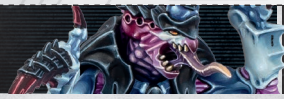
RAVENER PRIME



APL	MOVE	SAVE	WOUNDS
3	7"	5+	19

	NAME	ATK	HIT	DMG	WR
	Tail blade	4	3+	3/4	Range 3", Rending, Silent
	Scything talons & rending claws	5	3+	4/5	Rending

Neuropredatory Crest: Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of this operative. Note this isn't a change to the APL stat, so any changes are cumulative with this. Whenever an enemy operative is within 3" of this operative:

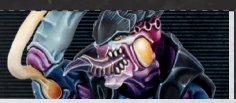
- Your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.
- Your opponent cannot re-roll their attack or defence dice for that operative.

Synaptic Link: STRATEGIC GAMBIT if this operative isn't incapacitated. Roll one D6 and compare the result to the number of the current turning point; if the result is:

- Twice as high or higher, you gain 1CP.
- Less, inflict damage on this operative equal to the result.
- Any other result, nothing happens.

RAVENER, GREAT DEVOURER, TYRANID, LEADER, PRIME 40

RAVENER FELLTALON



APL	MOVE	SAVE	WOUNDS
3	7"	5+	18

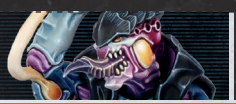
	NAME	ATK	HIT	DMG	WR
	Pincer tail	4	3+	3/4	Range 3", Silent
	Toxic glands	4	3+	3/4	Range 6", Silent, Poison*
	Toxic scythes	5	3+	4/5	Lethal 5+, Shock, Poison*

***Poison:** In the Resolve Attack Dice step, if you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Poison tokens (if it doesn't already have one). Whenever an operative that has one of your Poison tokens is activated, inflict D3 damage on it.

RULES CONTINUE ON OTHER SIDE ▶

RAVENER, GREAT DEVOURER, TYRANID, FELLTALON 40

RAVENER FELLTALON



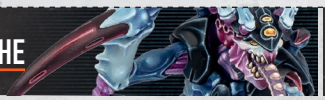
APL	MOVE	SAVE	WOUNDS
3	7"	5+	18

TOXIC LUNGE 1AP

▶ Select one enemy operative visible to and within 2" of this operative. If enemy operatives are within control range of this operative, you cannot select an enemy operative that isn't. Alternatively, if this operative is underground, select one enemy operative on your **TUNNEL**. Inflict D3+2 damage on that enemy operative and it gains one of your Poison tokens (if it doesn't already have one).

◆ This operative can perform this action while underground (this takes precedence over the normal Burrow rules).

RAVENER TREMORSCYTHE



APL	MOVE	SAVE	WOUNDS
3	7"	5+	18

	NAME	ATK	HIT	DMG	WR
	Pincer tail	4	3+	3/4	Range 3", Silent
	Scything talons & rending claws	5	3+	4/5	Rending

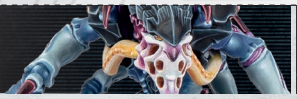
Subterranean Ambush: Once per turning point in the Firefight phase, after an enemy operative performs an action in which it moves more than 2" and ends within 2" of your **TUNNEL**, if this operative is underground and is either ready or hasn't counteracted during this turning point, you can interrupt to use this rule.

If you do, activate or counteract with this operative (as appropriate), but during its activation/counteraction it must shoot against or fight against that enemy operative, and cannot do so against any other enemy operatives until it does (if this isn't possible, this operative's activation/counteraction is cancelled and this rule hasn't been used). After completing this operative's activation/counteraction, continue that enemy operative's activation/counteraction (if possible and relevant).

Hypersensory Hunter: This operative can perform the **Charge** action while it has a Conceal order if it performed the **Burrow** action during the same activation/counteraction.

