



## Fellgor Ravagers



Plasma Pistol	4	4+	5/6
Rng  AP1			
Overcharged	4	4+	5/6
Rng  AP2 Hot			
Bludgeon	4	2+	4/4
Brutal			

**Call The Attack:** Once in each Strategy phase, when it is your turn to use a Strategic Play or pass, you can use this ability instead. If you do so, select one friendly FELLGOR RAVAGER operative Visible to this operative. That selected operative, and all friendly FELLGOR RAVAGER operatives Visible to and within of it, can immediately perform a free Dash action.



Corrupted Pistol	4	4+	3/5
Rng  Balanced			! Rending
Corrupted Chainsword	4	2+	4/5
			! Rending

**Call The Attack:** Once in each Strategy phase, when it is your turn to use a Strategic Play or pass, you can use this ability instead. If you do so, select one friendly FELLGOR RAVAGER operative Visible to this operative. That selected operative, and all friendly FELLGOR RAVAGER operatives Visible to and within of it, can immediately perform a free Dash action.



Autopistol	4	4+	2/3
Rng			
Bludgeon	4	3+	4/4
Brutal			

**Icon Bearer:** When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

**War Gong:** Each time an attack dice would inflict Critical Damage on a friendly FELLGOR RAVAGER operative within of this operative, you can choose for that attack dice to inflict Normal Damage instead.

**Gong Knell (1AP):** Until the end of the Turning Point, this operative gains a 3+ invulnerable save.

Operative

Fellgor Ravagers

Dataset: Q4 2023  
FAQ: 1.8, DECK:4.2

Operative

Fellgor Ravagers

Dataset: Q4 2023  
FAQ: 1.8, DECK:4.2

Operative

Fellgor Ravagers

Dataset: Q4 2023  
FAQ: 1.8, DECK:4.2

FELLGOR FLUXBRAY



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Triple Cleavers	4	3+	4/5
Relentless			
Defensive	4	3+	4/5
Deflect			

**\*Deflect:**  
**Cleaver Flurry (2AP):** Perform a free Normal Move action with this operative. For that action, it can move an additional ②, and can move within Engagement Range of enemy operatives (but cannot finish that move there). Each enemy operative that it moves within Engagement Range of suffers D3+1 mortal wounds (roll separately for each). This operative cannot perform this action if it has a Conceal order.

FELLGOR GNARLSCAR



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	11

Autopistol	4	4+	2/3
Rng ⑥			
Bionic Fist	4	3+	4/5
Brutal			

**Cunning:** 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 a free Shoot action with this operative (or vice versa). It can perform that Shoot action while within Engagement Range of enemy operatives, but if it does so, it can and must target an enemy operative within its Engagement Range (even if other friendly operatives are within that enemy operative's Engagement Range)

FELLGOR GOREHORN



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Autopistol	4	4+	2/3
Rng ⑥			
Skullcleaver	4	3+	4/5
Lethal 5+			

**Champion:** This operative can perform two Fight actions during its activation.  
**Headtaker:** While this operative doesn't have a Frenzy token, each time it incapacitates an enemy operative in combat, roll one D3.  
► This operative regains a number of wounds equal to the result.  
► Until the end of the battle, add the result to the Critical Damage characteristic of this operative's skullcleaver (to a maximum of 8).

FELLGOR HERD-GOAD



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Autopistol	4	4+	2/3
Rng ⑥			
Crackhorn (ranged)	4	2+	2/3
Rng ③ Lethal 4+			! Stun
Crackhorn (melee)	4	3+	2/3
Lethal 4+			! Stun

**Incite Fury (1AP)**  
**Whip Control:** While an enemy operative is Visible to and within of this operative, and this operative is not within Engagement Range of any other enemy operatives:  
► Subtract 1 from the Attacks characteristic of that enemy operative's melee weapons (to minimum of 1).  
► 1 additional action point must be subtracted for that enemy operative to perform the Fall Back action.

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

## FELLGOR MANGLER



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	11

Vicious Claws	4	4+	4/6
Relentless	! Tactful Hunter		

### Savage Assault (1AP)

**\*Tactful Hunter.** Each time this operative fights in combat with this weapon against an operative that is not ready, if you are the attacker, the first time this operative strikes with a critical hit, it can immediately strike with another successful hit.

