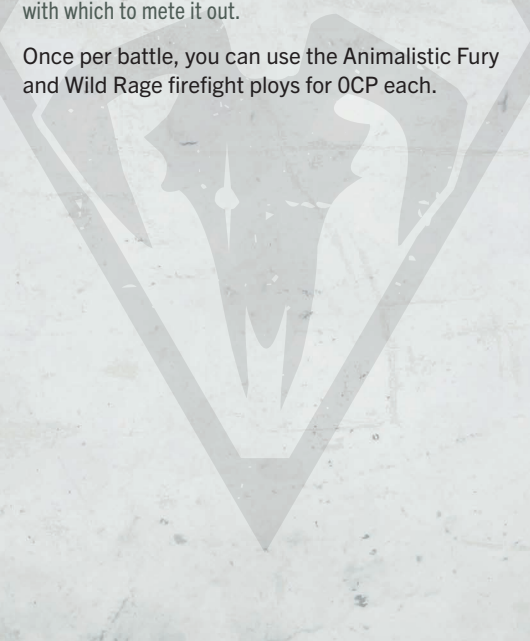


# FELGOR RAVAGER👹 FACTION EQUIPMENT

## BRASS ADORNMENTS

Brass-plated hooves, horn caps or welded spikes incite within the Fellgor Ravagers an even greater lust for violence, and provide them with additional weapons with which to mete it out.

Once per battle, you can use the Animalistic Fury and Wild Rage firefight plays for OCP each.



# FELGOR RAVAGER👹

## FACTION EQUIPMENT

### Gore Marks

Inflicted upon a Fellgor Ravager by their Shamans, these wounds continue to bleed as the battle unfolds, the stench of fresh blood empowering the Beastmen.

Once per turning point, when a friendly **FELGOR RAVAGER👹** operative is fighting or retaliating, you can use this rule. If you do, inflict 1 damage on that friendly operative and re-roll one of your attack dice. If the result is a fail, inflict 1 additional damage on that friendly operative.

# FELGOR RAVAGER👹

## FACTION EQUIPMENT

### CHAOS SIGIL

Imbued with warp energies and blessed by a Shaman, this icon offers protection to a dedicated worshipper of the Dark Gods.

Once per turning point, when an operative is shooting a friendly **FELGOR RAVAGER👹** 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.

# FELGOR RAVAGER👹

## FACTION EQUIPMENT

### WAR PAINT

Applied in ritual fashion prior to battle, war paint emboldens the Fellgor Ravagers to shrug off their wounds and hurl themselves into the fight.

You can ignore any changes to the Move stat of friendly **FELGOR RAVAGER👹** operatives from being injured.

