GOREMONGER BLOOD HERALD



APL	MOVE	SAVE	WOUNDS
2	7"	5+	11

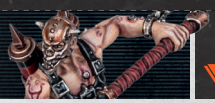
	NAME	A	HIT	D	WR
	Icon of Khorne	4	2+	4/4	Range 8", Saturate
	Chainblade	4	3+	4/5	Rending

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	MOVE	SAVE	WOUNDS
2	7"	5+	10

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

Obsessive Bloodlust: Once per turning point, when a friendly operative with this rule 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, CHAOS, ASPIRANT 32

GOREMONGER BLOODTAKER



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

	NAME	A	HIT	D	WR
	Autopistol	4	4+	2/3	Range 8"
	Fleshskewer (ranged)	4	3+	4/5	Range 8", Piercing Crits 1, Stun, Drag*
	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. Then 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).

RULES CONTINUE ON OTHER SIDE ▶

GOREMONGER, CHAOS, IMPALER 32

GOREMONGER IMPALER



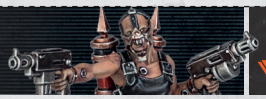
APL	MOVE	SAVE	WOUNDS
2	7"	5+	10

GORE-FUEL 1AP

▶ Decrease this operative's **GORE TANK**. Until this operative uses any profile of its fleshskewer, all profiles of it have the Severe weapon rule.

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

GOREMONGER INCITER



APL	MOVE	SAVE	WOUNDS
2	7"	5+	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

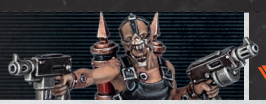
DASH AND SPRAY 1AP

▶ 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	MOVE	SAVE	WOUNDS
2	7"	5+	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**.

GOREMONGER SKULLCLAIMER



APL	MOVE	SAVE	WOUNDS
2	7"	5+	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	MOVE	SAVE	WOUNDS
2	7"	5+	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.

NOTES:

NOTES:

NOTES:

GOREMONGERS KILL TEAM

ARCHETYPES: RECON, SEEK & DESTROY

OPERATIVES

- 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 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

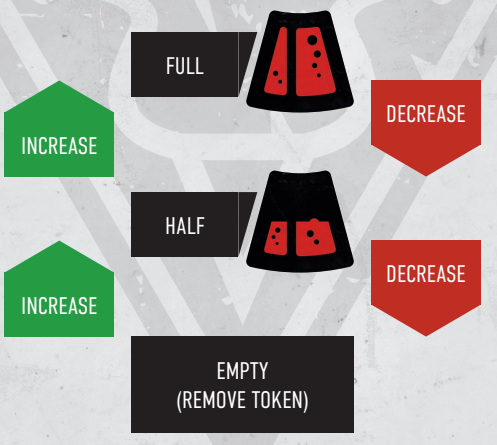
Goremongers' tanks contain a concoction of stimms, recombinant proteins and alchemical fuel. This cocktail energises the carrier, but the tanks require a constant supply of blood and gore for the infernal alchemy to function at peak efficiency.

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**.



GOREMONGER

FACTION RULE

SANGUAVITAE

The blood-infused concoction within the Goremongers' 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

GOREMONGER

FACTION RULE

SANGUAVITAE

Rejuvenate

WHEN: During a friendly GOREMONGER operative's activation or counteraction, before or after it performs an action.

EFFECT: That operative regains up to D3+1 lost wounds.

GOREMONGER

FACTION RULE

SANGUAVITAE

Mania

WHEN: During a friendly GOREMONGER 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.

GOREMONGER

FACTION RULE

SANGUAVITAE

Fury

WHEN: During a friendly GOREMONGER 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 during its activation.

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 sanguavitae, Goremongers 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 sanguavitae 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 Goremongers 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 and to a minimum of 2).

GOREMONGER
STRATEGY PLOY

HUNT FOR BLOOD

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

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.

GOREMONGER

FIREFIGHT PLOY

DESTRUCTIVE DEMISE

Empowered by the blood of their foes, mortally wounded Goremongers 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

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.

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

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.

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 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. If that melee weapon has the Balanced or Relentless weapon rules as a result of the Enhanced Violence strategy ploy, it has those weapon rules while it is a ranged weapon.

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

AUGUST '26

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 EQUIPMENT, WRIST CHAINS

Additional text added to end:
'If that melee weapon has the Balanced or Relentless weapon rules as a result of the Enhanced Violence strategy ploy, it has those weapon rules while it is a ranged weapon.'

ASPIRANT OPERATIVE, OBSESSIVE BLOODLUST RULE

Relevant part of first sentence changed to read:
'Once per turning point, when an operative with this rule ends the **Fight** action, [...]'

IMPALER OPERATIVE

'Gore-fuel' unique action added.

IMPALER OPERATIVE, FLESHSKEWER (RANGED) WEAPON PROFILE

'Piercing Crits 1' weapon rule added and 'Prey*' weapon rule deleted.

