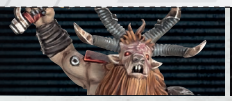
FELLGOR IRONHORN



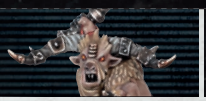
APL	MOVE	SAVE	WOUNDS
2	6"	5+	11

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 RAVAGER, CHAOS, LEADER, IRONHORN 32

FELLGOR DEATHKNELL



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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.

FELLGOR RAVAGER, CHAOS, DEATHKNELL 32

FELLGOR FLUXBRAY



APL	MOVE	SAVE	WOUNDS
2	6"	5+	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.

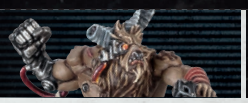
CLEAVER FLURRY 2AP

▶ 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	MOVE	SAVE	WOUNDS
2	6"	5+	10

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

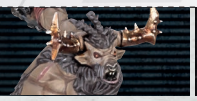
Sagacious: At the end of this operative's activation, you can change its order.

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 RAVAGER, CHAOS, GNARLSCAR 32

FELLGOR GOREHORN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	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 RAVAGERS, CHAOS, GOREHORN 32

FELLGOR HERD-GOAD



APL	MOVE	SAVE	WOUNDS
2	6"	5+	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.

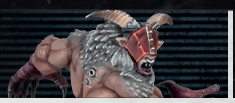
INCITE FURY 1AP

Select one other friendly FELLGOR RAVAGERS 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 RAVAGERS, CHAOS, HERD-GOAD 32

FELLGOR MANGLER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	10

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

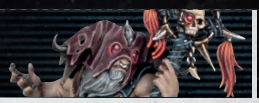
***Tactual Hunter:** Whenever this operative is fighting with this weapon against an expended operative, the first time you strike with a critical success during that sequence, you can immediately resolve another of your successes as a strike (before your opponent).

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 **Breach** and **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 RAVAGERS, CHAOS, MANGLER 32

FELLGOR SHAMAN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	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

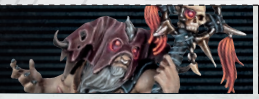
Select one friendly FELLGOR RAVAGERS operative that doesn't have one of your Frenzy tokens and is visible to and within 6" of this operative. That friendly operative regains up to 2D3 lost wounds; if that operative has incapacitated an enemy operative while fighting or retaliating during the battle, 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 RAVAGERS, CHAOS, PSYKER, SHAMAN 32

FELLGOR SHAMAN



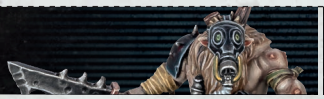
APL	MOVE	SAVE	WOUNDS
2	6"	5+	10

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



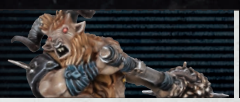
APL	MOVE	SAVE	WOUNDS
2	6"	5+	10

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*

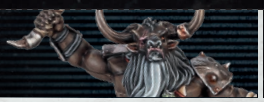
***Vicious Blows:** Whenever this operative is fighting, this weapon has the Ceaseless weapon rule.

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	MOVE	SAVE	WOUNDS
2	6"	5+	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 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.

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**, unique (excluding **Sweeping Blow**, see **VANDAL**) or mission actions (excluding **Breach** and **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.

CONTINUES ON OTHER SIDE ▶

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.
- An enemy operative is shooting it and Normal Dmg from two or more attack dice 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 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.

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.

ERRATA — OCTOBER '26

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

Fourth bullet of first set of bullet points changed to read:

'• It cannot perform the **Pick Up Marker**, unique (excluding **Sweeping Blow**, see **VANDAL**) or mission actions (excluding **Breach** and **Operate Hatch**).'

MANGLER OPERATIVE, BERSERKER RULE

Last sentence changed to read:

'You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).

PREVIOUS ERRATAS

DEATHKNELL OPERATIVE, GONG KNELL ACTION

Relevant part of effect deleted:
'[...] whenever an operative is shooting this operative, improve this operative's Save stat by 1 ~~and ignore the Piercing weapon rule~~.'

GNARLSCAR & MANGLER OPERATIVES

Wounds stat changed to '10'.

HERDGOAD OPERATIVE, INCITE FURY ACTION

Keyword deleted:
'~~**SUPPORT**~~.'

IRONHORN OPERATIVE, CALL THE ATTACK RULE

First sentence changed to read:
'**STRATEGIC GAMBIT** if this operative doesn't have one of your Frenzy tokens.'

MANGLER OPERATIVE, VICIOUS CLAWS WEAPON PROFILE

Hit stat changed to '4+'.

SHAMAN OPERATIVE, MANTLE OF DARKNESS ACTION

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

SHAMAN OPERATIVE, TECH-CURSE WEAPON

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

FACTION RULES, FRENZY

Fourth bullet of first set of bullet points changed to read:
'It cannot perform the **Pick Up Marker**, unique (excluding **Sweeping Blow**, see **VANDAL**) or mission actions (excluding **Operate Hatch**).'

Fifth bullet of first set of bullet points changed to read:
'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.'

First bullet of second set of bullet points changed to read:
'Its activation or counteraction ends.'

New bullet added to second set of bullet points:
'• An enemy operative is shooting it and Normal Dmg from two or more attack dice is inflicted on it.'

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.'

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)~~.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *If an attack dice is a critical success but has a critical damage of 0, can it still be used to incapacitate a* **FELLGOR RAVAGER** *operative with a Frenzy token?*

A: No.

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

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

FELLGOR RAVAGERS KILL TEAM

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



FLUXBRAY



GNARLSCAR



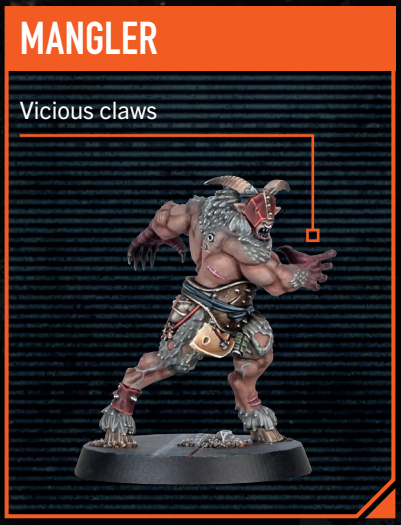
GOREHORN



HERD-GOAD



MANGLER



SHAMAN



TOXHORN



VANDAL



WARRIOR

