

## Raptors Chapter Army List v0.1b – Zimms variant

*Space Marine Army Champion: Not Jimmy Zimms ☺*

Rational:

*This is a list attempting to create an Astartes/Guard joint forces ambush list. Forgoing heavier vehicles, light armour must airlifted into the battle field or enter play once the trap is sprung. Light Imperial Guard units are used as bait while marine ambushers are in prepared positions and must hit hard and then hold out until supporting units can reach them.*

Raptors Space Marine armies have a Strategy rating of 5. All Space Marine and Titan Legion Battlegroups have an initiative rating of 1+. Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+.

<b>Raptors Chapter Detachments</b> <i>(a Raptor chapter army may contain any number of detachments)</i>			
<b>Formation</b>	<b>Core Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Tactical</b>	6 Tactical units plus transport	Commander, Dreadnought, Hunter, Armour Support, Demi Company, Support Weapons, Razorback	275 points
<b>Devastator</b>	4 Devastator units plus transport	Commander, Dreadnought, Hunter, Armour Support, Demi Company, Support Weapons, Razorback	250 points
<b>Assault</b>	4 Assault units	Commander, Land Speeders	175 points
<b>Recon</b>	5 Scout units	Commander, Sniper, Land Speeder Storm	175 points
<b>Terminators</b>	4 Terminator units	Commander, Land Raider	350 points
<b>Land Speeders</b>	5 Land Speeder units	Commander, Tornado/Tempest	200 points
<b>Whirlwind</b>	4 Whirlwind units	Commander, Hyperios	300 points
<b>Thunder Hawk Gunship</b>	1 Thunder Hawk Gunship	None	200 points
<b>Strike Cruiser</b>	1 Strike Cruiser	Battle Barge	200 points
<b>Storm Eagle</b>	1 or 2 Storm Eagle Assault Transports	None	175 points each

<b>Static Defenses</b> <i>(Up to 1 support formation may be purchased per Raptor ambush being used. These units are deployed with a raptor ambush formation.)</i>			
<b>Formation</b>	<b>Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Support Weapons</b>	Add up to 3 Tarantula sentry guns	None	+25 points each
	Add 1 Hyperios platform		+50 points

<b>Raptor Upgrades</b> <i>(Each detachment may take a single upgrade)</i>		
<b>Formation</b>	<b>Units</b>	<b>Cost</b>
<b>Commander</b>	Add 1 space marine commander to 1 unit in the formation. The commander may be a captain, librarian or chaplain.	+50 points
	1 Space Marine Commander in the army may be a Supreme Commander	+100 points
	1 formation with a commander may add a Damocles command vehicle OR a Land Raider Prometheus	+50 points  +75 points
<b>Dreadnought</b>	Add up to 3 Dreadnoughts (Hellfire or Tactical in any combination)	+50 points each
<b>Whirlwind Hyperios</b>	Add 1 Whirlwind Hyperios	+75 points
<b>Battle Barge</b>	Replace Strike Cruiser with Battle Barge	+150 points
<b>Razorback</b>	Add any number of razorbacks, up to the number required to transport the formation	+25 points each
<b>Armour Support</b>	Add up to 2 predator destructors, predator annihilators or vindicators in any combination.	+50 each
<b>Demi Company</b>	Add 2 Devastator units plus transport	+125 points
<b>Sniper</b>	Add the Sniper ability to scout units	+75 points
<b>Land Speeder Storm</b>	Add any number of Land Speeder Storms, up to the number required to transport the formation	+25 points each
<b>Tornado/Tempest</b>	Upgrade any number of Land Speeders to:	
	Tornado Tempest	Free +25 points each
<b>Dozer Blades</b>	Add a dozer blade to any Rhino chassis vehicle	Free -5cm movement, +walker ability

<b>Local Forces</b> <i>(No more than 1/3 of the army's points may be spent on Local Forces Formations. Allies and upgrades to these formations count towards this total)</i>			
<b>Formation</b>	<b>Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Infantry Platoon</b>	6 Infantry units	None	100 points
<b>Mechanized Infantry Platoon</b>	6 Infantry units plus Chimera transport	None	175 points

## Allied Forces

*(No more than 1/3 of the army's points may be spent on Allies. Local Forces and upgrades to these formations count towards this total)*

Formation	Units	Upgrades	Cost
<b>Thunderbolt Squadron</b>	2 Thunderbolt Fighter-Bombers	None	175 points
<b>Destroyer Squadron</b>	2 Marauder Destroyers	None	375 points
<b>Warhound Pack</b>	2 Warhound Titans	None	500 points
<b>Warhound Titan</b>	1 Warhound Titan	None	275 points

### SPECIAL RULE - Raptors Ambush

Per 1000 points, one Tactical detachment OR one scout detachment may trade in its transport and be upgraded to carry out a Raptor Ambush. The unit's position on the table is recorded after all deployment. Deployment is unrestricted on the player's side and may be deployed up to 10cm into the opponent's side. Any deployment must be at least 20cm from an enemy unit and outside of the enemy deployment zone. The unit can be revealed at any point and is counted as being on overwatch. The formation must be revealed if an enemy unit moves within firefight range.

