



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. 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 RAVAGER®, CHAOS, LEADER, IRONHORN

(32)

FELLGOR DEATHKNELL



APL **▼2** MOVE **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.

FELLGOR RAVAGER®, CHAOS, DEATHKNELL

(32)

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 RAVAGER®, CHAOS, FLUXBRAY

(32)

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 charge 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 RAVAGER®, CHAOS, GNARLSCAR

(32)



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 RAVAGER®, CHAOS, GOREHORN

(32)

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 RAVAGER®, CHAOS, HERD-GOAD

(32)

FELLGOR MANGLER



APL ▼2 MOVE ➤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 RAVAGER®, CHAOS, MANGLER

(32)

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

(32)



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 **▼2** MOVE **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 RAVAGER, CHAOS, TOXHORN



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **10**

NAME ATK HIT DMG WR

	Mancrusher	4	4+	5/5	Brutal, Vicious Blows*
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***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.

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

FELLGOR RAVAGER, CHAOS, VANDAL



APL **▼2** MOVE **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.

FELLGOR RAVAGER, CHAOS, WARRIOR

(32)



FELLGOR RAVAGERS KILL TEAM

ARCHETYPES: RECON, SEEK & DESTROY

OPERATIVES

- 1 FELLGOR RAVAGER® IRONHORN operative with one of the following options:

- Corrupted pistol; corrupted chainsword
- Plasma pistol; bludgeon

- 9 FELLGOR RAVAGER® operatives selected from the following list:

- DEATHKNELL
- FLUXBRAY
- GNARLSCAR
- GOREHORN
- HERD-GOAD
- MANGLER
- SHAMAN
- TOXHORN
- VANDAL
- WARRIOR with one of the following options:
 - Autopistol; bludgeon
 - Autopistol; cleaver

Other than WARRIOR operatives, your kill team can only include each operative on this list once.

A friendly FELLGOR 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 FELLGOR 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® FACTION RULE

FRENZY

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

Whenever a friendly FELLGOR 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 FELLGOR 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 or mission actions (excluding Operate Hatch).
- For the purpose of determining control of markers, treat its APL stat as 1. This takes precedence over any stat changes.

CONTINUES ON OTHER SIDE ►

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



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).

FELLGOR RAVAGER[©] STRATEGY PLOY

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.

FELLGOR RAVAGER[©] STRATEGY PLOY

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.

FELLGOR RAVAGER[©] STRATEGY PLOY

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.



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.

FELLGOR RAVAGER[®] FIREFIGHT PLOY

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.

FELLGOR RAVAGER[®] FIREFIGHT PLOY

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.

FELLGOR RAVAGER[®] FIREFIGHT PLOY

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.



FELLGOR 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 ploys for 0CP each.

FELLGOR 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 FELLGOR 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.

FELLGOR 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 FELLGOR 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.

FELLGOR 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 FELLGOR RAVAGER[®] operatives from being injured.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

FRAG GRENADE

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

KRAK GRENADE

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



FELLGOR RAVAGERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, FRENZY

First bullet point of second set of bullet points changed to read:

'Its activation or counteraction ends.'

STRATEGY PLOYS, AMBUSH

Second sentence changed to read:

'Whenever a friendly FELLGOR RAVAGER® operative that's ambushing is fighting, you can retain one of your fails as a normal success instead of discarding it, or you can retain one of your normal successes as a critical success instead.'

UPDATE 1.2

STRATEGY PLOYS, RECKLESS DETERMINATION

Changed to read:

'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 (in addition to a cover save, if any).'

GNARLSCAR & MANTLER OPERATIVES

Wounds stat changed to '10'.

SHAMAN OPERATIVE, TECH-CURSE WEAPON

'Seek' weapon rule changed to 'Seek Light'.

PREVIOUS ERRATAS

SHAMAN OPERATIVE, MANTLE OF DARKNESS ACTION

Relevant part of second sentence of effect changed to read:
' [...] whenever a friendly FELLGOR RAVAGER® operative is visible to and within 3" of this operative, [...] '

SHAMAN OPERATIVE, MANTLE OF DARKNESS ACTION

Relevant part of second sentence of effect changed to read:
' [...] 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". '

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: If one of my dice is re-rolled or replaced by an opponent's rule (e.g. HAND OF THE ARCHON® Omen, WARPCOVEN® Fate Itself Is My Weapon), can I still use the Violent Temperament strategy ploy to re-roll my attack dice?

A: Yes, but only the dice that were not re-rolled or replaced.

FELLGOR RAVAGER OPERATIVES

2

Of all the mutant Beastmen in thrall to the Dark Gods, Fellgor Ravagers believe themselves the greatest and most powerful. They stalk space hulks, underhives and warp-tainted ruins, using their keen senses to track unsuspecting prey through the darkness before striking and butchering their foes with savage glee.

FELLGOR IRONHORN

The leaders of the Fellgor Ravagers are warriors who have fought their way to the top of their pack. They are uniformly vicious killers, possessed of an inhuman cunning that they use to merciless effect.

FELLGOR DEATHKNELL

Beastmen are hunters, and the Fellgor Ravagers are skilled above the rest of their kind. Deathknells carry into battle great war gongs which they use to beat the hunt, signal their packmates and herald the doom of the enemy.



