Other than **TRAITOR TROOPER** operatives, your kill team can only include each operative above once.

Your kill team can only include up to two **TRAITOR GUNNER** operatives.

'THE BLOODED CARE FOR ONE THING ALONE, AND THAT IS PERSONAL GLORY. THEY ARE CONCERNED ONLY ABOUT STANDING HIGHER THAN THEIR FELLOWS, AND ARE QUITE CONTENT TO DO SO BY PERCHING ATOP A HEAP OF CORPSES OF FRIEND AND FOE ALIKE.'

- Traitor Enforcer Oraghal Kzarkyn



TAC OPS

BLOODED

If your faction is **BLOODED**, you can use the Blooded Tac Ops listed below, as specified in the mission sequence.

WORTHY CHAMPION

Blooded – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If a friendly **BLOODED** operative that is under the gaze of the gods (pg 53) incapacitates one or more enemy operatives during the Turning Point, and is within ⬟ of the centre of the killzone or your opponent's drop zone at the end of the Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MALIGN COMMAND

Blooded – Faction Tac Op 2

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if friendly **BLOODED** operatives control half or more of the objective markers, and each of those objective markers is controlled by one or more friendly **BLOODED** operatives that have a Blooded token, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

BLOODBATH

Blooded – Faction Tac Op 3

Reveal this Tac Op at the end of the battle.

- If more than half of the enemy kill team has been incapacitated at the end of the battle, you score 1VP.
- If more than three quarters of the enemy kill team has been incapacitated at the end of the battle, you score 1VP.

ABILITY

Below, you will find a common ability of the **BLOODED** kill team.

BLOODED

Having cast aside their oaths of loyalty to the Golden Throne, these Traitor Guardsmen now seek to catch the eye of a Dark God. To this end, they make the battlefield into their sacrificial altar, risking acts of insane bravado to spill enemy blood, and perhaps earn fleeting rewards of unholy power.

Keep a pool of Blooded tokens. Add a Blooded token to your pool as follows:

- At the start of each Initiative phase.
- The first time an enemy operative is incapacitated in each Turning Point.
- The first time a friendly operative is incapacitated within ⬟ of an enemy operative in each Turning Point.

Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can assign any or all of your Blooded tokens from your pool to friendly **BLOODED** operatives in the killzone. Each operative can have no more than one Blooded token.

In each Strategy phase, after assigning your Blooded tokens (if any), if four or more friendly operatives in the killzone have Blooded tokens, you can select one of them to be under the gaze of the gods until the end of the Turning Point.

Each time a friendly **BLOODED** operative that has a Blooded token fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. If that friendly **BLOODED** operative is under the gaze of the gods, you can retain one as a successful critical hit instead.

'TO SEE WHAT HAS BECOME OF THE ONCE-PROUD VYMORAN 80TH . . . TO THINK THAT SOLDIERS ONCE LOYAL TO THE GOD-EMPEROR COULD SINK SO LOW. THEY ARE GHOULS, MURDERERS AND MADMEN WHO FLAY THE SKINS FROM THEIR PREY AND BASK IN ITS BLOOD. FOR ALL THAT, THRONE ALIVE THEY'RE NOT TO BE UNDERESTIMATED!'

- Captain Brasko, 147th Horavi Light Infantry



STRATEGIC PLOYS

If your faction is **BLOODED**, you can use the following Strategic Ploys during a game.

OVERCHARGE LASGUNS 1CP

Until the end of the Turning Point, each time a las weapon is selected for a friendly **BLOODED** operative to shoot with (excluding a Sharpshooter's long-las), you can choose to overcharge it. If you do so, that weapon gains the AP1 and Hot special rules for that shooting attack. A las weapon is a ranged weapon that includes 'las' in its name, e.g. lasgun, laspistol etc.

GLORY KILL 1CP

Select one enemy operative Visible to a friendly **BLOODED** operative. Until the end of the Turning Point, each time a friendly **BLOODED** operative fights in combat with or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

RECKLESS ASPIRANTS 1CP

In the next Firefight phase, while a friendly **BLOODED** operative that does not have a Blooded token is within ⬟ of your opponent's drop zone, treat it as if it has a Blooded token.

DIRTY FIGHTERS 1CP

Until the end of the Turning Point, each time a friendly **BLOODED** operative fights in combat, in the Roll Attack Dice step of that combat, if another friendly operative is supporting them, you can retain one of your successful normal hits as a critical hit (excluding a normal hit retained as a result of a Blooded token).