### SPECIAL RULE - Bait!

Only local forces may trade in their transport and garrison. Local forces without transport may automatically garrison.

### Special Rule - Strike hard and fast

All raptor units not deploying by Raptors Ambush or containing at least 1/2 units with the Scout ability must enter play by Planetfall or by transport from reserve.

### Deployment:

The player may choose to split their Deployment Area into two corner deployment options. If this option is taken, equal number of formations then must enter from each direction.

Reserve forces will arrive along the table edge at the deployment area. Their arrival will be based on the slowest unit speed in the formation. Formations with a speed of 30cm or greater may choose to enter on turn 1. All other formations can arrive on turn 2 or later.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Captain	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Commander
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapons Smite	(base contact) (15cm)	(Assault weapons), MW, EA+1 (small arms), MW, EA +1	Invulnerable Save, Leader
Chapter Master	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Supreme Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power weapon	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Inspiring
Terminators	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault weapons), MW, EA+1 (small arms) AP+5/AT+5	Reinforced Armour, Thick Rear Armour,
Devastator	INF	15cm	4+	5+	3+	Bolter 2x Missile Launcher	(15cm) 45cm	(Small Arms) AP5+ /AT6+	
Tactical	INF	15cm	4+	4+	4+	Bolter Missile Launcher	(15cm) 45cm	(Small Arms) AP5+ /AT6+	
Scout	INF	15cm	5+	4+	5+	Bolter Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+	Scout, Infiltrator
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Jump Packs
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	Skimmer, Scout

Land Speeder Storm	LV	35cm	4+	6+	5+	Twin Lascannon Heavy Bolter	45cm 30cm	AT4+/AA4+, FxF AP5+	Skimmer, Transport (one scout)
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Tempest	LV	35cm	4+	6+	5+	Assault Cannon Tempest Missile	30cm 45cm AND 30cm	AP5+/AT5+ AP4+/AT5+ AA6+	Skimmer
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm  (base contact) 30cm	AP5+/AT6+ AT4+  (Assault Weapon), MW, EA+1 AP5+/AT5+	Walker. A Dreadnought is armed with a Missile Launcher and Twin Lascannon (Hellfire) OR a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.
Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapon) (Small Arms)	Mounted
Damocles Command Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	One formation on the board, per turn, may receive the Leader ability. Determine which formation when the formation containing the Damocles Command Rhino is activated. In addition, replace the '5cm' Combined Assault restriction within the Commander and Supreme Commander abilities with 'any formation on the table.'
Land Raider Prometheus	AV	25cm	4+	6+	4+	4x Twin Heavy Bolter	30cm	AP4+	Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit or 2 of the following units: Devastator, Tactical) Replace the '5cm' Combined Assault restriction within the Commander and Supreme Commander abilities with 'any formation on the table.'
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT6+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm  45cm	AP4+  AT4+	Transport (may carry 1 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)  A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Walker

Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport: (may carry 1 formation that includes only Tactical, Devastator and Dreadnought units).  Deathwind: 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 pods may not be used to claim crossfire.
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit or 2 of the following: Devastator, Tactical)
Raptors Whirlwind Hyperios	AV	30cm	5+	6+	6+	Hyperios Launcher	30cm	AA5+, EA(+1)	
Raptors Tarantula Platform	LV	Immobile	6+	6+	6+/5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ (gives FF5+) AT4+	Expendable. May be armed with only one of the listed weapon types.
Raptors Hyperios Platform	LV	Immobile	6+	6+	6+	Hyperios Launcher	30cm	AA4+	Expendable

Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow-Firing, Fwd	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.  Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).
Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Marine infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughtstake up 2 spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos)  Critical Hit Effect: The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.

Storm Eagle Assault Transport	AC	Bomber	4+	6+	5+	Twin Heavy Bolter Vengeance Launcher OR Twin Multi-melta Cyclone Missile Launcher OR 2x Rockets 2x Twin Lascannons	30cm 45cm  15cm 30cm  30cm 45cm	AP5+/AA5+, FxF AP4+, Fw  MW4+, FxF AP5+/AT6+, Fw  AT4+, FxF AT4+/AA5+	Reinforced Armour, Planetfall, Transport (four Space Marines or two Terminator units. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value. A Storm Eagle formation counts as a single War Engine for transport purposes.
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Devastator, Scout, Bike, Attack Bike, Terminator and Dreadnought. Terminators and Dreadnoughts take up 2 spaces each.)  Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport: (May carry 60 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board) Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.

Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport: (May carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)
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