

RAVENER👤

FACTION RULE

BURROW

Raveners will emerge from their tunnels to strike at unsuspecting victims, then disappear again before their foe can properly react.

When setting up a **RAVENER👤** kill team before the battle, your first two operatives must be set up as normal. Each other friendly **RAVENER👤** operative thereafter can be set up underground: place it to one side instead of in the killzone.

In the Firefight phase, friendly **RAVENER👤** operatives set up underground are activated and can counteract as normal. Whenever a friendly **RAVENER👤** operative is underground, it cannot perform any actions other than **Burrow**. At the end of the battle, each friendly **RAVENER👤** operative that's underground is incapacitated.

CONTINUES ON OTHER SIDE



Friendly **RAVENER** operatives can perform the following unique action:

BURROW

1AP

- ▶ If this operative is underground, set it up on your **TUNNEL** in a location it can be placed (it's no longer underground, and it can be set up within control range of enemy operatives). Until the end of the activation/counteraction, subtract 2" from its Move stat.
- ▶ Alternatively, instead of resolving the above effect, if this operative is in the killzone and on your **TUNNEL**, remove it from the killzone: it's now underground.
- ◆ An operative cannot perform this action while carrying a marker, or if it isn't either underground or on your **TUNNEL**.

RAVENERS

FACTION RULE

TUNNEL

Raveners dig extensive tunnel networks in the ground and foundations beneath their prey's feet, enabling the Hive Mind's elite creations to outmanoeuvre and ambush their prey.

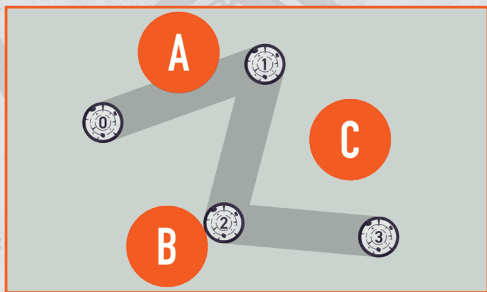
At the end of the Set Up Operatives step, place your Tunnel marker numbered '0' on the killzone floor, wholly within your drop zone and touching your killzone edge. As a **STRATEGIC GAMBIT** in the first four turning points, you can place your next numbered Tunnel marker on the killzone floor wholly within 5" of your preceding Tunnel marker. This means that, as the battle progresses, you can have a series of sequentially numbered Tunnel markers (0, 1, 2, 3 and 4). Once you have placed five Tunnel markers, don't place any more (i.e. if your battle lasts more than four turning points).

Your Tunnel markers and the area between your sequentially numbered markers (i.e. between 0 and 1, 1 and 2, etc.), create your **TUNNEL**.

CONTINUES ON OTHER SIDE



In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), your **TUNNEL** and the distance between your Tunnel markers can be measured through Wall terrain. In a killzone that uses the hazardous areas rules (e.g. Killzone: Bheta Decima), for the purposes of the Restricted Movement rule, parts of a Tunnel marker that are touching a hazardous area are treated as a hazardous area.



In this example, operative A is on your **TUNNEL** as it's on the area between markers 0 and 1. Operative B is also on your **TUNNEL** as it's touching one of your Tunnel markers. Operative C is not on your **TUNNEL** as markers 1 and 3 are not sequential, so the area between those markers is not part of your **TUNNEL**.


RAVENER

FACTION RULE

PREDATORY INSTINCTS

Seemingly driven by an all-consuming hunger, and with hyper-adapted reflexes, Ravens are deadly blurs of muscle, talons and fangs.

During each friendly **RAVENER ** operative's activation, it can perform two **Fight** actions.

Each friendly **RAVENER ** operative can counteract regardless of its order. Whenever it does:

- You can change its order first, or change its order instead of performing an action (for the latter, still treat it as having counteracted this turning point).
- During that counteraction, if it doesn't perform a mission action it can perform a free **Burrow** action.

MARKER/TOKEN GUIDE



Poison token



Subterranean Ambush token



Distend Dorsal Sac token



Heightened Senses token



Tunnel markers