TACTICAL PLOYS

If your faction is **BLOODED**, you can use the following Tactical Ploys during a game.

CALLOUS DISREGARD 1CP

Use this Tactical Ploy when a **Shoot** action is declared for a friendly **BLOODED** operative. For that shooting attack:

- Having other friendly operatives within Engagement Range of an enemy operative does not prevent that enemy operative from being selected as a valid target.
- When determining Line of Sight, enemy operatives cannot use friendly operatives' bases as Cover.
- In the Roll Attack Dice step of that shooting attack, failed hits are instead retained separately as successful normal hits.
- In the Resolve Successful Hits step of that shooting attack, those retained hits inflict damage on one friendly operative within Engagement Range of the target operative.

MOMENT OF REPUTE 1CP

Use this Tactical Ploy when a friendly **BLOODED** operative that is under the gaze of the gods (pg 53) is activated. Add 1 to its APL.

REWARD EARNED 1CP

Use this Tactical Ploy when an enemy operative is incapacitated by a friendly **BLOODED** operative within ■ of it. Add 1 Blooded token to your pool.

DARK FAVOUR 1CP

Use this Tactical Ploy when a friendly **BLOODED** operative that has a Blooded token is selected as the target of a shooting attack. Select one other friendly **BLOODED** operative that:

- Does not have a Blooded token.
- Is within ○ of that friendly operative.
- Is Visible to the active operative.

Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-
⌖ Diabolyk bomb	4	3+	3/3	Rng ⬟, Blast ○, Indirect, Limited	Splash 2

ABILITIES

Grenadier: This operative is equipped with frag and krak grenades (pg 62) and they do not cost any equipment points.

Explosive Demise: If this operative is incapacitated, you can use this ability. If you do so, roll one D6, subtracting 1 from the result if this operative is within Engagement Range of an enemy operative: on a 3+, each operative Visible to and within ○ of this operative suffers D3 mortal wounds.

UNIQUE ACTIONS

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BLOODED●, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR BRIMSTONE GRENADIER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚔ Power weapon and cleaver	4	3+	4/6	Lethal 5+, Blood Offering*	-

ABILITIES

Unholy Sustenance: Each time this operative fights in combat, if it incapacitates the enemy operative in that combat, it regains D3 lost wounds.

***Blood Offering:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, the first time you strike with a critical hit, add one Blooded token to your pool.

UNIQUE ACTIONS

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BLOODED●, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR BUTCHER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Signal (1AP): Select one friendly **BLOODED** operative Visible to and within ⬟ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

UNIQUE ACTIONS

Sacrilegious Actuation (1AP): You can select one friendly **BLOODED** operative Visible to and within ⬟ of this operative, remove its Blooded token (if any) and add it to your pool. It cannot be a token that operative is only treated as having. Select one friendly **BLOODED** operative that does not have a Blooded token that is Visible to and within ⬟ of this operative. Assign one Blooded token to it from your pool. This operative cannot perform this action while within Engagement Range of an enemy operative, or if you cannot assign a Blooded token.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR COMMSMAN

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-
Stim needle	3	5+	1/4	Lethal 5+	-

ABILITIES

Regular Dosage: At the end of the Select a Kill Team step of the mission sequence, if this operative is selected for deployment, you can select one friendly **BLOODED** operative to gain a stimm effect (see below).

UNIQUE ACTIONS

Stimms (1AP): Select one friendly **BLOODED** operative Visible to and within ▲ of this operative, then select one of the stimm effects opposite. You can only select each stimm effect for each operative once per battle. This operative cannot perform this action while within Engagement Range of an enemy operative.

- The selected operative regains 2D3 lost wounds.
- Until the end of the battle, the melee weapons the selected operative is equipped with gain the Relentless special rule.
- Until the end of the battle, each time the selected operative would lose a wound, roll one D6: on a 6, that wound is not lost.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, MEDIC, TRAITOR CORPSEMAN

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⚔ Power fist	4	4+	5/7	Brutal	-

ABILITIES

Gruelling Disciplinarian: While a friendly **BLOODED** operative is Visible to and within ■ of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within ■ of this operative).

UNIQUE ACTIONS

Enforce (1AP): Select one other friendly **BLOODED** operative that is not ready and is Visible to and within ■ of this operative. Then select one of the following:

- That operative can immediately perform a free **Dash** action.
- If that operative has an Engage order, it can perform an **Overwatch** action.

