

RAVENERO

FIREFIGHT PLOY

SLITHERING EVASION

The secretion-slick carapace and unholy speed of a Ravener enables them to avoid becoming bogged down against dangerous prey.

Use this firefight ploy during a friendly RAVENER operative's activation or counteraction, before or after it performs an action. During that activation/counteraction, that operative can:

- Perform the **Fall Back** action for 1 less AP.
- Perform the **Charge** action while within control range of an enemy operative, and can leave that operative's control range to do so (but then normal requirements for that move apply).

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SUBTERRANEAN HORROR

Those who think to trap a Ravener by tackling it at its brood burrow invite only their own demise, as the bioform uses hidden tunnels to encircle its prey before striking from an unexpected angle.

Use this firefight ploy when an enemy operative is performing the **Fight** action and selects a friendly **RAVENERO** operative on your **TUNNEL** to fight against. In the Resolve Attack Dice step of that sequence, you resolve the first attack dice (i.e. defender instead of attacker).

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BURROWING STRIKE

The last sight for many operatives fighting Raveners is a blur of their own uniform as they disappear into the depths of a xenos burrow.

Use this firefight ploy when a friendly **RAVENERO** operative performs the **Burrow** action. Before that operative is removed from the killzone, or after setting it up on your **TUNNEL**, inflict D3+1 damage on each enemy operative within its control range (roll separately for each). You cannot use this ploy in the Strategy phase, or during a **FELLTALON** operative's activation or counteraction if it performs the **Toxic Lunge** action (and vice versa).

RAVENERO^{SKULL} FIREFIGHT PLOY

DEATH FRENZY

Raveners can be compelled by the Hive Mind to fight in a last surge of biostimulated aggression, even as their own bodies fail.

Use this firefight ploy when a friendly RAVENER^{SKULL} operative is incapacitated. Before that operative is removed from the killzone, inflict D3 damage on each enemy operative within its control range (roll separately for each). If that friendly operative is a VENOMSPITTER that's currently benefitting from the effects of its Distend Dorsal Sac action, inflict 2D3 damage instead.