FELLGOR FLUXBRAY

Many a Fellgor Ravager desires the blessings of the gods. Fluxbrays have been gifted with an extra limb, all the better for carrying additional weapons into battle. When they reach the fray, they launch a multitude of blows that are all but impossible to evade for long.

FELLGOR GNARLSCAR

Fellgor Ravagers never stop fighting, whether for prey or their place in the pecking order. Few last long, but those that do are heavily scarred, having sustained many injuries. Some are given crude bionics after suffering loss of limb or eye, rendering their appearance all the more fearsome.

FELLGOR GOREHORN

Some Fellgor Ravagers harbour a thirst for blood greater than that of their fellows, throwing themselves into battle with wild abandon. Carnage swiftly follows as they hack off the arms and heads of their foes in violent sprays of viscera.

FELLGOR HERD-GOAD

Fellgor Ravagers have powerful senses as befits such capable hunters. Some relish the feeling of pain and inflicting torturous sensations on others. These Herd-goads are blessed by the gods with whips infused with empyric power, which the Beastmen use to drive their fellows to fury as well as harm the enemy.

FELLGOR MANGLER

Manglers have warp-given rage and power, enabling them to smash through bulkheads and deliver skull-crushing headbutts. Though they wear masks, they possess enhanced senses – some Beastmen claim Manglers can see the very souls of their victims as they rip them apart.



FELLGOR SHAMAN

Serving as obscene preachers to their kin as well as malevolent advisors to Ironhorns, Shamans are capable of wielding the raw power of Chaos. It is also Shamans who take the lead in the Fellgor Ravagers' bloody ritual sacrifices before the pack's herdstone.

FELLGOR TOXHORN

Even more than the rest of their kind, Toxhorns take particular joy in destroying the technology of their foes. They revel in decay and unleashing the chemicals and toxins that accelerate it, whether against machine or living being.

FELLGOR VANDAL

Wielders of immense, two-handed mancrushers, Vandals have a simple task among the Fellgor Ravagers – smash apart anything and anyone they or their Ironhorn wish. With every hammering strike they pulverise armour, bone and flesh.

FELLGOR WARRIOR

The backbone of Fellgor Ravager packs, Warriors have a single duty – kill the enemy. This they do gladly, knowing that the more devastation they cause the more favour they will gain with the rest of their herd, as well as with the gods themselves.

'THEY MUST HAVE FOLLOWED US FOR MILES AFTER WE TORE THEIR SHRINE TO THE GROUND. IT HAD BEEN AN EASY MISSION, THE EMPEROR SAW US THERE WHEN IT WAS BARELY DEFENDED. WE TOOK OUR TIME, BURNED IT ALL AND SAID ALL THE SANCTIFICATION PRAYERS TWICE. THEY CAUGHT US BARELY AN HOUR'S MARCH FROM THE BASE, ATTACKED US FROM EVERY SIDE, SLIPPING OUT OF SHADOWS AND SLIDING DOWN VERTICAL DROPS AS EASY AS WALKING OVER FLAT GRASS. THEY BUTCHERED EVERYONE. I WAS THE ONLY ONE WHO MADE IT BACK. IF I'D STAYED I'D BE DEAD. YOU HAVE TO BELIEVE ME!'

- Private Yakob Ensz, 555th Rendan Rifles, confession before execution for cowardice



Below you will find a list of the operatives that make up a **FELLGOR RAVAGER** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ✓ 1 **FELLGOR RAVAGER** **IRONHORN** operative with one of the following options:
 - Corrupted pistol; corrupted chainsword
 - Plasma pistol; bludgeon

- ✓ 9 **FELLGOR RAVAGER** operatives selected from the following list:
 - **DEATHKNELL**
 - **FLUXBRAY**
 - **GNARLSCAR**
 - **GOREHORN**
 - **HERD-GOAD**
 - **MANGLER**
 - **SHAMAN**
 - **TOXHORN**
 - **VANDAL**
 - **WARRIOR** with one of the following options:
 - Autopistol; bludgeon
 - Autopistol; cleaver

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



RECON



**SEEK &
DESTROY**

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

IRONHORN



'I CAN TASTE THEIR FEAR IN THE AIR. THEY REEK OF DOUBT. THEIR HEARTS POUND SO STRONGLY IN THEIR CHESTS I CAN HEAR IT FROM HERE. THEY KNOW WE TRACK THEM, BUT THEY KNOW NOTHING ELSE. DO NOT KILL THEM JUST YET. TRAIL THEM FOR LONGER, KEEP THEM AWAKE IN THE DARK. THE MORE DRAWN-OUT THE TERROR, THE SWEETER THE FLESH WILL EVENTUALLY BE.'

- Ironhorn Mircor Bloodcloven,
of the Blackclaws Fellgor Ravager pack

DEATHKNELL



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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FELLGOR RAVAGERS ➤ KILL TEAM SELECTION

FLUXBRAY

Triple cleavers



GNARLSCAR

Bionic fist



GOREHORN

Skullcleaver



HERD-GOAD

Crackthorn whip



MANGLER

Vicious claws



SHAMAN

Braystave



TOXHORN

Cleaver

Pox bomb

Autopistol



VANDAL

Mancrusher



WARRIOR

Bludgeon

Autopistol

