RAVEN GUARD SPACE MARINE ARMY LIST

"Victorus Aut Mortis!"

Battle Cry of the Raven Guard Chapter

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.

Raven Guard formations come in three types: *detachments*, *elite detachments* and *support detachments*. Each formation is made up of one or more units, and may also include a number of extra units called *upgrades*. Each detachment you include in the army allows you to field any one elite detachment and any one support detachment. Although you can only take elite and support detachments if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together.

The formations that may be taken in a Raven Guard army are shown on the charts that follow. The charts also show what units comprise them, what upgrades they are allowed, and their points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Land Speeders upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrades* chart. The upgrades chart also lists the units that make up the upgrade. These can replace units in the formation they are taken for or be additional units added to the formation. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and make the cost of the formation 225 points (175 + 50).

Raven Guard armies may be supported by Imperial Navy aircraft, Raven Guard aircraft and Titan Legion battlegroups formations. A maximum of 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 the loss of other transports.

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 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 self planetfall) 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. Formations making a planetfall via Drop Pods (or by another unit with that ability) may be upgraded with Land Speeders, these are assumed to make planetfall alongside the infantry and do not need to be transported by Drop Pods or another unit with planetfall.

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
Devastator	Four Devastator units plus transport	Commander, Hunter, Land Speeders, Razorbacks	250 points
Scout	Four Scout units plus transport	Commander, Land Speeders, Storms, Snipers	150 points
Tactical	Four Tactical units plus transport	Commander, Hunter, Land Speeders, Razorbacks	200 points

RAVEN GUARD ELITE DETACHMENTS

(Any one elite detachment may be fielded per each detachment.)

FORMATION	UNITS	UPGRADES	COST
Sternguard Veteran	Four Sternguard Veteran units plus transport	Ambush, Commander, Hunter, Land Speeders, Razorbacks	250 points
0–1 Terminator	Four Terminator units	Commander	350 points
Vanguard Assault Veteran	Four Vanguard Assault Veteran units	Commander, Land Speeders	250 points
Vanguard Veteran	Four Vanguard Veteran units plus transport	Commander, Hunter, Land Speeders, Razorbacks	250 points

RAVEN GUARD SUPPORT DETACHMENTS

(Any one support detachment may be fielded per each detachment.)

FORMATION	UNITS	UPGRADES	COST
Bike	Five Attack Bikes	Commander, Bikes	150 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Planetfall, Tempests, Typhoons	200 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points

RAVEN GUARD UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Ambush	Give all infantry units *Self Planetfall*		+50 points
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Bikes	Replace up to five Attack Bikes with an equal number of Bikes or Mutli-melta Attack Bikes		+10 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Hunter	Add one Hunter		+75 points
Land Speeders	Add up to two of the following:	Land Speeder, Land Speeder Tornado	+35 points each
	Note: These units have *Planetfall*	Land Speeder Typhoon	+45 points each
Planetfall	Give all units in the formation *Planetfall*		+25 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give any number of Scout units *Sniper*		+10 points each
Storms	Add four Land Speeder Storms		+75 points
Tempests	Replace any number of Land Speeders in the formation with an equal number of Land Speeder Tempests		+15 points each
Typhoons	Replace any number of Land Speeders in the formation with an equal number of Land Speeder Typhoons		+10 points each

IMPERIAL ALLY AND RAVEN GUARD AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points

RAVEN GUARD AIRCRAFT

FORMATION	UNITS	COST
Storm Talon Squadron	Two Storm Talons	200 points
Storm Eagle	One Storm Eagle	125 points
Thunderhawk Gunship	One Thunderhawk Gunship	200 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	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						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	*Invulnerable Save, Supreme Commander.*
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Sternguard Veteran	INF	15cm	4+	3+	4+	Missile Launcher	45cm	AP5+/AT6+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Vanguard Assault Veteran	INF	30cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Vanguard Veteran	INF	15cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Infiltrator.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	*Scout, Skimmer, Transport. May transport one Scout unit.*
Land Speeder Tempest	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Skimmer.*
						Tempest Missile Launcher	45cm	AP4+/AT5+	
						or	30cm	AA5+	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
						0–1× Twin Heavy Bolter	30cm	AP4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Storm Eagle	AC/WE	Bomber	4+	6+	3+	Twin Heavy Bolter	15cm	AP4+/AA5+, FxF	*Damage Capacity 1, Planetfall, Thick Rear Armour, Transport. May transport four infantry units without Jump Packs or Mounted. Counts as a Thunderhawk for the purposes of being transported.*
						2× Twin Lascannon	30cm	AT4+/AA5+, FxF	
						Vengeance Launcher	30cm	2BP, FxF	

Storm Talon Gunship	AC	Fighter	5+	-	-	Twin Assault Cannon	30cm	AP4+/AT4+/AA5+, FwA	
						Twin Heavy Bolter	15cm	AP4+/AA5+, FxF	
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+, FxF	*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.*
						2× Twin Heavy Bolter	30cm	AP4+/AA5+, FxF	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Left	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Right	
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*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.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. 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.*

SPECIAL RULE

They Shall Know No Fear[1]

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	*Slow and Steady.*
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, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower 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.*
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower 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. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
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+, FxF	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower 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.*

SPECIAL RULE

Imperial Void Shields[2]

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: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine 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 formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

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

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

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

A: No.