



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 CHAOS, LEADER, BLOOD HERALD

(32)

GOREMONGER ASPIRANT



APL ▼2 MOVE 7" SAVE 5+ WOUNDS 10

NAME A HIT D WR

Autopistol	4	4+	2/3	Range 8"
Chainglaise	4	3+	4/5	Rending

Obsessive Bloodlust: Whenever this operative ends the **Fight** action, if it's no longer within control range of enemy operatives, 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 CHAOS, ASPIRANT

(32)

GOREMONGER BLOODTAKER



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.

GOREMONGER CHAOS, BLOODTAKER

(32)

GOREMONGER IMPALER



APL ▼2 MOVE 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 CHAOS, IMPALER

(32)



GOREMONGER INCITER

APL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
10

NAME	A	HIT	D	WR
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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 CHAOS, INCITER

(32)

GOREMONGER INCITERAPL
▼ 2MOVE
► 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 CHAOS operative within 8" of that enemy operative.

Whenever this operative inflicts damage on an enemy operative 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 CHAOS 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**.

GOREMONGER SKULLCLAIMERAPL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
10

NAME	A	HIT	D	WR
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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 CHAOS, SKULLCLAIMER

(32)

GOREMONGER STALKERAPL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
10

NAME	A	HIT	D	WR
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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, or whenever this operative is fighting against an enemy operative that's on Vantage terrain, this operative's melee weapons have the Relentless weapon rule.

GOREMONGER CHAOS, STALKER

(32)



GORREMONGERS KILL TEAM

ARCHETYPES: RECON, SEEK & DESTROY

OPERATIVES

- ↳ 1 GOREMONGER[®] BLOOD HERALD operative
- ↳ 7 GOREMONGER[®] operatives selected from the following list:
 - ASPIRANT
 - BLOOTAKER
 - IMPALER
 - INCITER
 - SKULLCLAIMER
 - STALKER

Other than ASPIRANT operatives, your kill team can only include each operative on this list once.

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

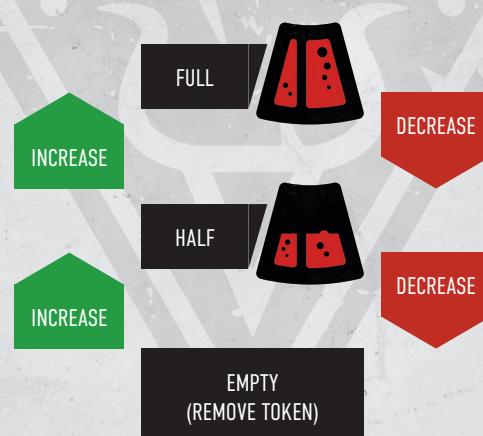
Goremongers' tanks contain a concoction of stimms, recombinant proteins and alchemical fuel. This cocktail energises the carrier, but the tanks require a constant supply of blood and gore for the infernal alchemy to function at peak efficiency.

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**.





GREMONGER[®] FACTION RULE

SANGUAVITAE

The blood-infused concoction within the Gremongers' 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

GREMONGER[®] FACTION RULE

SANGUAVITAE

Rejuvenate

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

EFFECT: That operative regains D3+1 lost wounds.

GREMONGER[®] FACTION RULE

SANGUAVITAE

Mania

WHEN: During a friendly **GREMONGER[®]** 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.

GREMONGER[®] FACTION RULE

SANGUAVITAE

Fury

WHEN: During a friendly **GREMONGER[®]** 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.

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



GOREMONGER[®] STRATEGY PLOY

ENHANCED VIOLENCE

When powered by sanguavita, Goremengers 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.

GOREMONGER[®] STRATEGY PLOY

AUGMENTED ENDURANCE

An infusion of sanguavita 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.

GOREMONGER[®] STRATEGY PLOY

GORY TENACITY

The prospect of carnage drives Goremengers 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).

GOREMONGER[®] STRATEGY PLOY

HUNT FOR BLOOD

As blood is spilled, its copper scent fills the air, driving the Goremengers 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.



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® FIREFIGHT PLOY

GORETHIRST

Goremengers 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 you must change its order to **Engage** and it cannot perform any actions other than **Charge**, **Shoot** or **Fight** during that counteraction.

GOREMONGER® FIREFIGHT PLOY

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.

GOREMONGER® FIREFIGHT PLOY

LACERATE FLESH

Goremengers 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.



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.

GOREMONGER[®] FACTION EQUIPMENT

BLOODY CADAVER

Gremongers 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.

GOREMONGER[®] FACTION EQUIPMENT

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.

GOREMONGER[®] FACTION EQUIPMENT

WRIST CHAINS

The Gremongers 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, chainglave, great chainaxe (ignore its Brutal weapon rule), pickrippers.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

FRAG GRENADE

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

KRAK GRENADE

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



GOREMONGERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, SANGUAVITAE, REJUVENATE

Effect changed to read:

'That operative regains D3+1 lost wounds.'

