



**IMPERIUS  
DOMINATUS**

Raven Guard

# RAVEN GUARD GENERAL RULES

(FACTION VALUE 400)

To hit value 5+

- **Mor Deythan strike squad** – They possess shroud bombs. Stealth [SH] extends to 35cms and the recon [R]/sniper [SN] ability cannot detect them. Once per game the formation elements gain double their attack dice and an additional -1 to save modifier for their ranged weapons.

# RAVEN GUARD

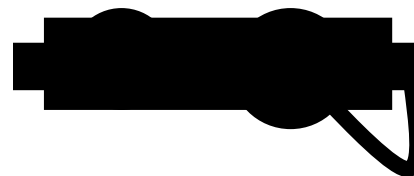
## Characteristics

The Raven Guard Legion has the following characteristics:

- **Predatory Strike.** Raven Guard player gains +1 bonus to initiative roll.
- **Furious Charge.** All Raven Guard terminators, jump capable infantry and cavalry elements gain +1 bonus to CAF to hit.
- **For whom the Bell Tolls.** Raven Guard Player gains +1 to the leader hit table versus opposing command sections.
- **Fury from Above.** When Raven Guards use drop pods, they gain 3 Deathstorm pods at no additional cost.
- Super heavy tank formations count as special cards for the Raven Guard player.
- Raven Guard player's fortification cards count as special cards.
- Raven Guard recon formations gain use of MKVI armor, 5+ armor save.
- **Librarius.** Corax was in favor of the censure of Magnus, but his own latent psychic ability with no opposition to their use in the legions would indicate they could be used once the Horus Heresy began. Raven Guard Legions may use Librarius formations.
- The Raven guard Player may not spend more points on vehicle formations than infantry formations.
- All Raven Guard infantry except terminators gain the infiltrate and night vision ability and +5cms to charge moves.

## UPGRADE INFRAVISION

Infantry formation(s) gain night vision



Point Value 50/100  
+1 VP



## MOR DEYTHAN STRIKE DETACHMENT (SNIPER)

The Mor Deythan Strike Detachment consists of 1 Mor Deythan (sniper)  
Shade Stand 5 Mor Deythan (sniper) Stands



Point Value 200



## MOR DEYTHAN STRIKE DETACHMENT (SNIPER)

**Break Point 4:** The Mor Deythan Detachment are broken if it has lost 4 stands either the  
Shade or Mor Deythan Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Mor Deythan have a Morale value of 4+ and must roll 4 or more on a D10  
to pass their Morale check.

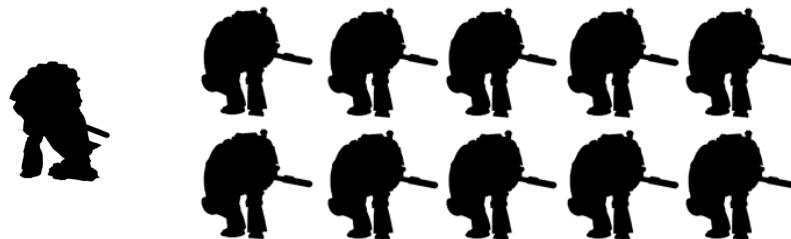
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Sniper rifle	35	1	-1	[HQ1], [MB], [V], [R], [SH], [IF], Special
Mor Deythan strike squad (sniper)	10	5+	1/-1	Sniper rifle	35	1	-1	[R], [SH], [IF], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## MOR DEYTHAN STRIKE GRAND DETACHMENT (SNIPER)

The Mor Deythan Strike Grand Detachment consists of 1 Mor Deythan  
(sniper) Shade Stand 10 Mor Deythan (sniper) Stands



Point Value 350



## MOR DEYTHAN STRIKE GRAND DETACHMENT (SNIPER)

**Break Point 8:** The Mor Deythan Detachment are broken if it has lost 8 stands either the  
Shade or Mor Deythan Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Mor Deythan have a Morale value of 4+ and must roll 4 or more on a D10  
to pass their Morale check.

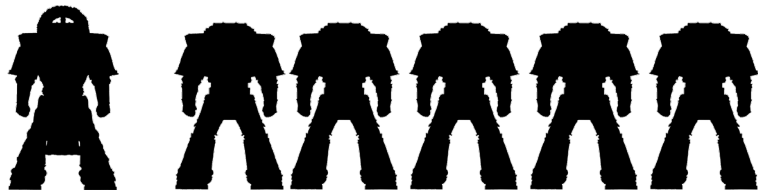
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Sniper rifle	35	1	-1	[HQ1], [MB], [V], [R], [SH], [IF], Special
Mor Deythan strike squad (sniper)	10	5+	1/-1	Sniper rifle	35	1	-1	[R], [SH], [IF], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## MOR DEYTHAN STRIKE DETACHMENT

