




Blooded




### GRENADIER

M	APL	GA
3	2	1
DF	SV	W
3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3
Diabolyk bomb	4	3+	3/3
Rng	Blast 2	Indirect Limited	! Splash 2

**Grenadier:** This operative is equipped with frag and krak grenades 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 2 of this operative suffers D3 mortal wounds.




### BUTCHER

M	APL	GA
3	2	1
DF	SV	W
3	5+	8

Power weapon and cleaver	4	3+	4/6
Lethal 5+, Blood Offering			

**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.



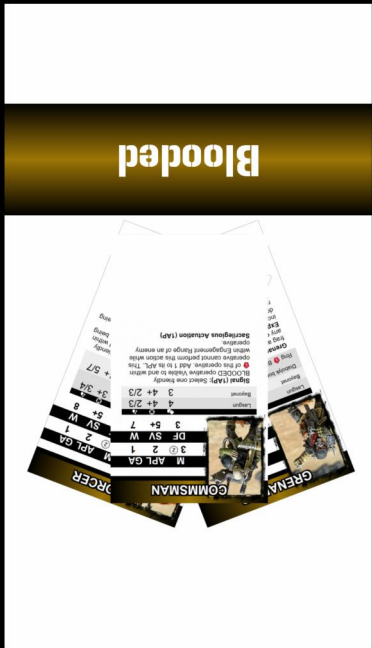
### COMMSMAN

M	APL	GA
3	2	1
DF	SV	W
3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

**Signal (1AP):** Select one friendly BLOODED operative Visible to and within 2 of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Sacrilegious Actuation (1AP)**



Blooded

### Operative

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FAQ : 1.8, DECK:4.0

Database: Q3 2023

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## CORPSEMAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3
Stim Needle	3	5+	1/5
Lethal 5+			

**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 stim effect (see below).

**Stimms (1AP)**



## ENFORCER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Bolt Pistol	4	3+	3/4
Rng ①			
Power Fist	4	4+	5/7
Brutal			

**Gruelling Disciplinarian:** While a friendly BLOODED operative is Visible to and within 3 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 3 of this operative).

**Enforce (1AP)**



## FLENSER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Skinning Blades	4	3+	3/4
Ceaseless Stalk			

**\*Stalk:** Each time this operative fights in combat with this weapon, if it is within ② 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.



## GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Flamer	5	2+	2/2
Rng ① Torrent ②			
Bayonet	3	4+	2/3

Operative

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## GUNNER

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Frag 4 4+ 2/4

Blast ②

Krak 4 4+ 4/5

AP1

Bayonet 3 4+ 2/3



## GUNNER

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Meltagun 4 4+ 6/3

Rng AP2 ! MW4

Bayonet 3 4+ 2/3



## GUNNER

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Plasma Gun 4 4+ 5/6

AP1

Overcharged 4 4+ 5/6

AP2 Hot

Bayonet 3 4+ 2/3



## OGRYN

M APL GA

3 ② 2 1

DF SV W

3 5+ 16

Power maul 4 3+ 5/6

! Rending Stun

**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.

Operative

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## SHARPSHOOTER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Long-Las	4	3+	3/3
Silent			! MW1
Bayonet	3	4+	2/3

**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.



## THUG

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Heavy club	4	3+	4/4
Brutal			

**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).



## TRENCH SWEEPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Shotgun	4	2+	3/3
Rng ⑤			
Bayonet and Shield	3	3+	2/3
Shield			

**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 ② from this operative's M



## TROOPER

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

Operative

Blooded

Operative

Blooded

Operative

Blooded

Operative

Blooded



## CHIEFTAIN

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

Plasma Pistol 4 3+ 5/6

AP1

Overcharged 4 3+ 5/6

AP2 Hot

Improvised Blade 4 3+ 2/3

**Blooded Icon:** Once per Turning Point, when a friendly BLOODED operative with a Blooded token is incapacitated within ② 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 ② from your drop zone, treat it as if it's under the gaze of the gods for that combat or shooting attack.



## CHIEFTAIN

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

Autopistol 4 3+ 2/3

Rng ②

Power weapon 4 3+ 4/6

Lethal 5+

**Blooded Icon:** Once per Turning Point, when a friendly BLOODED operative with a Blooded token is incapacitated within ② 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 ② from your drop zone, treat it as if it's under the gaze of the gods for that combat or shooting attack.



## CHIEFTAIN

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

Bolt Pistol 4 3+ 3/4

Rng ②

Chainsword 4 3+ 3/4

Balanced

**Blooded Icon:** Once per Turning Point, when a friendly BLOODED operative with a Blooded token is incapacitated within ② 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 ② from your drop zone, treat it as if it's under the gaze of the gods for that combat or shooting attack.

## (1) WORTHY CHAMPION

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 incapacitates one or more enemy operatives during the Turning Point, and is within ② 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.

Kill With Gaze

Operative

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Operative

Blooded

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Operative

Blooded

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Tac Op

Blooded

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## (2) MALIGN COMMAND

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.

Control with Blooded

Tac Op

Blooded

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## (3) BLOODBATH

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.

Kill 0.5 / 0.75 Enemy

Tac Op


Blooded

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## RECKLESS ASPIRANTS

Strategic

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.

Act as Blooded

Strategic

Blooded

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## DIRTY FIGHTERS

Strategic

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).

Support adds Crit

Strategic

Blooded

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## CALLOUS DISREGARD

**Tactical**

**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.

**Shoot into Combat**

## MOMENT OF REPUTE

**Tactical**

**1CP**

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

**+1 APL**

## REWARD EARNED

**Tactical**

**1CP**

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

**Kill gets Blooded**

## DARK FAVOUR

**Tactical**

**1 CP**

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 2 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).

