

RG1.0 RAVEN GUARD ARMY LIST

(Version 0.1)

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.



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.

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.

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 utilising heavily armoured vehicles.

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

RG1.1 Raven Guard Special Rules

The following special rules apply to Chaos formations and units.

RG1.1.1 Strategy Rating

A Raven Guard army has a Strategy Rating of 5.

RG1.1.2 Initiative Rating

Raven Guard and Titan Legion formations have an initiative rating of 1+. Imperial Navy formations have an initiative rating of 2+.

RG1.1.3 Raven Guard Drop Pods

Through millennia of practice Raven Guard have perfected methods of deploying from orbit via drop pods. When rolling for drop pods 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.

RG1.1.4 Garrisons

Raven Guard generally avoid holding static positions whenever possible. When playing a General Tournament Scenario, a Raven Guard player may only garrison formations where half or more of the units (rounding up) are scouts. The other qualifications for allowing formations to garrison do not apply to Raven Guard.



RG2. 0 Raven Guard Units

Raven Guard Assault

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms		
Chainswords	(base contact)	Assault Weapons		
Notes: May be transported as Space Marine Tactical unit				

Raven Guard Heavy Scouts

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		
Notes: Scout. May be transported as Space Marine Scout unit.				

Land Speeder Transport

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		
Notes: Planetfall, Scout, Skimmer, Transport (may carry one of the following units: Space Marine Tactical, Devastator and Scout units)				

Raven Guard Speeders

All Land Speeders and Land Speeder Transports in the Raven Guard army list have the Planetfall special ability. All Raven Guard spacecraft may transport Speeders as part of their normally allotted transport capacity (Speeders count as a single unit). Note that Speeders planetfall under their own power 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.

RG3.0 Raven Guard Army List

RG3.1 Using The Army List

The Raven Guard Army List uses the same rules of construction as the Codex Space marine list in section 6.3 of the Epic: Armageddon rulebook, including the special rule **6.3.1 Space Marine Transports**.

Raven Guard Formations

Formation Type	Units	Upgrades Allowed	Points Cost
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators	Commander, Vindicator (may choose Annihilators or Destructors or a combination of the two)	300 points
Raven Guard Assault	Four Raven Guard Assault units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Drop Pods	150 points
Scout	Four Scout units plus transport	Commander, Heavy Scouts, Land Speeder Transport, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Drop Pods	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator, Drop Pods	325 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

Raven Guard Upgrades		
Upgrade	Units	Cost
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. (+50 points if One Space Marine Commander in the army may be a Supreme Commander)	50 points
Dreadnought	Add one or two Dreadnoughts	50 points each
Heavy Scouts	Add one or two Raven Guard Heavy Scout units, plus transport	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Land Speeder Transport	Add enough Land Speeder Transport units to carry the entire formation	25 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each per Razorback	25 points each
Sniper	One Scout unit may be given the Sniper ability	25 points each
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon	25 per Typhoon +10 per Tornado
Vindicator	Add one or two Vindicators	75 points each

Titan Legion	
Warlord Titan	850 pts
Reaver Titan	650 pts
One or Two Warhound Titans	275 pts for one 500 pts for two

Imperial Navy Formations	
Thunderbolt Fighters	150 points for two
Marauder Bombers	300 points for two

Appendix Models

Blank for use.				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms		
Notes:				

Design Notes: The list is based on the published SM list. Any revisions to the core SM list will be mapped over appropriately.