RAVENER, GREAT DEVOURER, TYRANID, TREMORSCYTHE 40

RAVENER VENOMSPITTER



APL	MOVE	SAVE	WOUNDS
3	7"	5+	18

	NAME	ATK	HIT	DMG	WR
	Pincer tail	4	3+	3/4	Range 3", Silent
	Venom bolt (blast)	4	3+	3/5	Range 8", Blast 2", Poison*
	Venom bolt (focused)	4	3+	4/5	Range 8", Piercing 1, Poison*
	Scything talons	5	3+	4/5	-

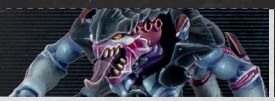
***Poison:** In the Resolve Attack Dice step, if you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Poison tokens (if it doesn't already have one). Whenever an operative that has one of your Poison tokens is activated, inflict D3 damage on it.

DISTEND DORSAL SAC 1AP

Until this operative has shot with its venom bolt, until it performs this action again or until it performs the **Burrow** action (whichever comes first), all profiles of its venom bolt have the Lethal 5+ weapon rule, have 1 added to their Atk stat and the Range 8" weapon rule removed.

RAVENER, GREAT DEVOURER, TYRANID, VENOMSPITTER 40

RAVENER WARRIOR



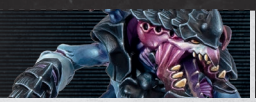
APL	MOVE	SAVE	WOUNDS
3	7"	5+	18

	NAME	ATK	HIT	DMG	WR
	Pincer tail	4	3+	3/4	Range 3", Silent
	Scything talons	5	3+	4/5	-

Instinctive Behaviour: Whenever this operative is shooting against, fighting against or retaliating against a wounded enemy operative, or an enemy operative that performed the **Fall Back** action during this turning point, this operative's weapons have the Lethal 5+ weapon rule.

RAVENER, GREAT DEVOURER, TYRANID, WARRIOR 40

RAVENER WRECKER



APL	MOVE	SAVE	WOUNDS
3	7"	4+	18

	NAME	ATK	HIT	DMG	WR
	Bone mace	4	3+	3/4	Range 3", Piercing 1, Silent
	Scything talons & crushing claws	5	3+	4/5	Crush*

Reinforced Carapace: Normal and Critical Dmg of 4 or more inflicts 1 less damage on this operative.

***Crush:** Whenever you strike, you and your opponent roll-off, adding 1 to your result if the operative this weapon is being used against has a Wounds stat of 9 or less. If you win, inflict additional damage on that operative equal to the difference between the dice results (to a maximum of 3 additional damage).

RAVENER, GREAT DEVOURER, TYRANID, WRECKER 40

NOTES:

RAVENERS KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

OPERATIVES

- 1 RAVENER **PRIME** operative
- 4 RAVENER operatives selected from the following list:
  - **FELLTALON**
  - **TREMORSCYTHE**
  - **VENOMSPITTER**
  - **WARRIOR**
  - **WRECKER**

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

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**.

RAVENER FACTION RULE

TUNNEL

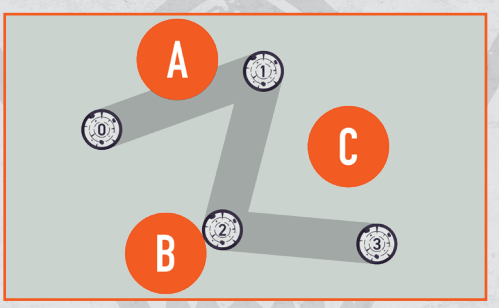
Raveners dig extensive tunnel networks in the ground and foundations beneath their prey's feet, enabling the Hive Mind's elite creations to outmanoeuvre and ambush their prey.

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, Raveners 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.

RAVENER

MARKER/TOKEN GUIDE



Poison token



Subterranean Ambush token



Distend Dorsal Sac token



Heightened Senses token



Tunnel markers

RAVENER

STRATEGY PLOY

DEATH FROM BELOW

Spurred by an imperative from the Hive Mind, Raveners 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.

