

# GOREMONGER

## FACTION EQUIPMENT

### GORY TOTEM

Gore and peeled skulls mark the limits of the Goremongers' territory.



Before the battle, you can set up one of your Gory Totem markers wholly within your territory and more than 2" from other markers (excluding your Bloody Cadaver marker). Whenever an enemy operative within 3" of your Gory Totem marker is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.

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### BLOODY CADAVER

Goremongers will often stash corpses for later consumption and refuelling.


Before the battle, you can set up one of your Bloody Cadaver markers wholly within your territory and more than 2" from other markers (excluding your Gory Totem marker). Friendly **GOREMONGER**  operatives can perform the **Pick Up Marker** action on that marker. In the Ready step of each Strategy phase, you can increase the **GORE TANK** of one friendly **GOREMONGER**  operative that controls that marker, unless that friendly operative is within control range of an enemy operative.

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### CHAOS SIGIL

The runes of the Ruinous Powers are carved into flesh and borne upon armour and clothing, providing their bearers with malefic might.


Once per turning point, when an operative is shooting a friendly **GOREMONGER ** operative, at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the x of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

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### WRIST CHAINS

The Goremongers secure their weapons with lengths of chain, enabling them to be hurled towards an opponent.

Once per turning point, when a friendly **GOREMONGER ** operative performs the **Shoot** action and you're selecting a ranged weapon, you can use this rule. If you do, until the end of that action, the following melee weapons are treated as ranged weapons with the Range 2" weapon rule: chainblade, chainglaive, great chainaxe (ignore its Brutal weapon rule), pickrippers.