

RAVEN GUARD ARMY

(Version 1.2)

The Raven Guard specialise in devastating strikes behind enemy lines, guerrilla warfare and rapid reaction to enemy manoeuvres. During the Great Crusade, the Raven Guard conquered countless worlds thought impregnable, by the precise application of force at an enemy's weakest point. At the outbreak of the Horus Heresy, the Raven Guard was almost destroyed, and only by employing the most desperate of measures, was the Legion saved.



After the massacre on Istvaan V, the Raven Guard had to make do with older armour and equipment. The resources were simply not available to re-equip them and even today there is a higher percentage of ancient suits of armour amongst the Chapter than most others. The owners of these suits view themselves as blessed by the Primarch and fight to prove themselves his equal.

The Raven Guard's ability to have troops in vital locations to wreak havoc is legendary, and their mastery of rapid troop deployment and squad level tactics has been studied by many other Chapters. In several well-documented cases, the precise application of force in the right place has led to a rebellion being stopped before it has truly begun. However, their primary strength in battle is their ease of deployment. With most of the Chapter's Space Marines usually being drop pod deployed, or otherwise mobile, they can rapidly

reassess a combat situation immediately before engaging, which gives them the ability to deal effectively with a rapidly changing battlefield.

COMBAT DOCTRINE

The Raven Guard follows the dictates of the Codex Astartes closely, though they do differ in the tactical application of their troops. The Raven Guard depends heavily on Scout forces able to act alone for extended periods of time, and rapid reaction forces such as jump pack equipped assault troops. Quite commonly, they will deploy their Tactical squads in drop pod manoeuvres or Thunderhawks in response to intelligence gathered by their Scouts. The Chapter's forte in covert operations means that they will rarely engage in a frontal battle unless no other option presents itself. Where possible, the Raven Guard will use precise application of force to cripple their enemy while avoiding a protracted engagement.

Dreadnoughts of the Raven Guard, while rare, are also quite commonly deployed via drop pods. This approach leads to a Chapter which can assemble its forces extremely rapidly and can react quickly to unexpected developments. When their numbers were limited during the days of the Horus Heresy, the Chapter's troops became experts in guerrilla warfare, and this has carried on to the present day, with the Chapter very rarely utilizing heavily armoured vehicles.

RG1.0 Raven Guard Army

This army list represents the Raven Guard operating under their preferred tactical doctrines. The list favors either their guerilla style, with multiple scout element choices and rapid maneuver for precise, overwhelming strikes; or their rapid and decisive aerospace-driven assaults, with a variety of delivery options.

Much like the White Scars, the Raven Guard can deliver swift, powerful assaults. However, the lack of heavier support elements mean the force is more fragile

and potentially less forgiving. A poorly coordinated assault may result in a wide range of opportunities for the enemy to exploit.

Raven Guard are a Codex chapter. As such, they retain all the normal tactical options available to a traditional Marine Chapter. The Codex Space Marine list may be used to represent Raven Guard armies that are on the defensive or otherwise unable to use their preferred operational methods.

RG1.1 Raven Guard Special Rules

RG1.1.1 Death From Above

Through millennia of practice Raven Guard have perfected methods of deploying from orbit.

- **Raven Guard Planetfall:** When rolling for planetfall units to scatter, a Raven Guard player may choose to reroll the results. The results of the reroll are binding and must be used even if the results are worse.
- **Raven Guard Speeders:** Land Speeders in the Raven Guard army list may purchase the the Planetfall special ability (as noted in the army list). Raven Guard spacecraft may transport Speeders as part of their normally allotted vehicle transport capacity. Note that Speeders planetfall under their own power using the basic planetfall rules (4.4) and do not use the Drop Pod rules.
- **Raven Guard Terminators:** All Terminators in the Raven Guard army list may utilize Drop Pods, even though they are not on the list of transportable units in the Drop Pod datafax.

