

RAVENER

STRATEGY PLOY

DEATH FROM BELOW

Spurred by an imperative from the Hive Mind, Ravens will coordinate lunges from the depths of their tunnel network to eviscerate unwary prey that have strayed too close.

Whenever a friendly **RAVENER**  operative is fighting:


- If it's performed the **Burrow** action during that activation/counteraction, its melee weapons have the Balanced weapon rule.
- If it's on your **TUNNEL**, its melee weapons have the Ceaseless weapon rule.

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WHIPCORD EMERGENCE

Whether lunging from a rubble-strewn entrance to their network of tunnels or bursting forth in a shower of debris to snatch at prey, Ravens can surprise even elite sentinels.

Whenever an operative is shooting a friendly **RAVENER ** operative:

- If that friendly operative has performed the **Burrow** action during that turning point, you can re-roll one of your defence dice.
- If that friendly operative is on your **TUNNEL**, you can re-roll any of your defence dice.

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WRITHE OUT OF SIGHT

Few organisms are as capable of slithering away into darkness in the blink of an eye as Ravens. The question then is, where did they go...?


Select one friendly **RAVENER👤** operative in the killzone. That friendly operative can immediately perform a free **Burrow** action. If it's within 2" of your **TUNNEL**, it can immediately perform a free **Fall Back** or **Reposition** action before it does so.

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TUNNEL LURKERS

Raveners are horrifically adept at remaining all but invisible, partially submerged amidst broken terrain, until the moment they lunge.

Whenever a friendly **RAVENER**  operative is on your **TUNNEL** it's in cover, unless it's within 2" of the active operative. Treat this as cover provided by Light terrain (therefore it's affected by rules that prevent this, e.g. Seek Light and Vantage terrain).