

# FELGOR RAVAGER👤

## FACTION RULE

### FRENZY

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Fellgor Ravagers channel their pain into an animalistic frenzy, dismissing wounds and bursting with aggression.

Whenever a friendly **FELGOR RAVAGER👤** operative that doesn't have one of your Frenzy tokens would be incapacitated during the battle, it's not incapacitated and it gains one of your Frenzy tokens. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating). If it has a Conceal order, change it to Engage.

Whenever a friendly **FELGOR RAVAGER👤** operative has one of your Frenzy tokens:

- It's only incapacitated as detailed overleaf.
- It cannot have a Conceal order.
- It's injured.
- It cannot perform the **Pick Up Marker**, unique (excluding **Sweeping Blow**, see **VANDAL**) or mission actions (excluding **Operate Hatch**).

CONTINUES ON OTHER SIDE



- For the purpose of determining control of markers and areas of the killzone, treat its APL stat as 1. This takes precedence over any stat changes.

A friendly **FELGOR RAVAGER** operative that has one of your Frenzy tokens is incapacitated when one of the following is met:

- Its activation or counteraction ends.
- An enemy operative is fighting against or retaliating against it and your opponent strikes with a critical success.
- An enemy operative is fighting against or retaliating against it and your opponent strikes it for a second time with a normal success. Note this can be strikes from two different **Fight** actions.
- An enemy operative is shooting it and Critical Dmg is inflicted on it.
- The battle ends (resolve this before any victory conditions that resolve at the end of the battle).

Your opponent treats a **FELGOR RAVAGER** operative as being incapacitated (instead of when it would be incapacitated normally) when it gains one of your Frenzy tokens for the purposes of scoring VPs (e.g. kill op) and faction rules that require it to be incapacitated (e.g. **HAND OF THE ARCHON** Power From Pain, **CHAOS CULT** Mutation, etc.).

# FELLGOR RAVAGER

## MARKER/TOKEN GUIDE



Frenzy token



Gong Knell  
token



Mantle of  
Darkness token



Chaos Sigil  
token



Brass  
Adornments  
token



Gore Marks  
token



Pelting  
Firepower  
token