This operative cannot perform this action while within Engagement Range of an enemy operative.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR ENFORCER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⚔ Skinning blades	4	3+	3/4	Ceaseless, Stalk*	-

ABILITIES

***Stalk:** Each time this operative fights in combat with this weapon, if it is within ○ of Light or Heavy terrain, this weapon gains the Lethal 5+ special rule for that combat.

Wretched: This operative can perform a **Charge** action while it has a Conceal order. If this operative is incapacitated in combat, if you have any remaining attack dice, you can strike with one attack dice before this operative is removed from the killzone.

UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR FLENSER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Flamer	5	2+	2/2	Rng, Torrent	-
Grenade launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	4+	2/4	Blast	-
- Krak	4	4+	4/5	AP1	-
Meltagun	4	4+	6/3	Rng, AP2	MW4
Plasma gun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
Bayonet	3	4+	2/3	-	-

ABILITIES

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UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR GUNNER

TRAITOR OGRYN

Savage brutes even before turning traitor, Ogryns 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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	16

NAME	A	BS/WS	D	SR	!
Power maul and mutant claw	4	3+	5/6	-	Rending, Stun

ABILITIES

Avalanche of Muscle: Each time this operative finishes a **Charge** action, select one enemy operative within Engagement Range of it to suffer D3 mortal wounds.

Chem-enhanced: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

Brute: This operative cannot perform mission actions or the **Pick Up** action. Unless otherwise specified, this operative cannot be equipped with equipment.

COVER: Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR OGRYN

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Sharpshooter's long-las	4	3+	3/3	Silent	MW1
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR SHARPSHOOTER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Heavy club	4	3+	4/4	Brutal	-

ABILITIES

Tough: Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from the Normal Damage characteristic of the enemy operative's weapons for that combat or shooting attack (to a minimum of 1).

UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR THUG

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Shotgun	4	2+	3/3	Rng ⬟	-
⚔ Bayonet and shield	3	3+	2/3	Shield*	-

ABILITIES

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

Shielding: Each time this operative is activated, you can use this ability. If you do so, until this operative is next activated:

- Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.
- Subtract ○ from this operative's Movement characteristic.

UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR TRENCH SWEEPER

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.



M	APL	GA
3 ○	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

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UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR TROOPER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

Name	A	BS/ws	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⌖ Boltgun	4	3+	3/4	-	-
⌖ Laspistol	4	3+	2/3	Rng ⬟	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	3+	5/6	Rng ⬟, AP1	-
- Supercharge	4	3+	5/6	Rng ⬟, AP2, Hot	-
⚔ Bayonet	3	4+	2/3	-	-
⚔ Chainsword	4	3+	3/4	Balanced	-
⚔ Improvised blade	4	3+	2/3	-	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Blooded Icon: Once per Turning Point, when a friendly BLOODED operative with a Blooded token is incapacitated within ⬟ of this operative, you can add that token to your pool. This has no effect if the operative is only treated as having a Blooded token.

Lead With Strength: Each time this operative fights in combat or makes a shooting attack, if it has a Blooded token and is more than ⬟ from your drop zone, treat it as if it's under the gaze of the gods (pg 53) for that combat or shooting attack.

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UNIQUE ACTIONS

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BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, LEADER, TRAITOR CHIEFTAIN

EQUIPMENT

BLOODED operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ○, Indirect, Limited			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, AP1, Indirect, Limited			

ARMOUR PLATES [2EP]

The operative gains the following ability for the battle:

Armour Plates: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of you defence dice results of 1.

CHEM-BREATHER [1EP]

The operative gains the following ability for the battle:

Chem-breather: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

SINISTER TROPHY+ [3EP]

The operative gains the following ability for the battle:

Sinister Trophy: While an enemy operative is within Engagement Range of this operative, subtract 1 from the Attacks characteristic of melee weapons it is equipped with.

INCENDIARY SHELLS [2EP]

TRAITOR TRENCH SWEEPER operative only. A shotgun the operative is equipped with gains the following special rule for the battle:

Incendiary Shells: Each time this weapon is selected to shoot with, you can choose to fire incendiary shells. If you do so, for that shooting attack:

- This weapon gains the Blast ▲ special rule.
- Subtract 1 from this weapon's Normal Damage characteristic.

