

## FELLGOR RAVAGER

### STRATEGY PLOYS

#### VIOLENT TEMPERAMENT

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).

#### AMBUSH

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.

#### PELTING FIREPOWER

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.

#### RECKLESS DETERMINATION

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.

### FIREFIGHT PLOYS

#### RUTHLESS RAMPAGE

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.

#### WILD RAGE

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.

#### ANIMALISTIC FURY

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.

#### BLOODSENSE

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.

### OPERATIVES

#### ARCHETYPE: RECON / SEEK AND DESTROY

1 **FELLGOR RAVAGER IRONHORN** 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-GOAT
- 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.

### FACTION RULES

#### FRENZY

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 below.
- 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**).
- 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 **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.).

### FACTION EQUIPMENT

#### BRASS ADORNMENTS

Once per battle, you can use the Animalistic Fury and Wild Rage firefight ploys for 0CP each.

#### GORE MARKS

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.

#### CHAOS SIGIL

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.

#### WAR PAINT

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

### OPERATIVES

IRONHORN	APL 2	MV 6"	SV 5+	W 11
A HT D WR				
⊕ Corrupted pistol	4	4+	3/5 Rng 8", Rending	
⊕ Plasma pistol				
- Standard	4	4+	3/5 Rng 8", Piercing 1	
- Supercharge	4	4+	4/5 Rng 8", Hot, Lethal 5+, Piercing 1	
X Bludgeon	4	3+	4/4 Brutal	
X 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 RAVAGER

DEATHKNELL	APL 2	MV 6"	SV 4+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
X 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 mg 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.

FLUXBRAY	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
X 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. 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).

● Cannot perform this action while it has a Conceal order.

GNARLSCAR	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
X 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.

GOREHORN	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
X Skullcleaver	4	3+	4/5 Lethal 5+, Headtaker*	

\***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 one of your Frenzy tokens).
- Until the end of the battle, add the result to the Critical Dmg stat of this operative's skullcleaver (to a maximum of 8).

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

HERD-GOAD	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
⊕ Crackthorn whip (ranged)	4	2+	2/3 Range 3", Lethal 4+, Stun	
X 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** and **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.

MANGLER	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
X Vicious claws	4	3+	4/6 Ceaseless, Tactual Hunter*	

\***Tactual 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 play between those two **Fight** actions.

SHAMAN	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
⊕ Tech-curse	4	3+	1/3 PSYCHIC, Rending, Saturate, Seek Light	
X Braystave	4	3+	3/5 Shock	

## 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.

## 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 2D3 lost wounds; if that operative has incapacitated an enemy operative while fighting or retaliating during the battle, it regains 6 lost wounds instead.

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

TOXHORN	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
X 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 D6 result halved (rounding up).

VANDAL	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
X 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.

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

WARRIOR	APL 2	MV 6"	SV 5+	W 10
A HT D WR				
⊕ Autopistol	4	4+	2/3 Rng 8"	
X Bludgeon	4	3+	4/4 Brutal	
X 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.