

# GOREMONGER BLOOD HERALD



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

11

NAME	A	HIT	D	WR
Icon of Khorne	4	2+	4/4	Range 8", Saturate
Chainblade	4	3+	4/5	Rending

**Khorne's Favour:** Once during each of this operative's activations, before or after it performs an action, if its **GORE TANK** is empty, you can increase its **GORE TANK**.

**Impending Apotheosis:** Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

# GOREMONGER ASPIRANT



APL

▼ 2

MOVE

► 7"

SAVE

5+

WOUNDS

10

NAME	A	HIT	D	WR
Autopistol	4	4+	2/3	Range 8"
Chainglaive	4	3+	4/5	Rending

**Obsessive Bloodlust:** Once during each of this operative's activations, when this operative ends the **Fight** action, if it's no longer within control range of enemy operatives, you can use this rule. If you do, it can immediately perform a free **Charge** action (even if it's already performed the **Charge** action during that activation), but it cannot move more than 2" during that action. Doing so doesn't prevent it from performing the **Charge**, **Dash** or **Reposition** action afterwards during that activation.

# GOREMONGER BLOOTAKER



APL

▼ 2

MOVE

► 7"

SAVE

5+

WOUNDS

10

NAME	A	HIT	D	WR
Autopistol	4	4+	2/3	Range 8"
Ritual blade	4	3+	3/5	Ritual*

\*Ritual: Whenever this operative is using this weapon, the first time you inflict damage on an operative within its control range during that sequence, you can increase this operative's **GORE TANK**. Note this is cumulative with the normal rules for increasing its **GORE TANK** (i.e. if it incapacitates an operative within its control range).

## TRANSFUSION RITUAL

1AP

► Decrease this operative's **GORE TANK**. Instead of using a **SANGUAVITAE** rule, you can increase the **GORE TANK** of one other friendly **GOREMONGER** operative within 8" of this operative.

◆ This operative cannot perform this action while within control range of an enemy operative, or if its **GORE TANK** is empty.

# GORERINGER IMPALER

APL  
▼ 2MOVE  
↗ 7"SAVE  
5+WOUNDS  
10

NAME	A	HIT	D	WR
Autopistol	4	4+	2/3	Range 8"
Fleshskewer (ranged)	4	3+	4/5	Range 8", Stun, Drag*, Prey*
Fleshskewer (stab)	4	3+	3/4	-

**\*Drag:** Whenever this operative is shooting with this weapon, at the start of the Resolve Attack Dice step (before inflicting damage), you can move the target up to  $x"$ .  $X$  is your total number of successful unblocked attack dice, multiplied by 2. The target must be moved to a location it can be placed as close as possible to this operative, determined by the  $x"$  you choose to use. The move must be done in one or more straight-line increments, and increments are always rounded up to the nearest inch. Whenever the target is dropping during that move, ignore the vertical distance.

**\*Prey:** Whenever this operative is shooting with this weapon, in the Resolve Attack Dice step, after resolving the Drag weapon rule (if you choose to), you can discard any of your successful unblocked attack dice. In other words, you can choose not to inflict damage with any number of them.

# GOREMONGER INCITER



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

10

NAME	A	HIT	D	WR	
Dual autopistols (focused)	4	3+	2/2	Range 8", Ceaseless, Devastating 1, Rending	
Dual autopistols (point-blank)	4	3+	3/4	Ceaseless, Rending	

## DASH AND SPRAY

1AP

► Perform a free **Dash** action and a free **Shoot** action with this operative in any order. You can only select dual autopistols (focused) for that **Shoot** action.

◆ This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

# GOREMONGER INCITER



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

10

**Incite the Hunt:** Whenever this operative incapacitates an enemy operative from more than 2" away, before that enemy operative is removed from the killzone, you can increase the **GORE TANK** of one friendly **GOREMONGER** operative within 8" of that enemy operative.

Whenever this operative inflicts damage on an enemy operative with either profile of its dual autopistols but doesn't incapacitate it, that enemy operative gains one of your Bleeding tokens (if it doesn't already have one). During a friendly **GOREMONGER** operative's activation or counteraction, before or after it performs an action, if it's within 8" of an enemy operative that has one of your Bleeding tokens, you can remove that token and increase that friendly operative's **GORE TANK**.

# GOREROMGNER SKULLCLAIMER



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

10

NAME	A	HIT	D	WR
Autopistol	4	4+	2/3	Range 8"
Great chainaxe	4	3+	5/6	Brutal

**Brutish:** Whenever an attack dice would inflict Critical Dmg on this operative, you can choose for that attack dice to inflict Normal Dmg instead.

**Claim Skull:** Once per turning point, if this operative incapacitates an enemy operative with its great chainaxe, you gain 1CP.

# GOREMONGER STALKER



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

10

NAME	A	HIT	D	WR
Autopistol	4	4+	2/3	Range 8"
Pickrippers	4	3+	4/5	Rending

**Climbing Picks:** Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

**Rooftop Stalker:** Whenever this operative is fighting during an activation in which it dropped from Vantage terrain at least 2" higher than the killzone floor, or whenever this operative is fighting against an enemy operative that's on Vantage terrain at least 2" higher than the killzone floor, this operative's melee weapons have the Relentless weapon rule.