RAVENER
STRATEGY PLOY

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, Raveners 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 results of one result.

RAVENER
STRATEGY PLOY

WRITHE OUT OF SIGHT

Few organisms are as capable of slithering away into darkness in the blink of an eye as Raveners. 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.

RAVENER
STRATEGY PLOY

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).

RAVENER
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).

RAVENER
FIREFIGHT PLOY

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 RAVENER 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).

RAVENER
FIREFIGHT PLOY

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 RAVENER 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).

RAVENER
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 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.

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.

RAVENER
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.

RAVENER
FACTION EQUIPMENT

METAMORPHIC FLESH

Some Raveners 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, Raveners 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.

NOTES:

RAVENERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can a* **TREMORSCYTHE** *interrupt using its Subterranean Ambush rule if the enemy operative is removed and set up (e.g.* **VESPID STINGWING FLY**, *Killzone: Tomb World Teleport)?*

A: No.

PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, TUNNEL

Relevant part of second sentence of first paragraph deleted:
'[...] you can place your next numbered Tunnel marker on the killzone floor wholly within 5" of your preceding Tunnel marker ~~(in Killzone: Gallowdark, this distance can be measured through Wall terrain)~~.'

Additional sentence added to start of third paragraph
'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.'

FACTION RULES, BURROW, BURROW ACTION

Condition changed to read:
'An operative cannot perform this action while carrying a marker, or if it isn't either underground or on your **TUNNEL**.'

PRIME OPERATIVE

Wounds stat changed to '19'.

PRIME OPERATIVE, SYNAPTIC LINK RULE

All bullet points changed to read:
'• Twice as high or higher, you gain 1CP.
• ~~Equal, nothing happens.~~
• Less, inflict damage on this operative equal to the result.
• Any other result, nothing happens.'

FELLTALON OPERATIVE, TOXIC LUNGE ACTION

Relevant part of effect changed to read:
'Select one enemy operative visible to and within 2" of this operative. If enemy operatives are within control range of this operative, you cannot select an enemy operative that isn't.'

FELLTALON, TREMORSCYTHE, VENOMSPITTER, WARRIOR & WRECKER OPERATIVES

Wounds stat changed to '18'.

TREMORSCYTHE OPERATIVE, SCYTHING TALONS WEAPON

Name changed to 'Scything talons & rending claws'.

'Rending' weapon rule added.

TREMORSCYTHE OPERATIVE, SUBTERRANEAN AMBUSH RULE

First paragraph changed to read:
'Once per turning point in the Firefight phase, after an enemy operative performs an action in which it moves more than 2" and ends within 2" of your **TUNNEL**, if this operative is underground and is either ready or hasn't counteracted during this turning point, you can interrupt ~~that enemy operative's activation/counteraction~~ to use this rule.'

Relevant part of last sentence of second paragraph changed to read:
'[...] (if possible and relevant).'

VENOMSPITTER OPERATIVE, DISTEND DORSAL SAC ACTION

Relevant part of effect changed to read:
'Until this operative has shot with its venom bolt, until it performs this action again or until it performs the **Burrow** action [...]'

FIREFIGHT PLOYS, SLITHERING EVASION

First sentence changed to read:
'Use this firefight ploy during a friendly **RAVENER** operative's activation or counteraction, before or after it performs an action.'

STRATEGY PLOYS, WHIPCORD EMERGENCE

Second bullet point changed to read:
'If that friendly operative is on your **TUNNEL**, you can re-roll any of your defence dice results of one result.'

STRATEGY PLOYS, WRITHE OUT OF SIGHT

First sentence changed to read:

'Select one friendly **RAVENER** operative in the killzone.'

PREVIOUS RULES COMMENTARIES

Q: *When my* **TREMORSCYTHE** *operative interrupts my opponent's activation, if the enemy operative is incapacitated (and therefore its activation cannot be continued), who activates next? Equally, if it isn't incapacitated and then continues its activation, who activates next?*

A: Your opponent in both cases, as the **TREMORSCYTHE** operative has used your activation.

