



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

NOVEMBER '25

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**.

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.'

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 [...].'

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: *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.

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 stimmis 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

4

GOREMONGERS » KILL TEAM SELECTION



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



Icon of Khorne



Chainblade

BLOODTAKER

Ritual blade



Autopistol



IMPALER



Autopistol



Fleshskewer

INCITER

Dual autopistols



SKULLCLAIMER

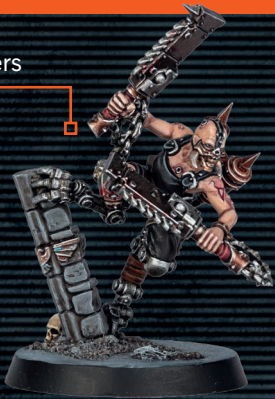
Autopistol

Great chainaxe



STALKER

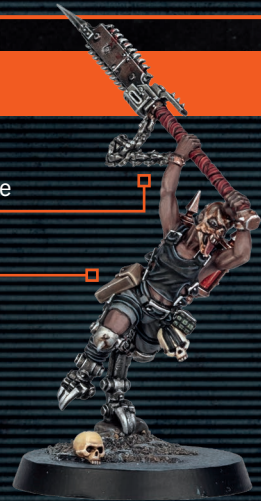
Pickrippers



ASPIRANT

Chainglaive

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.

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

Sanguavivae 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 Sanguavivae 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 Sanguavivae 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 Sanguavivae 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!

6