BEAST PELT [1EP]

The operative gains the following ability for the battle:

Beast Pelt: Each time a shooting attack is made against this operative, if the ranged weapon has the Blast or Torrent special rule, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice. This operative is unaffected by the Splash critical hit rule.

WICKED BLADES [1/2EP]

Select a bayonet, bayonet and shield, or improvised blade the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle. If you selected a bayonet and shield, this equipment costs 2EP; otherwise, it costs 1EP.



BLOODED SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **BLOODED** as your Faction keyword.

BATTLE HONOURS

Each time a **BLOODED** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Blooded Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

BLOODED SPECIALIST

D6	Battle Honour
1	**Ardent on the Trigger:** Each time this operative makes a shooting attack against a target within ⬟ of it, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).
2	**Motivation for Violence:** Each time this operative performs a **Charge** action, it can move an additional ▲ for that action.
3	**Bitter Resolve:** Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if this operative has less than its starting number of wounds, you can re-roll one of your defence dice.
4	**Marauder:** Once per Turning Point, one friendly operative with this Battle Honour (excluding a **TRAITOR OGRYN** operative) can perform one mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).
5	**Zealous:** If this operative is incapacitated, if it has a Blooded token and incapacitated one or more enemy operatives during the battle, add that token to your pool.
6	**Audacious:** In each Firefight phase, while this operative does not have a Blooded token and is within ⬟ of your opponent's drop zone, treat it as if it has a Blooded token.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **BLOODED**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. ALCHEMYK BOMB [3EP]

TRAITOR BRIMSTONE GRENADIER operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Alchemyk bomb	4	3+	3/4
Special Rules			
Rng ⬟, Blast ○, Indirect, No Cover, Limited			
!			
Rending			

2. UNHOLY SIGIL [2EP]

The operative gains the following ability for the battle:

Unholy Sigil: Each time this operative is activated, you can use this ability. If you do so, until the end of that activation:

- If this operative does not have a Blooded token, treat it as if it has a Blooded token.
- If this operative has a Blooded token, treat it as if it's under the gaze of the gods (pg 53). This has no effect if the operative is only treated as having a Blooded token.
- At the end of this operative's activation, if this operative has not caused an enemy operative to lose any wounds, this operative suffers D3 mortal wounds.

3. DARK ORATOR [2EP]

TRAITOR COMMSMAN or **TRAITOR CHIEFTAIN** operative only. The operative gains the following ability for the battle:

Dark Orator: For the purposes of this operative's Blooded Icon ability or Sacrilegious Actuation action, you can select any friendly operatives in the killzone, instead of one Visible to and/or within ⬟ of this operative.

4. CURSED ROUNDS [3EP]

TRAITOR CHIEFTAIN operative only. A bolt pistol or boltgun the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the AP1 special rule.

5. DIABOLIC ICON [3EP]

The operative can perform the following action during the battle:

DIABOLIC ICON 1AP

Until the end of the Turning Point, each time a friendly **BLOODED** operative Visible to and within ■ of this operative is activated, or while a friendly **BLOODED** operative is Visible to and within ■ of this operative, that friendly operative is motivated by a diabolic icon during that activation. Each time an operative motivated by a diabolic icon fights in combat, if it has a Blooded token, in the Roll Attack Dice step of that combat, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. This is in addition to any retained as a result of the Blooded ability.

6. BALEFLAME [3EP]

TRAITOR GUNNER operative equipped with a flamer only. The flamer the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the AP1 special rule.

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **BLOODED**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

UNHOLY ALTAR

Once a portable auto-shrine to the God-Emperor, now the Unholy Altar is borne to every battlefield by the Blooded, there to be further tainted by acts of dark sacrifice.

In the Update Dataslates step of the mission sequence, when updating experience, you can select one friendly operative that was under the gaze of the gods (pg 53) during the battle and earned XP from that battle to gain 2 additional XP.

DEFILED TROPHIES

Captured enemy standards; gory remains of slain heroes; stolen and defiled holy artefacts: these and countless other debased treasures make fine offerings for the Gods and draw their favour.

In the Ready Operatives step of the first Initiative phase, add one additional Blooded token to your pool.

MALIGN INFLUENCE

A sinister presence slithers through the empyrean in this kill team's wake, drawn by their blood offerings and wicked deeds. Its dark patronage empowers the Blooded, though it has yet to whisper its price...