**Berserker:** This operative cannot make shooting attacks. Each time this operative would perform a mission action (excluding the Operate Hatch action, see page 74) or the Pick Up action, you must subtract one additional action point to do so.

## FELLGOR VANDAL



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Mancrusher	4	4+	5/5
Brutal Vicious Blows	! Reap 2		

**\*Vicious Blows:** Each time this operative fights in combat:

- If you are the attacker, this weapon gains the Ceaseless special rule for that combat
- If this operative performed a Charge action during this activation, this weapon gains the Relentless special rule for that combat.

**Sweeping Blow (1AP):** Each other operative Visible to and within ② of this operative suffers D3+1 mortal wounds. This operative cannot perform this action if it has a Conceal order.

## FELLGOR TOXHORN



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Autopistol	4	4+	2/3
Rng ⑥			
Cleaver	4	3+	4/5

**Toxic Blessings:** ► You can ignore any or all modifiers to this operative's APL and it's not affected by the Stun critical hit rule.

► Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost

**Pox Bomb (1AP):** Select one point in the killzone within ⑥ of this operative. Roll one D6 for each other operative within ② of that point:

- On a 3+, subtract 1 from that operative's APL
- On a 5+, that operative also suffers 3 mortal wounds.

This operative cannot perform this action while within Engagement Range of an enemy operative.

## FELLGOR SHAMAN



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	10

Autopistol	4	4+	2/3
Rng ⑥			
Braystave	4	3+	4/5
	! Stun		

**Manifest Psychic Power (1AP):** Psychic action. Resolve a FELLGOR RAVAGER psychic power. This operative cannot perform this action while within Engagement Range of an enemy operative.

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

Operative

Fellgor Ravagers

## (2) SCORN THEIR WAYS

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative equipped with a ranged weapon that has a Normal Damage potential of 17 or more; this is its Normal Damage characteristic multiplied by its Attacks characteristic (if the weapon has more than one profile, only one of them needs to fulfil this).

► If that enemy operative is incapacitated by a friendly operative within ② of it, score 1VP

► If that enemy operative is incapacitated by a friendly operative within its Engagement Range, you score 1 VP (note that this would be cumulative with the above).

Kill heavy hitter

## (3) RELENTLESS AGGRESSION

You can reveal this Tac Op at the end of any Turning Point.

► At the end of any Turning Point, if five or more friendly operatives are within ⑥ of enemy operatives and/or your opponent's drop zone, you score 1VP

► If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

Get close

## (1) FELLGOR CHAMPION

You can reveal this Tac Op when a friendly FELLGOR RAVAGER operative incapacitates an enemy operative in combat:

► If that friendly operative incapacitates another enemy operative in combat, you score 1VP.

► If you achieve the first condition again, you score 1VR

Kill lots with one

## MANTLE OF DARKNESS

### Spell

**Mantle of Darkness:** Until the end of the Turning Point, while a friendly FELLGOR RAVAGER operative is within ② of this operative, enemy operatives more than ⑥ from that friendly operative always treat it as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

Super Conceal Aura

Tac Op

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Tac Op

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Tac Op

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Spell

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023



## APOPLECTIC REJUVENATION

### Spell

**Apoplectic Rejuvenation:** Select one friendly FELLGOR RAVAGER operative that doesn't have a Frenzy token (pg 56) and is Visible to and within 6 of this operative; that operative regains 2D3 lost wounds. If that operative has incapacitated any enemy operatives while fighting in combat during the battle, it regains 6 lost wounds instead.

Heal 2D3 or 6

Spell

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## CURSE WEAPON

### Spell

**Curse Weapon:** Select one enemy operative in this operative's Line of Sight, then select one ranged weapon they are equipped with. Until the end of the battle, that enemy operative's selected ranged weapon gains the Hot special rule (if the ranged weapon has more than one profile, all profiles gain the Hot special rule). If that enemy operative's selected ranged weapon (or its profile) already has the Hot special rule, until the end of the battle, they suffer 1 additional mortal wound for each discarded attack dice result of 1.

Make Enemy Hot

Spell

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## DEFLECT

### Abilities

**Deflect:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

Fellgor Fluxbray

Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## INCITE FURY

### Abilities

**Incite Fury (1AP):** select one friendly FELLGOR RAVAGER operative (excluding a SHAMAN or IRONHORN operative) Visible to and within 3 of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

Fellgor Herd-Goad

Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## SAVAGE ASSAULT

### Abilities

**Savage Assault (1AP):** Perform a free Fight action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target). You cannot use the Ruthless Rampage Tactical Ploy (pg 57) between those two combats.

