



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.

ERRATA

NOVEMBER '25

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](#).

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](#)).'

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

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.

PREVIOUS ERRATAS

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, WRITHE OUT OF SIGHT

First sentence changed to read:

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

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.**'

TREMORSCYTHE OPERATIVE, SCYTHING TALONS WEAPON

Name changed to 'Scything talons & **rending claws**'.

'**Rending**' weapon rule added.

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 [...]'

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.**

PREVIOUS RULES COMMENTARIES

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: 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.

RAVENER OPERATIVES

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

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RAVENERS » KILL TEAM SELECTION



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

Scything talons & rending claws

Tail blade



FELLTALON

Toxic glands

Toxic scythes

Pincer tail



TREMORSCYTHE

Scything talons



VENOMSPITTER

Scything talons

Venom bolt

Pincer tail



WRECKER

Scything talons & crushing claws

Bone mace



WARRIOR

Scything talons

Pincer tail



DESIGNER'S COMMENTARY

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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 play.

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 Felhtalon'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.

