

FELLGOR RAVAGER[•] STRATEGY PLOY

VIOLENT TEMPERAMENT

Fellgor Beastmen are driven by primal savagery, striking at their foes with frenzied blow after frenzied blow.

Whenever a friendly FELLGOR RAVAGER[•] operative is fighting or retaliating, after rolling your attack dice, you can use this rule. If you do, you must re-roll all of your attack dice (you cannot only re-roll some).

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AMBUSH

Fellgor Ravagers utilise cover and darkness to strike from the shadows and butcher the enemy.

Whenever a friendly **FELLGOR RAVAGER[•]** operative is activated, if its order is changed from Conceal to Engage, it's ambushing for that activation. Whenever a friendly **FELLGOR RAVAGER[•]** operative that's ambushing is fighting, you can retain one of your normal successes as a critical success instead. Note that an operative that has one of your Frenzy tokens cannot ambush.

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PELTING FIREPOWER

Though it may lack accuracy, the combined firepower of a group of Fellgor Ravagers is rendered lethal by its volume.

Whenever a friendly **FELLGOR RAVAGER[®]** operative is shooting an enemy operative that's been shot by another friendly **FELLGOR RAVAGER[®]** operative during this turning point, that first friendly operative's ranged weapons have the Ceaseless weapon rule; if the enemy operative has been shot by more than one other friendly **FELLGOR RAVAGER[®]** operative during this turning point, that first friendly operative's ranged weapons have the Relentless weapon rule instead.

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RECKLESS DETERMINATION

Such is their determination to slaughter the enemy that the Fellgor Ravagers will shrug off volleys of incoming fire.

Whenever an enemy operative is shooting an expended friendly **FELLGOR RAVAGER[©]** operative, if you cannot retain any cover saves, you can retain one of your defence dice as a normal success without rolling it.