Fellgor Mangler

## VIOLENT TEMPERAMENT

### Strategic

1CP

Until the end of the Turning Point, each time a friendly operative fights in combat, in the Roll Attack Dice step of that combat, you can use its violent temperament. If you do so, you must re-roll all of your attack dice (note that you cannot only re-roll some).

Melee Reroll All

## AMBUSH

### Strategic

1CP

Until the end of the Turning Point, each time a friendly FELLGOR RAVAGER operative is activated, if its order is changed from Conceal to Engage, it's ambushing for that activation. Each time a friendly FELLGOR RAVAGER operative that's ambushing fights in combat, in the Roll Attack Dice step of that combat, you can retain one of your successful normal hits as a critical hit instead. Note that an operative that has a Frenzy token (pg 56) cannot ambush.

Melee retain hit as crit

## PELTING FIREPOWER

### Strategic

1CP

Until the end of the Turning Point:

► Each time after a friendly FELLGOR RAVAGER operative makes a shooting attack against an enemy operative, that enemy operative gains one of your Pelted tokens.

► Each time a friendly operative FELLGOR RAVAGER makes a shooting attack against an enemy operative, for each Pelted token that enemy operative has, add 1 to both Damage characteristics of that friendly operative's weapon for that shooting attack (to a maximum of 5/6).

At the end of the Turning Point, remove your Pelted tokens.

Shoot same target bonus

Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Strategic

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Strategic

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Strategic

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

RECKLESS DETERMINATION

Strategic 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly FELLGOR RAVAGER Operative that is not ready, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, you can retain one as a successful normal save without rolling it.

Retain 1 DF

RUTHLESS RAMPAGE

Tactical 1CP

Use this Tactical Ploy after a friendly FELLGOR RAVAGER operative performs a Fight action. It can immediately perform a free Charge action (even if it has already performed a Charge action during this activation), but can only move up to 2. Note that it cannot perform this free Charge action if it's already within Engagement Range of an enemy operative.

Free followup charge

WILD RAGE

Tactical 1CP

Use this Tactical Ploy when a friendly FELLGOR RAVAGER operative is activated. Until the end of the activation, add ⚠ to its Movement characteristic.

+1 Movement

ANIMALISTIC FURY

Tactical 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, when a friendly FELLGOR RAVAGER operative strikes with a critical hit. Inflict 1 additional damage with that strike.

Crit +1 Damage

Fellgor Ravagers  
Strategic

Fellgor Ravagers  
Tactical

Fellgor Ravagers  
Tactical

Fellgor Ravagers  
Tactical

## BLOODSENSE

**Tactical**

**1 CP**

Use this Tactical Ploy when a friendly FELLGOR RAVAGER operative incapacitates an enemy operative within its Engagement Range. Select one other ready friendly FELLGOR RAVAGER operative that is eligible to be activated and is Visible to and within 3 of the incapacitated enemy operative. After that first friendly operative has finished its activation, you can immediately activate that other friendly operative.

**GA2 on Kill**

## FRAG GRENADE

**Max: 1**

**2EP**

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng	🔴	Blast2 Indirect Ltd	

## KRAK GRENADE

**Max: 1**

**3EP**

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng	🔴	AP1 Indirect Ltd	

## CORRUPTED ROUNDS

**1EP**

Select one autopistol the operative is equipped with. That weapon gains the Rending critical hit rule for the battle.

**Autopistol Rending**

**Tactical**  
**Fellgor Ravagers**

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

**Equipment**  
**Fellgor Ravagers**

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

**Equipment**  
**Fellgor Ravagers**

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

**Equipment**  
**Fellgor Ravagers**

FAQ : 1.8, DECK:4.2  
Date: Q4 2023



## CORRUPTED WEAPON

2EP

Select one bludgeon or cleaver the operative is equipped with (note that you cannot select skullcleaver or triple cleavers). That weapon gains the Rending critical hit rule for the battle.

