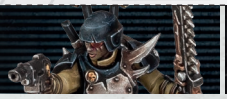
TRAITOR CHIEFTAIN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

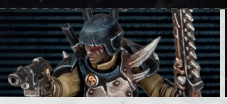
NAME	ATK	HIT	DMG	WR
Autopistol	4	3+	2/3	Range 8"
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Laspistol	4	3+	2/3	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Bayonet	3	3+	2/3	-
Chainsword	4	3+	4/5	-
Improvised blade	4	3+	2/3	-
Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

BLOODED, CHAOS, LEADER, CHIEFTAIN

25

TRAITOR CHIEFTAIN

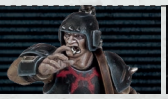


APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

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**.

TRAITOR BRIMSTONE GRENADIER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Diabolyk bomb	4	3+	4/3	Range 6", Blast 2", Devastating 2, Limited 1, Heavy (Reposition only), Piercing 1, Saturate
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-

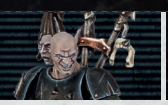
Grenadier: This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

Explosive Demise: If 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 (roll separately for each). If this operative hasn't used its diabolyk bomb during the battle, inflict D6+2 damage instead.

BLOODED, CHAOS, BRIMSTONE GRENADIER

25

TRAITOR BUTCHER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Power weapon & cleaver	4	3+	4/6	Ceaseless, Lethal 5+, Blood Offering*

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

***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.

BLOODED, CHAOS, BUTCHER

25

TRAITOR CORPSEMAN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-
Stimm needle	3	5+	1/4	Lethal 5+

Regular Dosage: At the end of the Select Operatives step, if this operative is selected for deployment, you can select one other friendly **BLOODED** operative to gain one **STIMM** rule for the battle (excluding Rejuvenated).

STIMM Rules:

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

RULES CONTINUE ON OTHER SIDE ▶

BLOODED, CHAOS, CORPSEMAN 25

TRAITOR CORPSEMAN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

STIMMS 1AP

▶ 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 the 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.

TRAITOR COMMSMAN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-

SIGNAL 1AP

▶ **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.

◆ This operative cannot perform this action while within control range of an enemy operative.

SACRILEGIOUS ACTUATION 1AP

▶ 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.

BLOODED, CHAOS, COMMSMAN 25

TRAITOR ENFORCER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	9

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
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).

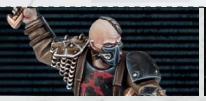
ENFORCE 1AP

▶ 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 friendly operative is a **COMMSMAN**, it cannot perform the **Sacrilegious Actuation** or **Signal** actions.

◆ This operative cannot perform this action while within control range of an enemy operative.

BLOODED, CHAOS, ENFORCER 32

TRAITOR FLENSER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	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+ weapon 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 the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

BLOODED, CHAOS, FLENSER — 25

TRAITOR GUNNER

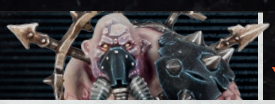


APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
	Grenade launcher (frag)	4	4+	2/4	Blast 2"
	Grenade launcher (krak)	4	4+	4/5	Piercing 1
	Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
	Plasma gun (standard)	4	4+	4/6	Piercing 1
	Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
	Bayonet	3	4+	2/3	-

BLOODED, CHAOS, GUNNER — 25

TRAITOR OGRYN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	16

	NAME	ATK	HIT	DMG	WR
	Power maul & 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.

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

Brute: Whenever your 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 (assuming it's visible), it doesn't remove its cover save (if any).

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

BLOODED, CHAOS, OGRYN — 40

TRAITOR SHARPSHOOTER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Long-las (mobile)	4	3+	3/4	-
	Long-las (stationary)	4	2+	3/3	Devastating 1, Heavy (Dash only), Silent
	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 Whispered 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**.

BLOODED, CHAOS, SHARPSHOOTER — 25

TRAITOR THUG



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

	NAME	ATK	HIT	DMG	WR
	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. This isn't cumulative with the Fortified **STIMM** rule (see **CORPSEMAN**).

BLOODED, CHAOS, THUG 25

TRAITOR TRENCH SWEEPER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	9

	NAME	ATK	HIT	DMG	WR
	Shotgun	4	3+	3/3	Range 6"
	Bayonet & shield	3	3+	2/3	Shield*

***Shield:** Whenever this operative is 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 operative's next activation:

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

BLOODED, CHAOS, TRENCH SWEEPER 25

TRAITOR TROOPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Lasgun	4	4+	2/3	-
	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 in succession with this rule).

BLOODED, CHAOS, TROOPER 25

NOTES:

BLOODED KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

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 blade[2]

↘ 9 BLOODED operatives selected from the following list:

- **BRIMSTONE GRENADIER**
- **BUTCHER**
- **COMMSMAN**
- **CORPSEMAN**
- **FLENSER**
- **GUNNER** with bayonet and flamer[1]
- **GUNNER** with bayonet and grenade launcher[1]
- **GUNNER** with bayonet and meltagun[1]
- **GUNNER** with bayonet and plasma gun[1,2]
- **SHARPSHOOTER**[1]
- **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.

CONTINUES ON OTHER SIDE ▶

BLOODED FACTION RULE

BLOODED

The Blooded seek to earn the favour of malign warp entities by hurling themselves into combat and slaying the most potent foes. Should they die in the attempt, their souls may serve as acceptable sacrifices.

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.

CONTINUES ON OTHER SIDE ▶

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.