STALKER OPERATIVE, CLIMBING PICKS RULE

Relevant part changed to read:

'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

This section provides clarification on ambiguous and complex rules interactions.

Q: If a melee weapon has the Balanced or Relentless weapon rule as a result of the Enhanced Violence strategy ploy, and is then used as a ranged weapon as a result of the Wrist Chains faction equipment, does the new ranged weapon still have the Balanced or Relentless weapon rule?

A: No.

JULY '25

BLOOD HERALD OPERATIVE, IMPENDING APOTHEOSIS RULE

Relevant part changed to read:

'Once per battle, when an attack dice inflicts Normal Dmg on this operative, [...]'

PREVIOUS ERRATAS

BLOOD HERALD OPERATIVE, KHORNE'S FAVOUR RULE

Relevant part changed to read:

'Once during each of this operative's activations, before or after it performs an action, if its GORE TANK is empty, [...]'

PREVIOUS RULES COMMENTARIES

Q: When determining whether a friendly operative's GORE TANK is full for the purposes of the Enhanced Violence strategy ploy, do I check before or after decreasing its Gore Tank for any Sanguavitae (e.g. Rage) for that action?

A: After.

GORERINGER OPERATIVES

2

BLOOD HERALD



Blood Heralds are the leaders of Goremonger packs. They believe themselves to be the highest in Khorne's favour and the closest to apotheosis as a Bloodletter daemon. Donning horned helms and bearing icons of their deity, they demonstrate their devotion to the Blood God by cutting down their foes with merciless fury.

BLOOTAKER



The Bloodtaker is a connoisseur of sanguine fluid. They use their ritual blades to open the veins of the foe and gather the spilled vitae in their flasks. This purloined liquid they distribute into the stimm tanks of their allies, enhancing the effectiveness of the concoction within, and thereby increasing the savagery and physical prowess of their pack.

ASPIRANTS



Aspirants are the most numerous members of Goremonger packs. Armed with brutal chainglaives, they are swift, agile and aggressive, making use of their speed to outflank and ambush their enemies. The injector tanks mounted upon their backs pump a blood-infused cocktail of adrenalites and stimms into their systems, known as sanguavitaes. This concoction speeds up their metabolisms, inures them to pain and renders them even more lethal.

Goremonger kill teams are territorial and aggressive, yet to view them as crazed butchers would be an oversimplification. They strive to emulate the bladework and military discipline of a Bloodletter pack, and are capable of identifying and destroying strategic assets in order to achieve victory in Khorne's name.

IMPALER



Armed with weapons known as fleshskewers, Impalers target enemies attempting to flee the fight. They patrol the perimeter of the battlefield, using their harpoon-like weapons to target retreating foes, then drag them kicking and screaming to their doom.

INCITER



Inciters are unusual amongst the Goremongers, for they do not seek out the visceral thrill of melee combat. Instead, they make use of their quicksilver speed and reflexes to pepper enemies with autopistol fire, spilling blood that incites their allies to even more frenzied acts of butchery.

SKULLCLAIMER



Generally the most capable close combat fighters of their pack, Skullclaimers do battle with oversized weapons that are often plucked from the grips of their deceased foes. Agile, strong and devoid of any thoughts of self-preservation, they are furious combatants that hurl themselves recklessly into the fight, proving their devotion to Khorne with each gory kill.

STALKER



Stalkers are trackers supreme. When the blood of a foe is spilled and a Stalker catches its scent, this Goremancer is capable of following that wounded prey wherever it may choose to flee. They use their pickrippers as climbing aids to haul themselves up and across sheer surfaces, leaping down upon their target with weapons raised for the kill.

GOREMONGER KILL TEAM



Below you will find a list of the operatives that make up a **GOREMONGER®** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **GOREMONGER® BLOOD HERALD** operative
- ↳ 7 **GOREMONGER®** operatives selected from the following list:
 - **ASPIRANT**
 - **BLOOTAKER**
 - **IMPALER**
 - **INCITER**
 - **SKULLCLAIMER**
 - **STALKER**

Other than **ASPIRANT** operatives, your kill team can only include each operative above once.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

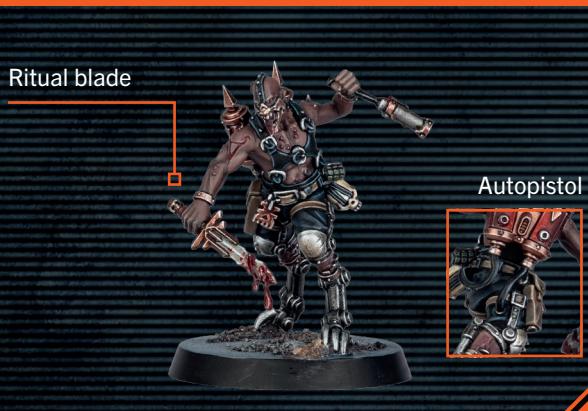
'DO YOU SMELL THAT COPPER TANG? THERE IS BLOOD IN THE AIR AND FEAR ON THE WIND. LET US FOLLOW THEM TO THEIR SOURCE. WE SHALL TEAR OPEN VEIN AND ARTERY. WE SHALL GORGE OURSELVES ON THEIR ENTRAILS. WE SHALL BATHE IN CRIMSON GLORY!'

