

## GOREMONGERS

### STRATEGY PLOYS

#### ENHANCED VIOLENCE

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.

#### AUGMENTED ENDURANCE

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.

#### GORY TENACITY

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 and to a minimum of 2).

#### HUNT FOR BLOOD

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.

### FIREFIGHT PLOYS

#### UNBRIDLED AGGRESSION

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.

#### GORETHIRST

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.

#### DESTRUCTIVE DEMISE

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.

#### LACERATE FLESH

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.

### OPERATIVES

#### ARCHETYPE: RECON / SEEK AND DESTROY

1 **GOREMONGER BLOOD HERALD** operative

7 **GOREMONGER** operatives selected from the following list:

- **ASPIRANT**
- **BLOODTAKER**
- **IMPALER**
- **INCITER**
- **SKULLCLAIMER**
- **STALKER**

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

### FACTION RULES

#### RUNES OF KHORNE

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

#### GORE TANKS

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.

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**.

#### SANGUAVITAE

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.

Sanguavitaes	When	Effect
<b>Fury</b>	During a friendly <b>GOREMONGER</b> operative's activation, before or after it performs an action.	That operative can perform two <b>Fight</b> actions during that activation, and the second one is free.
<b>Mania</b>	During a friendly <b>GOREMONGER</b> operative's activation, before or after it performs an action.	Until the start of that operative's next activation, add 1 to its APL stat.
<b>Rage</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Fight</b> action.	Until the end of that action, add 1 to the Atk stat of that operative's melee weapons.
<b>Rake</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Charge</b> action during its activation.	When that operative finishes moving during that action, you can inflict D3 damage on one enemy operative within its control range.
<b>Rejuvenate</b>	During a friendly <b>GOREMONGER</b> operative's activation or counteraction, before or after it performs an action.	That operative regains D3+1 lost wounds.
<b>Surge</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Charge</b> or <b>Reposition</b> action.	Until the end of that action, add 1" to that operative's Move stat.

### FACTION EQUIPMENT

#### GORY TOTEM

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.

#### BLOODY CADAVER

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.

#### CHAOS SIGIL

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.

#### WRIST CHAINS

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.

## GOREMONGERS

BLOOD HERALD	APL 2	MV 7"	SV 5+	W 11
A HT D WR				
⊕ Icon of Khorne	4	2+ 4/4	Rng 8", Saturate	
X 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.

BLOODTAKER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
X 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.

IMPALER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
⊕ Fleshskewer (ranged)	4	3+ 4/5	Rng 8", Stun, Drag*, Prey*	
X 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.

INCITER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Dual autopistols (focused)	4	3+ 2/2	Rng 8", Ceaseless, Devastating 1, Rending	
X Dual autopistols (point-blank)	4	3+ 3/4	Ceaseless, Rending	

**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**.

### 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.

SKULLCLAIMER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
X 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.

SKULLCLAIMER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
X 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.

STALKER	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
X 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.

ASPIRANT	APL 2	MV 7"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+ 2/3	Rng 8"	
X 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.

## FACTION RULE (REPEATED)

### SANGUAVITAE

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.

Sanguavitaes When	Effect
<b>Fury</b>	During a friendly <b>GOREMONGER</b> operative's activation, before or after it performs an action. That operative can perform two <b>Fight</b> actions during that activation, and the second one is free.
<b>Mania</b>	During a friendly <b>GOREMONGER</b> operative's activation, before or after it performs an action. Until the start of that operative's next activation, add 1 to its APL stat.
<b>Rage</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Fight</b> action. Until the end of that action, add 1 to the Atk stat of that operative's melee weapons.
<b>Rake</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Charge</b> action. When that operative finishes moving during that action, you can inflict D3 damage on one enemy operative within its control range.
<b>Rejuvenate</b>	During a friendly <b>GOREMONGER</b> operative's activation or counteraction, before or after it performs an action. That operative regains D3+1 lost wounds.
<b>Surge</b>	When a friendly <b>GOREMONGER</b> operative performs the <b>Charge</b> or <b>Reposition</b> action. Until the end of that action, add 1" to that operative's Move stat.