Q: *Are* **RAVENER** *operatives underground considered 'in the killzone' for the second victory points paragraph of the Implant tac op?*

A: Yes. Note that other tac ops (e.g. Surveillance) would still require those operatives to be in the killzone.

Q: *Can an expended friendly* **TREMORSCYTHE** *operative counteract to interrupt an enemy operative's activation with the Subterranean Ambush rule if there are still other ready friendly* **RAVENER** *operatives?*

A: Yes.

Q: *If a friendly* **RAVENER** **TREMORSCYTHE** *operative attempts to shoot or fight against the specified enemy operative in its Subterranean Ambush rule, but is prevented from doing so by an opponent's rule (e.g.* **SANCTIFIER** **CONFESSOR** *Commanding Declamation,* **NOVITIATE** *Blinding Aura) is the activation/counteraction still cancelled?*

A: No. Continue its activation/counteraction as though the requirements of the Subterranean Ambush rule have been fulfilled.

RAVENER OPERATIVES

1

PRIME



Ravener Primes act as a nodal hub for their brood. Via their neuropredatory crests, the Hive Mind's influence spreads to nearby Raveners, overriding their instincts and coordinating their behaviours to its alien design.

FELLTALON



The virulent toxins that seep from a Felltalon's claws turn their victims' bodies into sites of xenos infection. Those who somehow survive and escape unwittingly leave a trail of pathogens the Felltalon can track.

VENOMSPITTER



A Venomspitter has been adapted by the Hive Mind to carry sac-like nodules that produce a ferocious toxin. From modified jaws, it can project gobbets of it at considerable distance to douse enemy positions in the venomous ooze.



Ravener kill teams are hyperadapted to such an extent that they are able to overcome all manner of a prey species' defences. Driven by alien synaptic imperatives, Raveners burrow with horrific speed to strike at prey from vulnerable angles, before using razor-sharp talons, chitinous claws and virulent biotoxins to enact the Hive Mind's will.

WRECKER



With increased muscle mass, thickened carapaces and oversized claws, Wreckers are a living weapon the Hive Mind uses to break into reinforced holdouts, armoured vehicles or bunkers, tearing apart anything hiding inside.

TREMORSCYTHE



The nerve clusters that fill their hypersensory array enable Tremorscythes to detect not only prey movements but also energy blooms, comms bursts and the minute chemical signatures that betray their victim's fear.

WARRIOR



With predatory instincts, hyperadapted strength and razor-sharp talons, these burrowing horrors are amongst the galaxy's greatest shock troops, propelled by the fathomless alien intellect of the Hive Mind.



RAVENERS KILL TEAM

Below you will find a list of the operatives that make up a **RAVENER** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **RAVENER PRIME** operative
- 4 **RAVENER** operatives selected from the following list:
  - **FELLTALON**
  - **TREMORSCYTHE**
  - **VENOMSPITTER**
  - **WARRIOR**
  - **WRECKER**

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES

INFILTRATION

SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

'I HAD AGENTS AT EVERY RITUAL APEX, READY TO SWEEP ON THE CULT; NOTHING SHOULD HAVE GONE WRONG. SOMETHING HAPPENED TO THE VOX, SOME SHADOW THAT STOPPED ME FROM TRANSMITTING. BUT I HEARD. I HEARD THE CRACK OF ARMAGLASS AND THE SQUEAL OF HINGES. I HEARD MY AGENTS SCREAM ONE BY ONE.'