In the Update Dataslates step of the mission sequence, you can re-roll one Casualty or Recovery test made for one **BLOODED** operative of Veteran rank or higher. If that operative was under the gaze of the gods (pg 53) during the battle, you can re-roll or add 1 to the result of that test.



REQUISITIONS

In a Spec Ops campaign, if your faction is **BLOODED**, you can use the following Requisitions in addition to those presented in other sources.

RIVAL ASPIRANTS 1RP

New Blooded have been hand-picked to join the ranks. They are little welcomed by their new comrades, who see only rivals for the Gods' blessings, but if they fight hard and dirty enough they may yet carve themselves a place.

Purchase this Requisition before or after a game. Add up to three **TRAITOR TROOPER** operatives to your dataslate. These operatives cannot earn more than 1XP from their first battle.

RUTHLESS ADVANCEMENT 1RP

Amongst the Blooded, those too weak, wounded or broken to continue are quickly slain, a stronger and hungrier rival taking up their place in the ranks after dragging the knife from their back.

Purchase this Requisition when a **BLOODED** operative (excluding a **TRAITOR OGRYN** operative) is removed from your dataslate. Make a note of its type (e.g. **TRAITOR FLENSER**, **TRAITOR GUNNER** etc.) and the weapons it is equipped with. Select one other **BLOODED** operative on your dataslate (excluding a **TRAITOR OGRYN** operative) and change its type and wargear to that of the removed operative. If that would cause it to have any Battle Honours it could no longer have, select new ones as appropriate.

ONLY THE STRONG PROSPER 0RP

The kill team picks over their slaughtered foes like scavengers, looting corpses, tearing off bloody trophies and growing stronger from their victims' ruin.

Purchase this Requisition after a battle in which you scored 2VPs from one of the following Tac Ops: Bloodbath (pg 35); Execution; Rob and Ransack (see the Kill Team Core Book). You gain 1 Requisition point. You can only use this Requisition once after each battle.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **BLOODED**, you can select one from those found on the following page instead of selecting one from another source.

TURNCOATS

Making cynical use of their former standing as loyalist soldiers of the Imperium, the Blooded apply their inside knowledge of codes and facilities to strike at their foes' weaknesses before escaping retribution.

OPERATION 1: MARAUDERS

Like pack-predators, the Blooded strike again and again at enemy weak points to ransack, murder and leave blazing ruin in their wake.

Complete five games in which you scored victory points from the 'Rob and Ransack', 'Rout' and/or 'Sabotage' Tac Op.

OPERATION 2: ESCAPE VENGEANCE

Better even than wreaking havoc amongst the foe, the Blooded now look to escape their victims' clumsy efforts at revenge and leave them cursing impotently in their wake.

Complete a game in which you scored victory points from the 'Behind Enemy Lines' and/or 'Interloper' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Demolition' Spec Op.

DRAW THE GAZE OF THE GODS

Fresh traitors hand chosen as warrior elites, the Blooded seek to exploit their new-found power and freedom in a rampage of slaughter sure to draw the regard of the Dark Gods.

OPERATION 1: RECOGNITION THROUGH DESTRUCTION

Nothing short of an unbridled bloodbath will slake these traitors' hunger for carnage, plunder and glory. Eager for dark glory, the Blooded rampage through their foes like barbaric lunatics.

Complete five games in which you scored victory points from the 'Bloodbath' and/or 'Execution' Tac Op.

OPERATION 2: A CHAMPION EMERGES

Bloody battlefield sacrifice; cunning plots and trickery; wild excesses of violence and savage sensation; deeds of ruin and wanton desecration: the Blooded have offered them all up to the Dark Gods and, at last, one amongst their number has a chance to step onto the Path to Glory.

Complete a game in which you scored victory points from the 'Worthy Champion' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Worthy Champion' Tac Op to earn 5XP .This is not affected by a passed Casualty test.
- You can distribute 5XP across the other operatives on your roster.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Traitor Guardsmen and the title of your kill team. It also provides you with ideas with which you can build their character and background. If you wish to randomly generate a name for your kill team, roll 1D6 twice on the table below. The first roll gives you the first component (for example The Chosen) while the second roll gives you the second component (for example Hounds). Alternatively, use these names as inspiration for a unique kill team name of your own, perhaps named after the leading Traitor Enforcer, as with Lothar's Jackals.