The Mor Deythan Strike Detachment consists of 1 Mor Deythan Shade  
Stand 5 Mor Deythan Stands



Point Value 250



## MOR DEYTHAN STRIKE DETACHMENT

**Break Point 4:** The Mor Deythan Detachment are broken if it has lost 4 stands either the Shade or Mor Deythan Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Mor Deythan have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

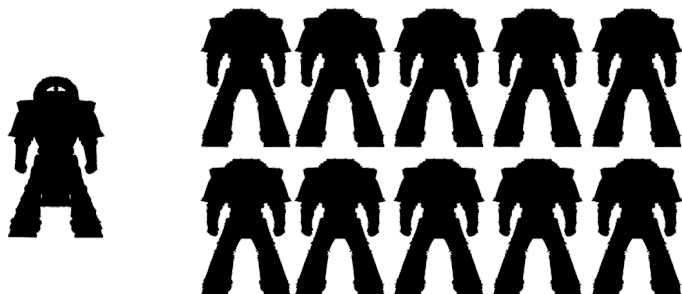
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Support Weapons	25	2	-2	[HQ1], [MB], [V], [R], [SH], [IF], Special
Mor Deythan strike squad (sniper)	10	5+	1/-1	Support Weapons	25	2	-2	[R], [SH], [IF], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## MOR DEYTHAN STRIKE GRAND DETACHMENT

The Mor Deythan Strike Grand Detachment consists of 1 Mor Deythan Shade Stand 10 Mor Deythan Stands



Point Value 400



## MOR DEYTHAN STRIKE GRAND DETACHMENT

**Break Point 8:** The Mor Deythan Detachment are broken if it has lost 8 stands either the Shade or Mor Deythan Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Mor Deythan have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Support Weapons	25	2	-2	[HQ1], [MB], [V], [R], [SH], [IF], Special
Mor Deythan strike squad (sniper)	10	5+	1/-1	Support Weapons	25	2	-2	[R], [SH], [IF], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## DARK FURY DETACHMENT

The Dark Fury Strike Detachment consists of 1 Dark Fury Decurion Stand  
5 Dark Fury Stands



Point Value 250



## DARK FURY DETACHMENT

**Break Point 4:** The Dark Fury Detachment are broken if it has lost 4 stands either the Decurion or Dark Fury Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Dark Fury have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	5[7]+	3/-2	CC weapons	-	-	-	[HQ1], [V], [MB], [IF], [FA]
Dark Fury Assault	15[JT]	5[7]+	3/-2	CC weapons	-	-	-	[IF], [FA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## DARK FURY GRAND DETACHMENT

The Dark Fury Strike Grand Detachment consists of 1 Dark Fury Decurion  
Stand 10 Dark Fury Stands



Point Value 450



## DARK FURY GRAND DETACHMENT

**Break Point 8:** The Dark Fury Detachment are broken if it has lost 8 stands either the Decurion or Dark Fury Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Dark Fury have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	5[7]+	3/-2	CC weapons	-	-	-	[HQ1], [V], [MB], [IF], [FA]
Dark Fury Assault	15[JT]	5[7]+	3/-2	CC weapons	-	-	-	[IF], [FA]

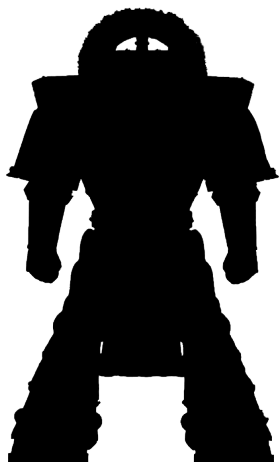
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

## SPECIAL FORMATION

### STRIKE CAPTAIN ALVEREX MAUN

Strike Captain Alverex Maun consists of 1 Strike Captain Alverex Maun Stand.



Point Value 50



## STRIKE CAPTAIN ALVEREX MAUN

**Break Point +1:** Strike Captain Alverex Maun adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Strike Captain Alverex Maun has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Strike Captain Alvarex Maun	10	4+	4/-3	CC weapons	-	-	-	[HQ2], [R]

### Strike Captain Alvarex Maun –

- Formations using deep strike [T] vehicles (drop pods) do not deviate.
- Formations arriving via deep strike [T] methods also gain the counter attack [CA] ability.
- Maun has to be part of the formations for the abilities to apply.
- Can use Darkwing transports as personal transport.

---

### Victory Points +1

Your opponent gains +1 VP when the attached Company is broken

## SPECIAL FORMATION

### MORITAT PRIME KAEDES NEX

Moridat Prime Kaedes Nex consists of 1 Moridat Prime Kaedes Nex Stand.



