



FELGOR RAVAGER

UPDATE 1.1

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.




KILL TEAM: GALLOWFALL

*Page 56, Frenzy ability

Add the following (italicized text is new for this update):

'Your opponent treats a **FELGOR 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** )

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: GALLOWFALL

*Q: Can the **FLUXBRAY** operative perform the **Cleaver Flurry** action while within Engagement Range of an enemy operative?*

A: No. Whilst it can move within Engagement Range during the action, it cannot start the action there, as per the requirements of a **Normal Move** action.

Q: If my opponent is using the **Implant Tac Op, do strikes that implant a **FELLGOR RAVAGER** operative with a **Frenzy** token count towards the strikes needed to incapacitate it?*

A: No