KILL TEAM NAME

Blooded kill teams typically either take a name for themselves to strike terror into their enemies, or else their heretic officer assigns them a suitably fearsome title so as to underline that they are their blooded champions. The individual traitors, meanwhile, may retain their given names, or may exchange them for more barbaric epithets that they believe are better suited to catch the notice of the Dark Gods. If you would like to do so, you can use the Operative Name Generator below to select fitting names for each of your warriors, or else derive inspiration from it to invent some names of your own. In order to randomly generate a name for one of your operatives first roll 1D6. A roll of 1-3 means you are using Table A, while a roll of 4-6 means you are using Table B. Then roll another D6 to determine which name from that table you give to your operative. Repeat this process for their Forename and Surname to get a complete operative name. Alternatively, pick their names using whichever combination of tables feels appropriate to generate your preferred heretical names.

KILL TEAM NAME

D6		D6	
1	The Chosen	1	Hounds
2	The Carrion	2	Malevolents
3	The Eight-blessed	3	Jackals
4	The Accursed	4	Serpents
5	The Dread	5	Slayers
6	The Tainted	6	Daemons

OPERATIVE NAME

D6	FORENAME A	D6	SURNAME A
1	Zerakor	1	Gorl
2	Verlan	2	Shadach
3	Garrik	3	Torg
4	Shyara	4	Aril
5	Elihm	5	the Flenser
6	Korva	6	the Blessed

D6	FORENAME B	D6	SURNAME B
1	Lothar	1	the Beast
2	Jonah	2	Vrannad
3	Leanor	3	Hagyri
4	Verika	4	the Fiend
5	Urgan	5	Skull-taker
6	Tamren	6	the Betrayer

BASE OF OPERATIONS

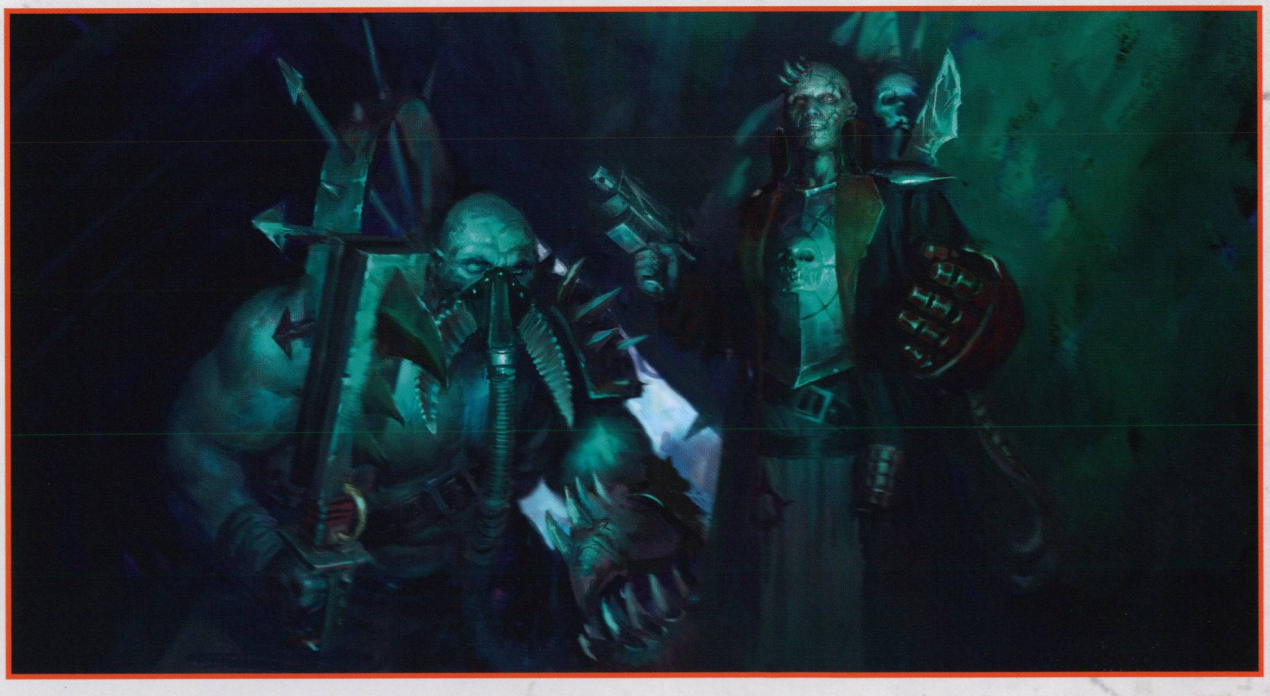
1D6	LOCATION
1	**Renegade Chimeras:** This kill team have claimed a convoy of Chimera APCs to act as their mobile base of operations, using them for transport, stowage and as auspex and vox hubs.
2	**Valkyrie Squadron:** A wing of renegade Valkyrie gunships bears this kill team to battle, swooping down into contested hot-zones to disgorge the Blooded straight into battle.
3	**Despoiled Shrine:** Having corrupted a place of enemy worship with blood rites and unclean acts, the kill team have taken this tainted site as their trophy hall, the better to please the Dark Gods.
4	**Ruined Fortification:** Somewhere amidst the carnage and rubble of war, the kill team have located a serviceable strongpoint from which to operate.
5	**Traitor Stronghold:** Be it a renegade command nexus, a shrine to the Dark Gods, a hellish forge complex or some other seat of infernal power, this kill team return there between battles.
6	**Subterranean Hideout:** This kill team operates out of a hidden place of dark worship or a subterranean complex of tunnels and fortifications ruled over by an entrenched Militarum Traitoris force.