- Interrogator Vidria Thaskey during the Consumption of Santar III

PRIME



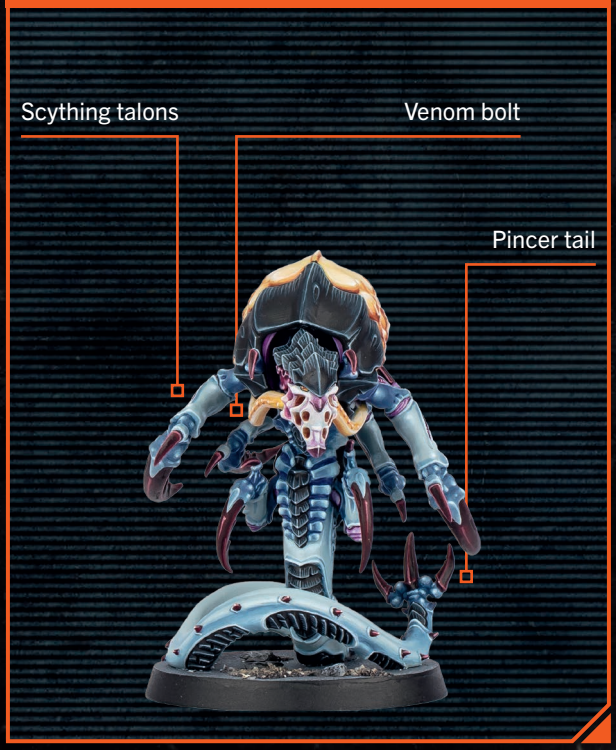
FELLTALON



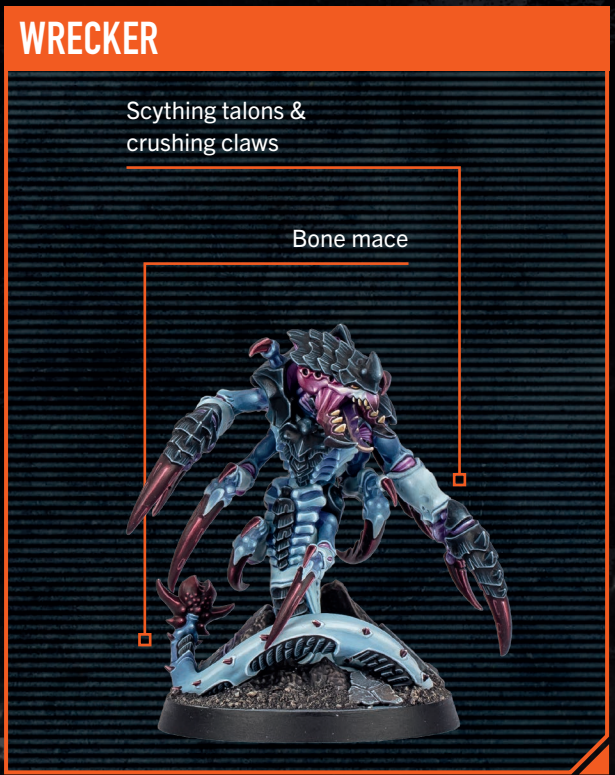
TREMORSCYTHE



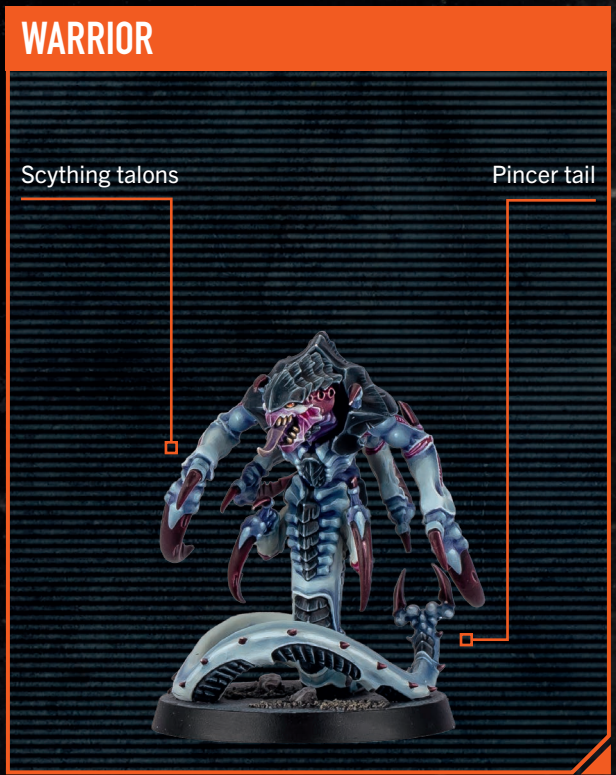
VENOMSPITTER



WRECKER



WARRIOR



DESIGNER'S COMMENTARY

Raveners are a truly elite team with some powerful individual rules, but they can be unforgiving if you are too aggressive or make a mistake. They can threaten anyone anywhere, but with just a 5+ Save stat, they can't stand up to a focused attack. You'll need to utilise all their rules to ensure you're the hunter and not the hunted.

As the battle progresses, you'll build a tunnel from which Raveners can emerge using the Burrow faction rule. This gives you an incredible threat range in the mid-to-late stages of the battle, but is telegraphed; your opponent will know where your Raveners can emerge from and can position their operatives appropriately – a canny opponent will even set up bait with an expendable operative to draw your Raveners out. Therefore, be cautious when deciding when to emerge – you don't always have to charge headlong into the enemy! The threat of your underground Raveners is often enough to force your opponent to be cautious, then you can emerge when the payoff is high.

Alongside emerging, the Burrow action can be used to allow your Raveners to disappear back underground, getting them to safety after a big play or allowing them to manoeuvre to a different area of the killzone. This will be essential for keeping your Raveners alive – the Burrow action is just as important for disappearing as it is for emerging. Remember, you can't do both in the same activation, but you can disappear during a counteract or the Writhe out of Sight strategy ploy.

Pairing the Burrow action with the Predatory Instincts faction rule maximises your action output and gives you ways to threaten beyond just the five early activations of your Raveners. For example, an underground operative can counteract, burrow and charge to set up in a safe but aggressive position for the next turning point, or a Venomspitter can counteract, change to engage, shoot, then burrow away to safety. There's a lot of combos the Burrow action provides, especially when you factor in counteracting, so use it to keep your opponent on the back foot and unable to react to your plays.

