



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

NOVEMBER '25

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

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.'

PREVIOUS ERRATAS

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**'.

GNARLSCAR & MANGLER OPERATIVES

Wounds stat changed to '10'.

IRONHORN OPERATIVE, CALL THE ATTACK RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative doesn't have one of your **Frenzy** tokens.'

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**).'

First bullet 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.'

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 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.

FELGOR RAVAGER OPERATIVES

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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.

FELGOR 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.

FELGOR 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.



FELGOR 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.

FELGOR 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.

FELGOR 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.

FELGOR 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-goats 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.

FELGOR 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

FELGOR RAVAGERS KILL TEAM

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FELGOR RAVAGERS » KILL TEAM SELECTION



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

OPERATIVES

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

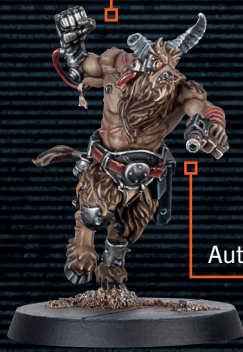
Triple cleavers



GNARLSCAR

Bionic fist

Autopistol



GOREHORN

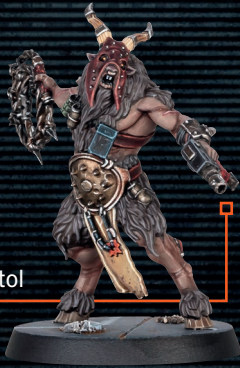
Skullcleaver



HERD-GOAD

Crackthorn whip

Autopistol



MANGLER

Vicious claws



SHAMAN

Braystave



TOXHORN

Cleaver

Pox bomb

Autopistol



VANDAL

Mancrusher



WARRIOR

Bludgeon

Autopistol