Bludgeon Cleaver Rending

## UNHOLY TALISMAN

2EP

The operative gains the following ability for the battle:

**Unholy Talisman:** This operative gains a 5+ invulnerable save for the battle.

5++ Save

## WAR PAINT

1EP

The operative gains the following ability for the battle:

**War Paint:** You can ignore any or all modifiers to this operative's Movement and APL characteristics.

Ignore movement and APL modifiers

## WAR PAINT

1EP

The operative gains the following ability for the battle:

**War Paint:** You can ignore any or all modifiers to this operative's Movement and APL characteristics.

Ignore movement and APL modifiers

Equipment

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Equipment

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Equipment

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Equipment

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## TEAM WAR PAINT

**10EP**

All operatives gains the following ability for the battle:

**War Paint:** You can ignore any or all modifiers to this operative's Movement and APL characteristics.

ALL Ignore movement and  
APL modifiers

## FELLGOR RAVAGERS

**Seek and Destroy Recon**

**1 Ironhorn and 9 operatives**

FELLGOR IRONHORN (LEADER)

FELLGOR DEATHKNELL

FELLGOR FLUXBRAY

FELLGOR GNARLSCAR

FELLGOR GOREHORN

FELLGOR HERD-GOAD

FELLGOR MANGLER

FELLGOR SHAMAN

FELLGOR TOXHORN

FELLGOR VANDAL

FELLGOR WARRIOR

## FRENZY (3/3)

### Faction Ability

While a FELLGOR RAVAGER operative has a Frenzy token, treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers)

Your opponent treats a FELLGOR RAVAGER operative as being incapacitated (instead of when it would be incapacitated normally) when it gains a Frenzy token for the following purposes:

- ▶ Scoring VPs from Tac Ops that require enemy operatives to
- ▶ be incapacitated. Gaining Pain tokens (HAND OF THE ARCHON ) and Blooded
- ▶ tokens (BLOODED ). Completing performances of Allegories (VOID-DANCER TROUPE ).

## FRENZY (1/3)

### Faction Ability

Each time a friendly FELLGOR RAVAGER operative without a Frenzy token would be incapacitated, it gains a Frenzy token instead. If it was fighting in combat, all remaining attack dice (including your opponent's) are discarded. If it has a Conceal order, change it to Engage. While a friendly FELLGOR RAVAGER operative has a Frenzy token:

- ▶ It's only incapacitated as specified in Frenzy (2/2).
- ▶ It cannot have a Conceal order.
- ▶ It's injured.
- ▶ It cannot perform mission actions or the Pick Up action.
- ▶ Treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers)

Equipment

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Team

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

## FRENZY (2/3)

### Faction Ability

A friendly FELLGOR RAVAGER operative with a Frenzy token is incapacitated when one of the following conditions is met:

- Its activation ends.
- An enemy operative strikes it with a critical hit in combat.
- An enemy operative strikes it a second time with a normal hit in combat. Note that this can be strikes from two different combats.
- The battle ends.
- Critical damage is inflicted on it in a subsequent shooting attack (i.e. not the same shooting attack in which it gained a Frenzy token).

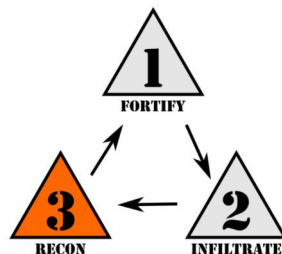
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



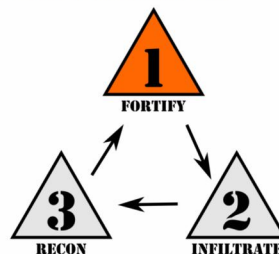
## FORTIFY

### Matched Play

Set up one additional barricade within  of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



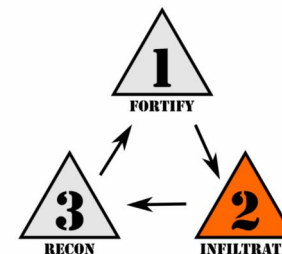
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Abilities

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: 04 2023

Scouting

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: 04 2023

Scouting

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: 04 2023

Scouting

Fellgor Ravagers

FAQ : 1.8, DECK:4.2  
Date: 04 2023

## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1		2
	2		3
	3		4

## PHIL TEAM

This deck was from [ko-fi.com/phil\\_g](https://ko-fi.com/phil_g)



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at  
[bigphilgunner@gmail.com](mailto:bigphilgunner@gmail.com)

Images taken from  
[instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

Credits

Fellgor Ravagers

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Scorecard

Fellgor Ravagers

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Matched

Fellgor Ravagers

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Matched

Fellgor Ravagers

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2