Early in the game, when an underground Ravener is activated, don't be afraid to pass on actions and leave them underground waiting. Against most teams, your opponent will often activate less-important operatives just to see when and where your Raveners will emerge, then counterattack them. There's no point emerging for little gain just to see your operative be out of position for a more important play, or take damage when your opponent does counterattack.

This is particularly important because this team doesn't trade well. This means it's often not worth a Ravener incapacitating one enemy operative if your opponent could then incapacitate that Ravener. At just five operatives, losing one for one can be too costly. Try to incapacitate enemies in a safe manner, particularly if you can burrow away after or safely stay within control range of an expended enemy operative. This can narrow the operative deficit early on, then allow you to apply pressure when your opponent is running out of ways to react.

Calling out some operatives' important rules, the Prime is great for messing with your opponent's control on a key marker, the Felltalon's Toxic Lunge action is useful for low-risk chip damage (especially if they're performing the action when underground), and the Tremorscythe elevates the threat of ambush to the next level thanks to its Subterranean Ambush rule. The Wrecker is your most durable operative, and also the best equipped for fighting tough melee operatives thanks to the extra damage from its Crush weapon rule. Finally, your Venomspitter is your only dedicated ranged weapon specialist, so use it wisely – it can shoot at an enemy operative your other operatives can't reach, and the threat of it doing so can be used to keep enemy operatives' heads down!

Raveners are a team with some truly scary potential, but if you're too aggressive and your opponent keeps calm, you may find your Raveners losing steam once they're all out in the open and vulnerable to enemy counterattacks. Use them carefully, like lurking predators with the intelligence of the Hive Mind, and you'll see them reach their highest potential.