BLOODED
MARKER/TOKEN GUIDE


Blooded token


A Name Whispered in Blood token


Shielding token


Blooded Icon token


Under the Gaze of the Gods token


Diabolyk Bomb token


Enraged Stimm token


Fortified Stimm token


Glory Kill token

BLOODED
STRATEGY PLOY

GLORY KILL

By bringing down the strongest and most capable of enemies, the Blooded may provide a worthy offering to the Ruinous Powers.

Select one enemy operative. Until the end of the turning point, whenever a friendly **BLOODED** operative is shooting against, fighting against or retaliating against that enemy operative, that shooting, fighting or retaliating operative's weapons have the Ceaseless weapon rule, or Relentless if it has one of your Blooded tokens.

BLOODED
STRATEGY PLOY

RECKLESS ASPIRANT

No coward can earn glory. The Blooded are willing to risk life and limb in pursuit of malefic warp powers.

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 weapon rule.

BLOODED
STRATEGY PLOY

MALEVOLENT GRIT

Those that have earned the favour of the Dark Gods of Chaos may draw upon the warp to predict and avoid the bullets of their foes.

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.

BLOODED

STRATEGY PLOY

BITTER DEMISE

Consumed by hatred, the Blooded spit, curse and lash out as they die, screaming aggrieved words of heresy as they land a final strike upon the foe.

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 friendly operative.

BLOODED

FIREFIGHT PLOY

CALLOUS DISREGARD

Pity is a trait of the weak. The Blooded will gladly turn their guns upon their own kin if doing so will ensure the destruction of an enemy.

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.

BLOODED

FIREFIGHT PLOY

MOMENT OF REPUTE

When infused with a portion of the Dark Gods' power, the Blooded are lent infernal speed and aggression.

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.

BLOODED

FIREFIGHT PLOY

REWARD EARNED

The surest way to earn the attention of the Ruinous Powers is to draw blood in their name.

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.

BLOODED
FIREFIGHT PLOY

DARK FAVOUR

Those who have spilled the blood of the foe and earned the favour of their infernal patron may be spared from death, as long as another pays the price in their stead.

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 wouldn't normally 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 weapon rule.

BLOODED
FACTION EQUIPMENT

CHAOS SIGIL

The disquieting sigils carried by the Blooded bend reality and thin the veil between realspace and the ever-shifting tides of the warp.

The Reward Earned firefight ploy costs you 0CP.

BLOODED
FACTION EQUIPMENT

SINISTER TROPHIES

The Blooded adorn their armour with severed heads affixed to rusty spikes, cloaks and tabards of flayed skin, and all manner of other grisly trophies hacked from the corpses of their victims.

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

BLOODED
FACTION EQUIPMENT

SYMBOLS OF BLOODY WORSHIP

Desperate to garner the favour of malefic warp entities, the Blooded will daub their armour with bloody runes and take risks to be imbued with malevolent power.

Whenever a friendly **BLOODED** operative ends an action, if it wasn't incapacitated but inflicted damage on any enemy operatives during that action, it regains 1 lost wound.

BLOODED
FACTION EQUIPMENT

WICKED BLADES

The Ruinous Powers respect nothing so much as the lethal arena of close combat, and so the Blooded seek to plunge their wickedly sharp weapons into the flesh of their foes.

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

NOTES:

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BLOODED: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

OGRYN OPERATIVE, SLOW-WITTED RULE

Relevant part changed to read:
'You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).'

THUG OPERATIVE, TOUGH RULE

Additional text added to end:
'This isn't cumulative with the Fortified **STIMM** rule (see **CORPSEMAN**).'

PREVIOUS ERRATAS

TEAM SELECTION

'**CORPSEMAN**' added to 2nd arrow bullet point list.

FIREFIGHT PLOYS, DARK FAVOUR

Additional text added to end of first paragraph:
'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

STRATEGY PLOYS, BITTER DEMISE

Relevant part changed to read:
'Whenever a friendly **BLOODED** operative is incapacitated, before it's removed from the killzone, roll [...]'

STRATEGY PLOYS, GLORY KILL

First sentence changed to read:
'Select one enemy operative ~~visible to a friendly **BLOODED** operative~~.'

BRIMSTONE GRENADIER OPERATIVE, EXPLOSIVE DEMISE RULE

First sentence changed to read:
'If this operative is incapacitated, before it's removed from the killzone, you can use this rule.'

CHIEFTAIN OPERATIVE, LEAD WITH STRENGTH RULE

Relevant part changed to read:
'Whenever this operative has one of your Blooded tokens or is wholly within your opponent's territory, [...]'

ENFORCER OPERATIVE, GRUELLING DISCIPLINARIAN RULE

Additional bullet point added to end:
'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).'

BLOODED OPERATIVES

The 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.

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, 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.

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.

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 blade[2]

- 9 **BLOODED** operatives selected from the following list:
  - **BRIMSTONE GRENADIER**
  - **BUTCHER**
  - **COMMSMAN**
  - **CORPSEMAN**
  - **FLENSER**
  - **GUNNER** with bayonet and flamer[1]
  - **GUNNER** with bayonet and grenade launcher[1]
  - **GUNNER** with bayonet and meltagun[1]
  - **GUNNER** with bayonet and plasma gun[1,2]
  - **SHARPSHOOTER**[1]
  - **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

SEEK & DESTROY

INFILTRATION

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

CHIEFTAIN



BRIMSTONE GRENADIER



BUTCHER



COMMSMAN



FLENSER



CORPSEMAN



SHARPSHOOTER



OGRYN



GUNNER



THUG



TRENCH SWEEPER



TROOPER



ENFORCER