IMPALER OPERATIVE, *DRAG WEAPON RULE

Additional text added to end:
'Then 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).'

PREVIOUS ERRATAS

FACTION RULES, SANGUAVITAE, REJUVENATE, EFFECT

Changed to read:
'That operative regains D3+1 lost wounds.'

FACTION RULES, SANGUAVITAE, RAKE, WHEN

Changed to read:
'When a friendly **GOREMONGER** operative performs the **Charge** action during its activation.'

STRATEGY PLOYS, GORY TENACITY

Relevant part changed to read:
'[...] (rounding up and to a minimum of 2).'

STALKER OPERATIVE, CLIMBING PICKS RULE

Relevant part changed to read:
'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

STALKER OPERATIVE, ROOFTOP STALKER RULE

Changed to read:
'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.'

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, [...]'

BLOOD HERALD OPERATIVE, IMPENDING APOTHEOSIS RULE

Relevant part changed to read:
'Once per battle, when an attack dice inflicts Normal Dmg on this operative, [...]'

ASPIRANT OPERATIVE, OBSESSIVE BLOODLUST RULE

Relevant parts of first sentence changed to read:
'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 [...]'

INCITER OPERATIVE, INCITE THE HUNT

Relevant part of first sentence of second paragraph changed to read:
'Whenever this operative inflicts damage on an enemy operative with either profile of its dual autopistols but doesn't incapacitate it, [...]'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

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.

GOREMONGER OPERATIVES

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.

BLOODTAKER



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.

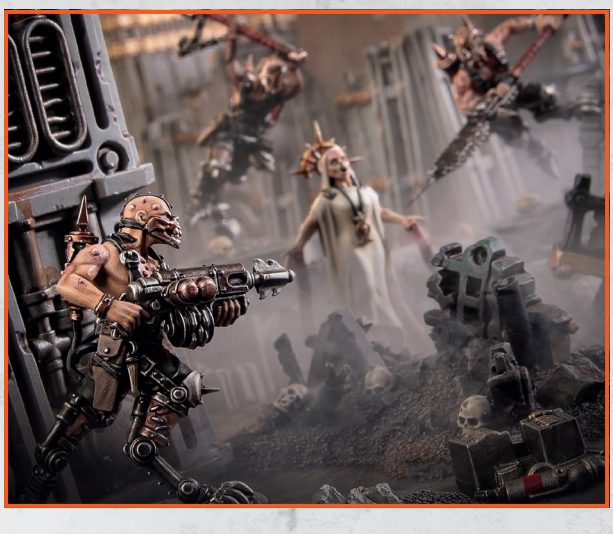
ASPIRANTS



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 sanguavitae. 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 Goremonger 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**
  - **BLOODTAKER**
  - **IMPALER**
  - **INCITER**
  - **SKULLCLAIMER**
  - **STALKER**

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

ARCHETYPES

RECON

SEEK & DESTROY

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

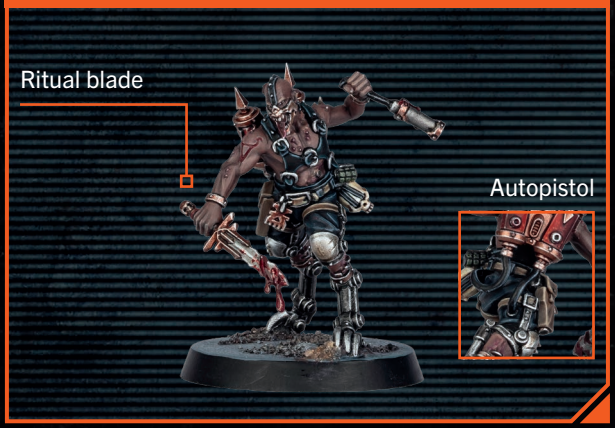
'DO YOU SMELL THAT COPPER TANG? THERE IS BLOOD IN THE AIR AND FEAR ON THE WIND. LET US FOLLOW THEM TO THEIR SOURCE. WE SHALL TEAR OPEN VEIN AND ARTERY. WE SHALL GORGE OURSELVES ON THEIR ENTRAILS. WE SHALL BATHE IN CRIMSON GLORY!'

- Ezkin Kryze, Blood Herald of the Behorned Reavers

BLOOD HERALD



BLOODTAKER



IMPALER



INCITER



SKULLCLAIMER



STALKER



ASPIRANT





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.

Each operative has a gore tank, and you can 'spend' its contents to gain Sanguavitae, 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 Sanguavitae 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.

Sanguavitae 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 Sanguavitae 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 Sanguavitae rule can get you the extra AP you need to do mission actions. Furthermore, a big play with a Goremonger 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 Goremonger 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 Sanguavitae 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 Goremonger (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, Goremongers 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!