


RAVENER 

FACTION EQUIPMENT

CHROMATOSPORE CAMOUFLAGE

Chameleonic adaptations enable these bioforms to virtually disappear.


Whenever an operative is shooting a friendly **RAVENER**  operative, if you can retain any cover saves, you can retain one additional cover save. This isn't cumulative with improved cover saves from Vantage terrain.

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FACTION EQUIPMENT

ACID BLOOD

Corrosive viscera and caustic fluids spray from these creatures' wounds.

Whenever a friendly **RAVENER**  operative is fighting or retaliating, whenever an attack dice inflicts damage on it, roll one D6: on a 5+, inflict 1 damage on the enemy operative in that sequence.

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FACTION EQUIPMENT

METAMORPHIC FLESH

Some Ravens are reported to have recovered from injuries that should have been fatal, their flesh and chitin reknitting in rapid regeneration.


Whenever a friendly **RAVENER ** operative is activated, it regains up to D3 lost wounds.



RAVENER FACTION EQUIPMENT

HEIGHTENED SENSES

Even burrowing, Ravens can detect enemy pheromones, esoteric energies and the whirr of servos, enabling them to land sudden ambushes.

Once per battle, after rolling off to decide initiative, if a friendly **RAVENER**  operative is underground and an enemy operative is within 5" of your **TUNNEL**, you can re-roll your dice.