**Human Shield**

**Tactical**

**Blooded**

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**Tactical**

**Blooded**

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**Tactical**

**Blooded**

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**Tactical**

**Blooded**

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## SACRILEGIOUS ACTUATION


### Ability

**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.

COMMSMAN

## STIMMS

### Ability


**Stimms (1AP):** Select one friendly BLOODED operative Visible to and within  of this operative, then select one of the stim effects below. You can only select each stim 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.

CORPSEMAN

## STIMMS

### Ability


**Stimms (1AP):** Select one friendly BLOODED operative Visible to and within  of this operative, then select one of the stim effects below. You can only select each stim 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.

Melee Relentless

## STIMMS

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- ▶ The selected operative regains 2D3 lost wounds.
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- ▶ 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.

Melee Relentless

Ability  
Blooded

Ability  
Blooded

Ability  
Blooded

Ability  
Blooded



## STIMMS

### Ability

**Stimms (1AP):** Select one friendly BLOODED operative Visible to and within ▲ of this operative, then select one of the stimms effects below. You can only select each stimms 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.

6+ Feel No Pain

## STIMMS

### Ability

**Stimms (1AP):** Select one friendly BLOODED operative Visible to and within ▲ of this operative, then select one of the stimms effects below. You can only select each stimms 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.

6+ Feel No Pain

## ENFORCE

### Ability

**Enforce (1AP):** This operative cannot perform this action while within Engagement Range of an enemy operative. 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.

ENFORCER

## BLOODED

### Ability

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.

BLOODED - Retain 1

Ability

Blooded

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BLOODED - Retain 1

## BLOODED

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BLOODED - Retain 1

Ability

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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.

BLOODED - Retain 1

## BLOODED

### Ability

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.

BLOODED - Retain 1

## BLOODED

### Ability

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.

BLOODED - Retain 1

## UNDER THE GAZE

### Ability

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.

GAZE - Retain Crit

Ability

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Ability

Blooded

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Ability

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OVERCHARGE LASGUNS

Strategic 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.

Las gain AP1 Hot

GLORY KILL

Strategic 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.

Balanced against 1

FRAG GRENADE

Max: 1 2EP

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

Frag grenade	4	3+	2/3
Rng	🔥	Blast2	Indirect Ltd

KRAK GRENADE

Max: 1 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:

Krak grenade	4	3+	4/5
Rng	🔥	AP1	Indirect Ltd

Strategic

Blooded

Strategic

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Equipment

Blooded

Equipment

Blooded

## 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 your defence dice results of 1.

Ceaseless Df

## 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 your defence dice results of 1.

Ceaseless Df

## 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.

Ignore Stun and APL mod

## 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.

Ignore Stun and APL mod

Equipment

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## SINISTER TROPHY

Max: 1

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.

Melee -1/1 D


## INCENDIARY SHELLS

Max: 1

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.

Shotgun Blast1 and -1/1 D

## BEAST PELT

Max: 1

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.

Blast Torrent DF reroll

## 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.

Melee +1/0 D

Equipment

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## BLOODED

### Seek and Destroy


1 leader and 13 operatives

BLOODED TRAITOR CHIEFTAIN  
TRAITOR TROOPER  
TRAITOR TROOPER  
TRAITOR ENFORCER (counts as 2)  
TRAITOR OGRYN (counts as 2)  
TRAITOR BRIMSTONE GRENADIER  
TRAITOR BUTCHER  
TRAITOR COMMSMAN  
TRAITOR CORPSEMAN  
TRAITOR FLENSER  
TRAITOR GUNNER (x2)  
TRAITOR SHARPSHOOTER  
TRAITOR THUG  
TRAITOR TRENCH SWEEPER

## BLOODED (1/2)

### Faction Ability

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.

## BLOODED (2/2)

### Faction Ability

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.

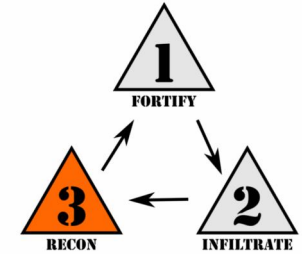
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



Team

Blooded

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

Abilities

Blooded

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

Abilities

Blooded

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

Scouting

Blooded

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

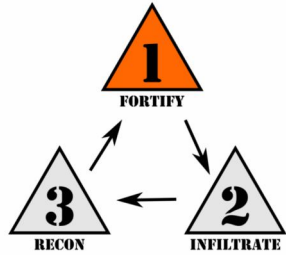
## FORTIFY

### Matched Play

Set up one additional barricade within 1 of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



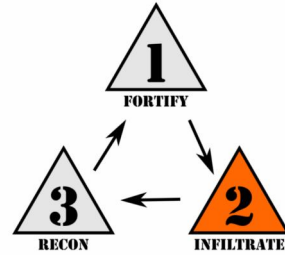
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

## TURN SEQUENCE

- INITIATIVE PHASE
  - READY OPERATIVES
  - DETERMINE INITIATIVE
- STRATEGY PHASE
  - GENERATE COMMAND POINTS
  - PLAY STRATEGIC PLOYS
  - TARGET REVEAL
- FIREFIGHT PHASE
  - PERFORM ACTIONS

Scouting

Blooded

Date: Q3 2023  
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Scouting

Blooded

Date: Q3 2023  
FAQ: 1.8, DECK:4.0

Matched

Blooded

Date: Q3 2023  
FAQ: 1.8, DECK:4.0

Matched

Blooded

Date: Q3 2023  
FAQ: 1.8, DECK:4.0

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		2	3
		3	4

## PHIL TEAM

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Scorecard

Blooded

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

Credits

Blooded

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