

# GOREMONGER

## STRATEGY PLOY

### ENHANCED VIOLENCE

When powered by sanguavita, Goremongers fight with far greater ferocity and skill than any unaugmented Human.

Whenever a friendly **GOREMONGER ** operative's **GORE TANK** is:


- Half, its melee weapons have the Balanced weapon rule.
- Full, its melee weapons have the Relentless weapon rule.

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### AUGMENTED ENDURANCE

An infusion of sanguavitaes serves to harden the subject's mind, body and soul, rendering them supremely resilient.

Whenever an operative is shooting a friendly **GOREMONGER ** operative, if that friendly operative's **GORE TANK** is:


- Half, you can re-roll one of your defence dice.
- Full, you can re-roll any of your defence dice.

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### GORY TENACITY

The prospect of carnage drives Goremongers into a maniacal fury. Enraged thus, they are capable of shrugging off terrible wounds.


Whenever a friendly **GOREMONGER**  operative is fighting or retaliating, the first time your opponent strikes it during that sequence, halve the damage inflicted (rounding up and to a minimum of 2).

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### HUNT FOR BLOOD

As blood is spilled, its copper scent fills the air, driving the Goremongers into a thirsting frenzy.

Select one friendly **GOREMONGER ** operative. If it has a Conceal order, change it to Engage. Then it can immediately perform a free **Charge** action, but cannot move more than 3" during that action.