


GOREMONGER FACTION RULE

RUNES OF KHORNE

Khornate runes carved into the flesh of Goremongers give them an infernal resistance to ranged attacks.


Each friendly **GOREMONGER**  operative cannot lose more than 8 wounds per **Shoot** action.

GOREMONGER

FACTION RULE

GORE TANKS

Goremongers' tanks contain a concoction of stimulants, recombinant proteins and alchemical fuel. This cocktail energises the carrier, but the tanks require a constant supply of blood and gore for the infernal alchemy to function at peak efficiency.

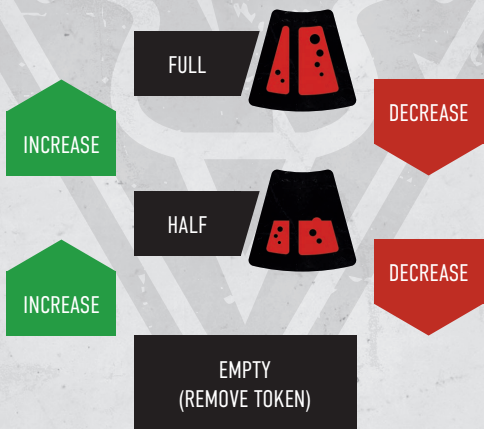
Each friendly **GOREMONGER**  operative has a **GORE TANK** that has three levels: full, half and empty. They start the battle at half. Whenever a **GORE TANK** increases, it goes up one level; whenever it decreases, it goes down one level. A **GORE TANK** cannot increase when it's already full, or decrease when it's already empty (see diagram on other side).

CONTINUES ON OTHER SIDE



Whenever a friendly **GOREMONGER** operative incapacitates an operative within its control range, or visible to and within 2" of it, you can increase its **GORE TANK**.

Whenever a friendly **GOREMONGER** operative uses a **SANGUAVITAE** rule, you must decrease its **GORE TANK**.



GOREMONGERS

FACTION RULE

SANGUAVITAE

The blood-infused concoction within the Goremongers' tanks is known as sanguavitae. Empowered by this fluid, they can undertake gore-drenched deeds far beyond the capabilities of most Humans. Through these acts they emulate Bloodletters and venerate Khorne.

Each **SANGUAVITAE** rule specifies when it can be used, and you must decrease the operative's **GORE TANK** to do so. You cannot use the same **SANGUAVITAE** rule more than once per activation or counteraction, and you cannot use more than two **SANGUAVITAE** rules per activation or counteraction. You cannot use Mania and Fury during the same activation.


SANGUAVITAE RULES ARE PRESENTED ON THEIR OWN CARDS

GOREMONGER

FACTION RULE

SANGUAVITAE

Rejuvenate

WHEN: During a friendly **GOREMONGER ** operative's activation or counteraction, before or after it performs an action.


EFFECT: That operative regains up to D3+1 lost wounds.

GOREMONGER

FACTION RULE

SANGUAVITAE

Mania

WHEN: During a friendly **GOREMONGER ** operative's activation, before or after it performs an action.


EFFECT: Until the start of that operative's next activation, add 1 to its APL stat.

GOREMONGER

FACTION RULE

SANGUAVITAE

Fury

WHEN: During a friendly **GOREMONGER ** operative's activation, before or after it performs an action.


EFFECT: That operative can perform two **Fight** actions during that activation, and the second one is free.

GOREMONGER

FACTION RULE

SANGUAVITAE

Rake


- WHEN:** When a friendly **GOREMONGER**  operative performs the **Charge** action during its activation.
- EFFECT:** When that operative finishes moving during that action, you can inflict D3 damage on one enemy operative within its control range.

GOREMONGER

FACTION RULE

SANGUAVITAE

Surge

WHEN: When a friendly **GOREMONGER ** operative performs the **Charge** or **Reposition** action.


EFFECT: Until the end of that action, add 1" to that operative's Move stat.

GOREMONGER

FACTION RULE

SANGUAVITAE

Rage

WHEN: When a friendly **GOREMONGER**  operative performs the **Fight** action.

EFFECT: Until the end of that action, add 1 to the Atk stat of that operative's melee weapons.

GOREMONGER

MARKER/TOKEN GUIDE



Gore Tank
token (full)



Gore Tank
token (half)



Impending
Apotheosis
token



Bleeding token



Claim Skull
token



Bloody
Cadaver
marker



Gory Totem
marker



Chaos Sigil
token



Wrist Chains
token