

# GOREMONGER FIREFIGHT PLOY

## UNBRIDLED AGGRESSION

When they close with the enemy, Goremengers fight with all the savage fury and martial prowess of the Bloodletters they so idolise.

Use this firefight ploy when a friendly **GOREMONGER** operative is fighting during an activation in which it performed the **Charge** action, at the end of the Roll Attack Dice step. Until the end of that sequence, that operative's melee weapons have the Severe weapon rule.

# **GOREMONGER** SKULL **FIREFIGHT PLOY**

## **GORETHIRST**

Goremongers are drawn to violence like insects to blazing lumen, unable to control their thirst to spill viscera.

Use this firefight ploy when you would counteract. You can do so with one friendly **GOREMONGER** operative that has a Conceal order, but before it counteracts, you must change its order to Engage and it cannot perform any actions other than Charge, Shoot or Fight during that counteraction.

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## DESTRUCTIVE DEMISE

Empowered by the blood of their foes, mortally wounded Goremengers expend the last of their might in a vengeful frenzy.

Use this firefight ploy when a friendly **GOREMONGER** operative is incapacitated, before it's removed from the killzone. Inflict damage determined by that friendly operative's **GORE TANK** on one enemy operative within that friendly operative's control range. Inflict:

- D3 if empty.
- D3+1 if half.
- D3+2 if full.

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## LACERATE FLESH

Goremongers may resort to topping up their blood tanks with their own crimson fluid. Doing so is a last resort, undertaken only in a desperate frenzy.

Use this firefight ploy when a friendly **GOREMONGER** operative with an empty **GORE TANK** is activated or counteracts. Increase that operative's **GORE TANK**. At the end of that activation/counteraction, decrease its **GORE TANK** (you cannot use this decrease to use a **SANGUAVITAE** rule); if you cannot decrease its **GORE TANK**, inflict D3 damage on it.