RG1.1.2 Raven Guard Transport

With the exception of the Scout-Sniper and Raven Guard Commando formations, all Raven Guard formations must have a minimum speed of 30cm in transports or be deployed via aircraft, teleport or planetfall. Aside from those

exceptions, the Raven Guard army follows the 6.3.1 Space Marine Transport rule as in the Epic Armageddon rulebook.

RG2.0 Raven Guard Units

Raven Guard Tactical Assault

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Chainswords	(base contact)	Assault Weapons		

Notes: Count as Space Marine Tactical units for transport purposes.

Raven Guard Commandos

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Chainswords	(base contact)	Assault Weapons		

Notes: Scout, Infiltrator. Count as Space Marine Tactical units for transport purposes.

Raven Guard Scout-Snipers

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapons	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	Sniper	

Notes: Scout. Count as Space Marine Scouts for transport purposes.

Land Speeder Storm

Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		

Notes: Skimmer, Transport (may carry one Space Marine Scout unit)

Land Speeder Tempest

Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Tempest Missile Launcher	45cm	AP4+/AT5+		
<i>AND</i>	30cm	AA6+		
Assault Cannon	30cm	AP5+/AT5+		

Notes: Skimmer

Caestus Assault Ram

Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Magna Melta	15cm	MW4+	Macroweapon firefight	
Firefury Missile Launcher	30cm	1 BP	One-shot	

Notes: Reinforced Armor, Skimmer, Planetfall, Transport (may carry up to two Tactical, Devastator, Scout, or Terminator units)

Raven Guard Army List

A Raven Guard army has a Strategy Rating of 5. Raven Guard and Titan Legion formations have an initiative rating of 1+. Imperial Navy formations have an initiative rating of 2+. The "They Shall Know No Fear" rule applies to all Raven Guard formations (5.1.1).

Raven Guard Formations

Formation Type	Units	Upgrades Allowed	Points Cost
Assault	Four Assault Marine units	Commander, Land Speeders	175 points
Commandos	Four Raven Guard Commando units plus transport	Caestus , Commander, Land Speeders, Razorbacks	200 points
Land Speeder	Five Land Speeders	Commander, Planetfall, Typhoon/Tornado/Tempest	200 points
Landing Craft	One Landing Craft	None	350 points
Scout-Snipers	Four Raven Guard Scout-Sniper units	Commander, Land Speeders, Land Speeder Storm, Scout-sniper	200 points
Strike Cruiser	One Strike Cruiser	Battle Barge	225 points
Tactical	Six Tactical units plus transport	Caestus , Commander, Dreadnought, Drop Pods, Hunter, Land Speeders, Razorbacks	300 points
Tactical Assault	Six Raven Guard Tactical Assault units plus transport	Caestus , Commander, Dreadnought, Drop Pods, Hunter, Land Speeders, Razorbacks	225 points
Terminator	Four Terminator units	Commander, Dreadnought, Drop Pods, Caestus	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points

Raven Guard Upgrades

Upgrade	Units	Cost
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Caestus	Add the minimum number of Caestus Assault Rams required to transport the entire formation.	50 points each
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian, Chaplain. May include 0-1 Supreme Commander	50 points 100 points Supreme Commander
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Speeder Storm	Add enough Land Speeder Storm units to carry the entire formation	25 points each
Land Speeders	Add two units of the same type from the following list: Land Speeder, Land Speeder Tornado, Land Speeder Typhoon, Land Speeder Tempest (i.e. 2 Land Speeders, 2 Land Speeder Tornadoes, etc..).	75 for Land Speeder or Tornado 125 for Typhoon 150 for Tempest
Planetfall	All Land Speeders and variants in the formation gain Planetfall special ability	25 points
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks	25 points each
Scout-sniper	Add two Raven Guard Scout-Sniper units	75 points
Sniper	All Scout units have the Sniper ability	50 points
Typhoon/Tornado/Tempest	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon or Tempest	+0 per Tornado +25 per Typhoon +35 per Tempest

Titan Legion

One or Two Warhound Titans	275 pts for one 500 pts for two
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Imperial Navy Formations

Thunderbolt Fighters	150 points for two
Marauder Bombers	300 points for two