BACKGROUND

1D6	PATH TO POWER
1	**The Worm, Turned:** Before their regiment turned traitor, the members of this kill team were the lowest of the low. Now they claw their way towards the top of the heap, leaving the bodies of their supposed betters strewn in their wake.
2	**The Tyrant's Fist:** This kill team are an extension of their traitor general's will, gleefully enforcing it with acts of cruelty and violence that sow fear amongst their foes.
3	**Born of Treachery:** When this traitor regiment rebelled it was riven by a bloody civil war between loyalists and turncoats. This kill team ended the bloodbath by an act of treachery so foul that it has come to define their reputation – and their strategic uses – ever since.
4	**Blades of the Serpent:** This kill team are, in actuality, agents of the Alpha Legion working in deep cover within the ranks of a Traitor Regiment for purposes only they and their true masters know.
5	**Dark Zealots:** The warriors of this kill team were amongst the first and most fervent renegades in their regiment, and their diabolical fervour has marked them for glory ever since.
6	**Lost and Damned:** Comprised of the most deranged, murderous and savage sociopaths from amongst the ranks of their former regiment, this kill team are bloody-handed monsters, as feared by their supposed comrades as they are by their foes.

SQUAD QUIRK

1D6	DIABOLICAL NATURE
1	**Bloodthirsty:** The warriors of this kill team become more murderous by the day, slowly abandoning their former discipline and training in favour of barbaric savagery.
2	**Agents of Entropy:** Whatever deeds of befoulment, corruption and despoilment can be performed, no matter how minor or spiteful, this kill team will see them done, wishing only to bring all to ruin and despair.
3	**Addiction to Excess:** This kill team's operatives have developed an inhuman taste for sensory overload, be it the deafening roar of battle, the adrenaline thrill of danger or the intoxicating pleasure they derive from pain – theirs or their enemies'.
4	**Obsessive Scheming:** Manipulation, plotting, and devious misdirection have become as natural to the warriors of this kill team as breathing and slaying their foes.
5	**Scavengers:** Without Imperial supply lines to rely on, all Traitor Guardsmen must steal and pillage to stay well-equipped. This kill team have made an art form of this practice, falling upon wounded friends and foes alike with ravenous fervour.
6	**Aspiring Champions:** The warriors of this kill team believe themselves to be the elite of their regiment. Indeed, some of them are coming to believe that they should be the ones in charge, the better to win the Dark Gods' favour.



++ BLOODED – NARRATIVE DATASLATE ++

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

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++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism

Battle Honours

Battle Scars

Notes

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WARHAMMER 40,000 KILL TEAM BLOODED

UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: MOROCH

Page 55, Traitor Brimstone Grenadier

Change the Diabolyk bomb to a ranged weapon.

WARHAMMER 40,000

KILL TEAM

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.

CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2◯ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2◯ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.

REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**

CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

KILL TEAM: MOROCH

PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS **1CP**

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: 0AP.
- Change first bullet point of **INCURSOR** operatives' Multi-spectrum Array ability to: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to ■ (instead of ⬟).
- Change relevant part of Guerrilla Battle Honour to: 'while not within Engagement Range of an enemy operative' (instead of ■).
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'

BLOODED

* **TRAITOR OGRYN** operative: Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