- Ezkin Kryze, Blood Herald of the Behorned Reavers

BLOOD HERALD



BLOOTAKER



IMPALER





The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.

5

GOREMONGERS ▷ KILL TEAM SELECTION

INCITER

Dual autopistols



SKULLCLAIMER

Autopistol



STALKER

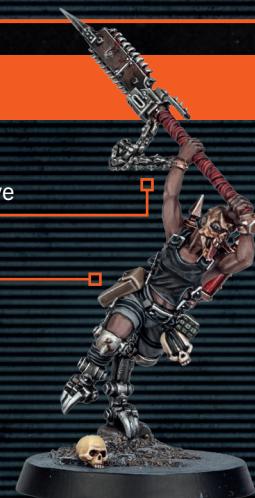
Pickrippers



ASPIRANT

Chainglave

Autopistol



DESIGNER'S COMMENTARY

Goremongers are a fast, elite, aggressive melee team that require the careful management of a valuable resource – gore tanks – for them to operate at their best.

6

Each operative has a gore tank, and you can ‘spend’ its contents to gain Sanguavitaе, a powerful rule. Gore tanks provide a limited resource for each operative, which should be spent wisely. They can, however, regain this resource by incapacitating operatives, so you can often spend to regain, or save it and gain even more (unlocking more powerful Sanguavitaе rules for later). Effectively managing gore tanks is essential to getting the best out of this team, as once the tanks run dry, your team will lose momentum.

Sanguavitaе rules are a toolbox of special rules for you to use. For example, you can control charge distances against a fast or dangerous melee team knowing you can Surge for +1" Move. When outnumbered, you can use Fury to fight multiple times, cutting through a number of weak operatives in one activation. When fighting up against a tougher opponent, you can Rake to inflict some initial damage, or Rage to get an extra attack. Experiment with the different Sanguavitaе rules and become familiar with the right ones to use against each opponent.

As keeping your gore tanks topped up is key, the Inciter and Bloodtaker operatives, and the Bloody Cadaver equipment, are important ways to increase your gore tanks; if you use these rules correctly, you can maintain the gore tank levels of other key operatives, ensuring you've got enough gore for

a big play. These operatives can also focus on objectives, freeing your other operatives up for attacking.

Being a melee-focused group of operatives can mean you're vulnerable to shooting teams, so careful positioning and the right use of Conceal orders is required to keep your operatives alive as you close the distance. At just eight operatives, your team is more elite, so you often won't have the numbers to trade. Against teams with more operatives, your own will have to incapacitate multiple enemies during the game.

Eight operatives at an APL of 2 can put you at an action deficit, especially in missions that require mission actions. At times you may have to show restraint, keeping your Goremongers on a tight leash to better achieve your objectives. The Mania Sanguavitaе rule can get you the extra AP you need to do mission actions. Furthermore, a big play with a Gremonger can create enough of a distraction to divert your opponent away from your other operatives, who can be scoring you crit op and mission marker VPs.

When you need to move your operatives out into the open, this team has a few rules that can help you out. Firstly, the Runes of Khorne faction rule means a Gremonger can't lose more than 8 wounds per Shoot action. This can force your opponent to double up on shooting – using more than one operative/ Shoot action to incapacitate your operatives. This can spare your other operatives from shots that would otherwise come their way. What's more, the timely use of the Rejuvenate Sanguavitaе rule can push a wounded operative back over the Runes of Khorne threshold, starting the process again!

Secondly, the Impaler is a useful operative for dragging the enemy closer, moving them off objectives and keeping them alive to set up charges. Don't forget, wounding and dragging an expended operative can provide a ‘safe’ charge for a Gremonger (as they can't normally be shot within control range). They can then later incapacitate their prey, top up their gore tank, then charge further into enemy lines. Setting this up, then using the Hunt for Blood strategy ploy or the Aspirant operative's Obsessive Bloodlust rule, is a great combo for keeping the pressure on.

To sum up, Gremongers like nothing better than fighting up close. You'll have to show some initial restraint by carefully managing your actions, gore tanks and when to charge. Once you do, let the bloodletting begin and feast on the gore. Blood for the Blood God!

