

FELLGOR RAVAGER[•] FIREFIGHT PLOY

RUTHLESS RAMPAGE

With each kill they make, so are the Fellgor Ravagers driven to new heights of fury with which to chase down their foes.

Use this firefight ploy after a friendly **FELLGOR RAVAGER[•]** operative performs the **Fight** action, if it's no longer within control range of enemy operatives. That friendly operative can immediately perform a free **Charge** action (even if it's already performed the **Charge** action during that activation), but cannot move more than 3" during that action.

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WILD RAGE

When Fellgor Ravagers find themselves overcome by bestial rage, they are able to move with terrifying speed.

Use this firefight ploy when a friendly **FELLGOR RAVAGER[•]** operative is activated. Until the end of that operative's activation, add 1" to its Move stat.

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ANIMALISTIC FURY

When whipped into a frenzy, Fellgor Ravagers strike with terrifying strength and brutality.

Use this firefight ploy when a friendly **FELLGOR RAVAGER[®]** operative is fighting or retaliating and you strike with a critical success. Inflict 1 additional damage with that strike.

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BLOODSENSE

As the blood flows, a contagious battle-frenzy overcomes the Fellgor Ravagers.

Use this firefight ploy during a friendly **FELLGOR RAVAGER[•]** operative's activation, when it incapacitates an enemy operative within its control range. Select one other ready friendly **FELLGOR RAVAGER[•]** operative that's visible to and within 3" of the incapacitated enemy operative. When that first friendly operative is expended, you can activate that other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal.