



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 '25

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**.

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).'

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 [...]

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.'

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

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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 GRENAДИER

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 flammers 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

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BLOODED KILL TEAM SELECTION



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

OPERATIVES

- 1 **BLOODED** **CHIEFTAIN** operative with one of the following options:
 - Autopistol or laspistol; chainsword or power weapon
 - Bolt pistol; chainsword
 - Boltgun; bayonet
 - Plasma pistol; improvised blade²

- 9 **BLOODED** operatives selected from the following list:
 - **BRIMSTONE GRENADIER**
 - **BUTCHER**
 - **COMMSMAN**
 - **CORPSEMAN**
 - **FLENSER**
 - **GUNNER** with bayonet and flamer¹
 - **GUNNER** with bayonet and grenade launcher¹
 - **GUNNER** with bayonet and meltagun¹
 - **GUNNER** with bayonet and plasma gun^{1,2}
 - **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



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

CHIEFTAIN

Laspistol

Chainsword



BRIMSTONE GRENADIER

Lasgun



BUTCHER

Power weapon & cleaver



COMMSMAN

Lasgun



FLENSER

Skinning blades



CORPSEMAN

Lasgun

Stimm needle



SHARPSHOOTER

Long-las



OGRYN

Power maul

Mutant claw



GUNNER

Flamer

Grenade launcher

Plasma gun



THUG

Heavy club



TRENCH SWEEPER

Shield

Shotgun



TROOPER

Bayonet

Lasgun



ENFORCER

Bolt pistol

Power fist

