

FELLGOR IRONHORN



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

11

NAME	ATK	HIT	DMG	WR
Corrupted pistol	4	4+	3/5	Range 8", Rending
Plasma pistol (standard)	4	4+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	4+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Bludgeon	4	3+	4/4	Brutal
Corrupted chainsword	4	3+	4/5	Rending

Call the Attack: **STRATEGIC GAMBIT** if this operative doesn't have one of your Frenzy tokens. Select one friendly **FELLGOR RAVAGER** operative visible to and within 6" of this operative. That selected operative, and each other friendly **FELLGOR RAVAGER** operative visible to and within 2" of it, can immediately perform a free **Dash** action in an order of your choice.

FELLGOR DEATHKNELL

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Bludgeon	4	3+	4/4	Brutal

Icon Bearer: This operative isn't affected by the marker control bullet point of the Frenzy faction rule. Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

War Gong: Whenever an attack dice would inflict Critical Dmg on a friendly **FELLGOR RAVAGER** operative within 3" of this operative, if this operative doesn't have one of your Frenzy tokens, you can choose for that attack dice to inflict Normal Dmg instead.

GONG KNELL

1AP

► Until the start of this operative's next activation or until this operative is incapacitated (whichever comes first), whenever an operative is shooting this operative, improve this operative's Save stat by 1 and ignore the Piercing weapon rule.

FELLGOR FLUXBRAY



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
Triple cleavers	4	3+	4/5	Ceaseless

Blade Whirl: Whenever this operative is fighting or retaliating, if it doesn't have one of your Frenzy tokens, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

CLEAVER FLURRY

2AP

► Perform a free **Reposition** action with this operative. During that action, it can move an additional 2", and can move within control range of enemy operatives (it cannot begin or end the move there). Inflict D3+1 damage on each enemy operative it moved within control range of (roll separately for each after it's moved, in the order it moved within control range of them).

◆ This operative cannot perform this action while it has a Conceal order.

FELLGOR GNARLSCAR



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Bionic fist	4	3+	4/5	Brutal

Sagacious: At the end of this operative's activation, you can change its order.

UNCOMPROMISING ATTACK

1AP

- Perform a free **Fight** action with this operative, then perform a free **Shoot** action with this operative (or vice versa). This operative can perform that **Shoot** action while within control range of an enemy operative, but if it does, it can and must target an enemy operative within its control range (even if other friendly operatives are within that enemy operative's control range). You can only select an autopistol for that **Shoot** action.

FELLGOR GOREHORN



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Skullcleaver	4	3+	4/5	Lethal 5+, Headtaker*

Champion: This operative can perform two **Fight** actions during its activation.

***Headtaker:** Whenever this operative incapacitates an operative with this weapon, roll one D3:

- This operative regains a number of lost wounds equal to the result (unless it has a Frenzy token).
- Until the end of the battle, add the result to the Critical Dmg stat of this operative's skullcleaver (to a maximum of 8).

FELLGOR HERD-GOAD



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Crackthorn whip (ranged)	4	2+	2/3	Range 3", Lethal 4+, Stun
Crackthorn whip (melee)	4	3+	2/3	Lethal 4+, Shock

Whip Control: Whenever an enemy operative is visible to and within 3" of this operative, if this operative isn't within control range of any other enemy operatives:

- Subtract 1 from the Atk stat of that enemy operative's melee weapons (to a minimum of 1).
- Your opponent must spend 1 additional AP for that enemy operative to perform the **Fall Back** action.

INCITE FURY

1AP

► **SUPPORT.** Select one other friendly **FELLGOR RAVAGER** operative (excluding **SHAMAN** or **IRONHORN**) visible to and within 3" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

FELLGOR Mangler

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Vicious claws	4	3+	4/6	Ceaseless, Tactual Hunter*

***Tactical Hunter:** Whenever this operative is fighting with this weapon against an expended operative, the first time you strike with a critical success during that sequence, you can immediately resolve another of your successes as a strike (before your opponent).

Berserker: This operative cannot perform the **Shoot** action (other than **Guard**, but cannot then perform a free **Shoot** action during the interruption). You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

Savage: The first time this operative performs the **Fight** action during each of its activations, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards (you don't have to select the same enemy operative to fight against). This takes precedence over action restrictions, and you cannot use the Ruthless Rampage firefight ploy between those two **Fight** actions.

FELLGOR SHAMAN



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Tech-curse	4	3+	1/3	PSYCHIC, Rending, Saturate, Seek Light
Braystave	4	3+	3/5	Shock

APOPLECTIC REJUVENATION

1AP

► Select one friendly **FELLGOR RAVAGER** operative that doesn't have one of your Frenzy tokens and is visible to and within 6" of this operative. That friendly operative regains up to 2D3 lost wounds; if that operative has incapacitated an enemy operative while fighting or retaliating during the battle, it regains up to 6 lost wounds instead.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

FELLGOR RAVAGER, CHAOS, PSYKER, SHAMAN

FELLGOR SHAMAN



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

10

MANTLE OF DARKNESS

1AP

► **PSYCHIC.** Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly **FELLGOR RAVAGER** operative is visible to and within 3" of this operative, has a Conceal order and is in cover, that friendly operative cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

◆ This operative cannot perform this action while within control range of an enemy operative.

FELLGOR TOXHORN

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Cleaver	4	3+	4/5	-

Toxic Blessings: You can ignore any changes to this operative's APL stat and it's not affected by enemy operatives' Shock weapon rule. Whenever an attack dice inflicts Normal Dmg of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

Pox Bomb: This operative can use stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select that grenade from equipment for other operatives). Whenever an enemy operative takes a stun test as a result of this operative performing the **Stun Grenade** action, if the result is a 3+, also inflict damage on that enemy operative equal to the dice result halved (rounding up).

FELLGOR VANDAL



APL	MOVE	SAVE	WOUNDS
▼ 2	► 6"	5+	10

NAME	ATK	HIT	DMG	WR
Mancrusher	4	4+	5/5	Brutal, Vicious Blows*

*Vicious Blows: Whenever this operative is fighting, this weapon has the Ceaseless weapon rule.

Sweeping Blow

1AP

► Inflict D3+1 damage on each other operative visible to and within 2" of this operative in an order of your choice (roll separately for each).

◆ This operative cannot perform this action while it has a Conceal order.

FELLGOR WARRIOR

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Bludgeon	4	3+	4/4	Brutal
Cleaver	4	3+	4/5	-

Warrior Frenzy: Whenever this operative has one of your Frenzy tokens, it cannot be injured. This takes precedence over the normal Frenzy rules.