Point Value 50



### MORITAT PRIME KAEDES NEX

**Break Point +1:** Moridat Prime Kaedes Nex adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Moridat Prime Kaedes Nex has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Moridat Prime Kaedes Nex	10	5[7]+	2/-2	Hand Cannon	20	2	-2	[CE], [MB], [FA], [CA], [LW], [SH], [IF]

#### Moritat Prime Kaedes Nex –

- Gains counter attack [CA] ability.
- May be deployed within 25cm of a chosen enemy command section after all the formations are deployed.
- Nex has stealth [SH] until he attacks its chosen command section prey.
- His ranged weapons are -4 TSM versus infantry elements.

#### Victory Points +1

Your opponent gains +1 VP when the attached Company is broken



## SPECIAL FORMATION

### CORAX PRIMARCH OF THE RAVEN GUARD

Corax Primarch of the Raven Guard consists of one Corax.



Point Value 150



## CORAX PRIMARCH OF THE RAVEN GUARD

**Break Point 1:** Corax is only broken when Corax Primarch of the Raven Guard is Destroyed.

**Morale Value 4+:** Corax has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Corvus Corax [2]	20[JT]	3[5]+	7/-4	Hand Cannons	20	4	-2	[DR2], [SH], [IF], [R], [HR], Primarch

**Corax** - besides the standard Primarch abilities, Konrad also has the following abilities:

- **Sire of the Raven Guard** - +5cm bonus move to all formations within 25cm. All infantry in command (25cms) gain counter attack [CA] ability.
- Corax senses negates stealth and nighttime condition penalties. No formation can deep strike [T] within 25cms of him.

---

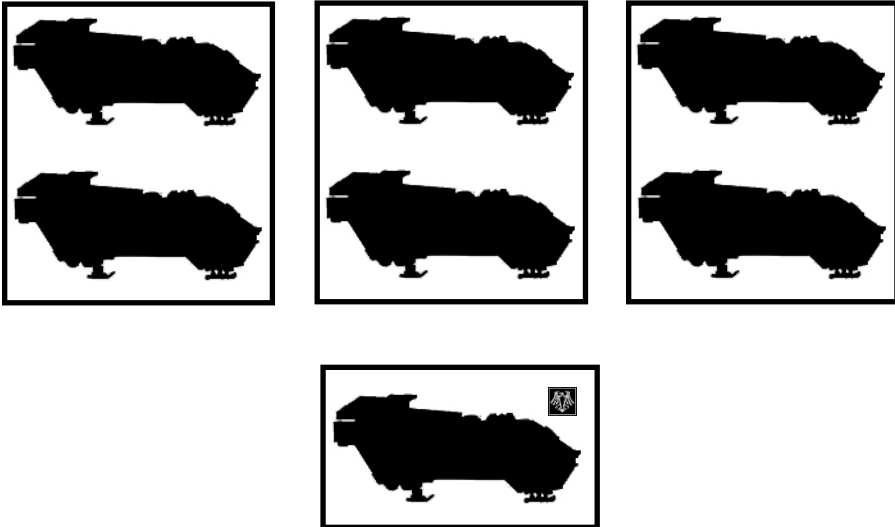
### Victory Points 2

Your opponent gains 2 VP when this model is destroyed.

## TRANSPORT POOL

# DARKWING PATTERN STORM EAGLE GUNSHIPS

**ONE POWERED ARMOR INFANTRY COMPANY**  
Seven Darkwing Pattern Legion Storm Eagle Gunships



Point Value 750



## DARKWING PATTERN STORM EAGLE GUNSHIPS

**Break Point +5:** Darkwing Pattern Storm Eagle Gunships add +5 to the break point of the formation it is added to.

**Morale Value 4+:** Darkwing Pattern Storm Eagles have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing Pattern Storm Eagle Gunship	[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4], [SH], Special*
				Eclipse missile [Dmg+1]				
				2x Twin linked lascannons				
			Air defense	25	4	-1		

\* Eclipse Missile suppresses as artillery.

---

## Victory Points +8

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### DARKWING PATTERN STORM EAGLE GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT  
Two Legion Darkwing Pattern Storm Eagle Gunships



Point Value 200



### DARKWING PATTERN STORM EAGLE GUNSHIPS

**Break Point +1:** Darkwing Pattern Storm Eagle Gunships add +1 to the break point of the formation it is added to.

**Morale Value 4+:** Darkwing Pattern Storm Eagles have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing Pattern Storm Eagle Gunship	[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4], [SH], Special*
				Eclipse missile [Dmg+1]				
				2x Twin linked lascannons	25/50	4TL2	-3	
Air defense	25	4	-1					

\* Eclipse Missile suppresses as artillery.

---

### Victory Points +2

Your opponent gains +1 VP when attached formation is broken