

RAVEN GUARD SPACE MARINE ARMY LIST

Forces

The Raven Guard Space Marine Army List uses the datasheets from the Raven Guard Forces section, the Imperial Navy Forces section and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an army based on the Raven Guard or one of their successor chapters using their preferred operational methods.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Raven Guard army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost $175 + 50 + 75 = 300$ points.

Raven Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Raven Guard formations (see *They Shall Know No Fear*).

SPECIAL RULE

Raven Guard Transport

The Raven Guard are a highly mobile army. Because of this, the points cost of certain formations includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses.

Formations that come with Rhinos will be noted as having "plus transport" in the units section of the army list. Raven Guard formations must take the transport vehicles, you cannot leave them behind in order to garrison the formation. You can only choose to ignore this if the formation is entering play via a special rule (e.g. planetfall or teleport) or an aircraft.

You may choose to replace a formation's Rhinos with Drop Pods before each game, after the opposing army is known but before objectives are placed. Raven Guard Terminator formations may also be transported in Drop Pods.

Finally, a Raven Guard Strike Cruiser or Battle Barge may transport light vehicles as armoured vehicles.

RAVEN GUARD SPACE MARINE ARMY LIST

Raven Guard Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

RAVEN GUARD DETACHMENTS			
FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Land Speeders	175 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Planetfall, Tempests, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Scout	Four Scout units	Commander, Land Speeders, Land Speeder Storms, Scouts, Sniper	150 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Caestus, Commander, Dreadnoughts, Hunter, Land Speeders, Razorbacks	275 points
Tactical Assault	Six Tactical Assault units plus transport	Caestus, Commander, Dreadnoughts, Hunter, Land Speeders, Razorbacks	225 points
Terminator	Four Terminator units	Caestus, Commander, Dreadnoughts	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vanguard Veteran	Four Vanguard Veteran units plus transport	Caestus, Commander, Land Speeders, Razorbacks	200 points

RAVEN GUARD UPGRADES			
<i>(Each upgrade may be taken once per detachment.)</i>			
UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Caestus	Add any number of Caestus, up to the number required to transport the formation		+50 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian 0–1 Supreme Commander per army	+50 points +100 points
Dreadnoughts	Add up to two Dreadnoughts		+50 points each
Hunter	Add one Hunter		+75 points
Land Speeders	Choose one of the following:	Add any two of the following units: Land Speeder, Land Speeder Tornado Add two Land Speeder Typhoons Add two Land Speeder Tempests	+75 points +100 points +150 points
Land Speeder Storms	Add enough Land Speeder Storms to transport the entire formation		+25 points each
Planetfall	Give all units in the formation <i>Planetfall</i>		+25 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Scouts	Add two Scout units		+75 points
Sniper	Give up to two Scout units <i>Sniper</i> Give all Scout units <i>Sniper</i>		+25 points +50 points
Tempests	Replace any number of Land Speeders in the formation with an equal number of Land Speeder Tempests		+35 points each
Typhoons	Replace up to two Land Speeders with an equal number of Land Speeder Typhoons Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+25 points +50 points

IMPERIAL ALLY FORMATIONS					
<i>(Up to a third of the points available may be spent on these formations.)</i>					
IMPERIAL NAVY AIRCRAFT			TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST	FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points	Warhound	One Warhound Class Titan	275 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points	Warhound Pack	Two Warhound Class Titans	500 points

RAVEN GUARD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Leader.</i>
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	<i>Invulnerable Save, Leader.</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Supreme Commander.</i>
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs.</i>
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	<i>Infiltrator, Scout.</i>
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+ / AT6+	
Tactical Assault	INF	15cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+ / AT5+	<i>Reinforced Armour, Teleport, Thick Rear Armour.</i>
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Vanguard Veteran	INF	15cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Infiltrator, Scout.</i>
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	<i>Scout, Skimmer.</i>
							and (15cm)	Small Arms, MW	
Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Skimmer, Transport. May transport one Scout unit.</i>
Land Speeder Tempest	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+ / AT5+	<i>Skimmer.</i>
						Tempest Missile Launcher	45cm	AP4+ / AT5+	
							or 30cm	AA6+	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+ / AT5+	<i>Scout, Skimmer.</i>
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+ / AT5+	<i>Scout, Skimmer.</i>
						Heavy Bolter	30cm	AP5+	
Caestus	AV	35cm	5+	6+	5+	Magna-Melta	15cm	MW4+	<i>Planetfall, Reinforced Armour, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.</i>
							and (15cm)	Small Arms, MW	
						Firefury	30cm	1BP, SS	
Dreadnought	AV	15cm	3+	4+	4+	0–1× Missile Launcher	45cm	AP5+ / AT6+	<i>Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist.</i>
						0–1× Twin Lascannon	45cm	AT4+	
						0–1× Assault Cannon	30cm	AP5+ / AT5+	
						0–1× Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ / AA4+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Heavy Bolter	30cm	AP4+	<i>Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Heavy Bolter or a Twin Lascannon.</i>
						0–1× Twin Lascannon	45cm	AT4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	<i>Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.</i>
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon	45cm	AT4+	<i>Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a bit.</i>
						3× Twin Heavy Bolter	15cm	AP4+ / AA5+	

Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	<i>Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.</i>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	<i>Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.</i>
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	<i>Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 armoured vehicle units (except Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.</i>
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	<i>Planetfall, Transport. May transport one formation of only the following units: Devastator, Dreadnought, Tactical. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.</i>

SPECIAL RULE
They Shall Know No Fear¹

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

1. They Shall Know No Fear

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter- Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	<i>Slow and Steady.</i>
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FwA	<i>Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. All units it moves into or over suffer a hit on a roll of 6+.</i>
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2× Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4× AP4+/AT4+, FwA 4× AP5+/AT3+, FxP	<i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>

SPECIAL RULE

Imperial Void Shields²

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

2. Imperial Void Shields

Q: How many void shields go down if a Titan is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a Titan regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple Titans regroups is the number of repaired void shields the same for each titan or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one Titan could repair two void shields or two Titans could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.