CODEX

IMPERIUM - RAVEN GUARD

newvision

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FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

IMPERIUM - RAVEN GUARD

DETACHMENT OVERVIEW

17 Detachments

Assault Brethren
3 Stratagems · 2 Enhancements

Deathwatch Support
4 Stratagems · 1 Enhancement

Devastator Brethren
3 Stratagems · 2 Enhancements

Gauntlet Task Force
3 Stratagems · 2 Enhancements

Gladius Task Force
6 Stratagems · 4 Enhancements

Gravis Linebreaker Force
3 Stratagems · 2 Enhancements

Gravis Siege Force
3 Stratagems · 2 Enhancements

Ironclad Champions
3 Stratagems · 2 Enhancements

Ironstorm Spearhead
3 Stratagems · 2 Enhancements

Phobos Shadow Force
3 Stratagems · 2 Enhancements

Phobos Shock Force
3 Stratagems · 2 Enhancements

Shadowmark Talon
6 Stratagems · 4 Enhancements

Stormlance Task Force
3 Stratagems · 2 Enhancements

Tactical Brethren
3 Stratagems · 2 Enhancements

Tacticus Attack Force
3 Stratagems · 2 Enhancements

Tacticus Firestorm Force
3 Stratagems · 2 Enhancements

Terminator Storm Force
3 Stratagems · 2 Enhancements

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ASSAULT BRETHREN

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Imperium's Sword — 20 pts

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Furious Assault (Upgrade) — 10 pts

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT RULE

You can select the assault doctrine one additional time per battle

STRATAGEMS (3/3)

1 CP · ASSAULT BRETHREN STRATAGEM · SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP · ASSAULT BRETHREN STRATAGEM · FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP ASSAULT BRETHREN STRATAGEM FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

IMPERIUM - RAVEN GUARD

DEATHWATCH SUPPORT

4 Stratagems · 1 Enhancement

1 DP · DISRUPTION

ENHANCEMENTS (1)

Beacon Angelis **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT RULE

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS (4/4)

1 CP DEATHWATCH SUPPORT STRATAGEM SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP DEATHWATCH SUPPORT STRATAGEM SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP DEATHWATCH SUPPORT STRATAGEM SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP DEATHWATCH SUPPORT STRATAGEM FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged KILL TEAM unit.
Effect: Place your unit in strategic reserves.

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DEVASTATOR BRETHREN

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Honour of Vigilance — 20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms — 15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT RULE

You can select the devastator doctrine one additional time per battle.

STRATAGEMS (3/3)

1 CP · DEVASTATOR BRETHREN STRATAGEM · SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

2 CP · DEVASTATOR BRETHREN STRATAGEM · SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

1 CP DEVASTATOR BRETHREN STRATAGEM SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

IMPERIUM - RAVEN GUARD

GAUNTLET TASK FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Linebreaker Onslaught — 20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink — 15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT RULE

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS (3/3)

1 CP · GAUNTLET TASK FORCE STRATAGEM · MOVEMENT

STORM AND SECURE

When: End of your Movement phase.
Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP · GAUNTLET TASK FORCE STRATAGEM · FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.
Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.
Effect: Your unit embarks within that TRANSPORT unit.

1 CP GAUNTLET TASK FORCE STRATAGEM ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.

Target: That ADEPTUS ASTARTES unit.

Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

IMPERIUM - RAVEN GUARD

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Artificer Armour — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph — 20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant — 25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT RULE

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE STRATAGEM COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP GLADIUS TASK FORCE STRATAGEM MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have [Lance].

IMPERIUM - RAVEN GUARD

GRAVIS LINEBREAKER FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Indefatigable Fortitude — 20 pts

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance — 20 pts

Gravis model only. This unit has Scouts 5"

DETACHMENT RULE

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS (3/3)

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.

Target: That GRAVIS unit.

Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

IMPERIUM - RAVEN GUARD

GRAVIS SIEGE FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Immovable Conquerors (Upgrade) — 15 pts

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet — 20 pts

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT RULE

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS (3/3)

1 CP · GRAVIS SIEGE FORCE STRATAGEM · MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.
Target: One friendly Gravis unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP · GRAVIS SIEGE FORCE STRATAGEM · SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP · GRAVIS SIEGE FORCE STRATAGEM · SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

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IRONCLAD CHAMPIONS

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Artificer Sarcophagus (Upgrade) — 40 pts

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade) — 30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT RULE

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS (3/3)

1 CP IRONCLAD CHAMPIONS STRATAGEM SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP IRONCLAD CHAMPIONS STRATAGEM FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP IRONCLAD CHAMPIONS STRATAGEM CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.

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IRONSTORM SPEARHEAD

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Gunnery Honours (Upgrade) — 15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade) — 25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT RULE

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS (3/3)

1 CP IRONSTORM SPEARHEAD STRATAGEM COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.
Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP IRONSTORM SPEARHEAD STRATAGEM SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit's ranged attacks have [Lethal Hits: Monster/Vehicle].

1 CP IRONSTORM SPEARHEAD STRATAGEM ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

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PHOBOS SHADOW FORCE

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Execute and Redeploy — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT RULE

When a Phobos or Scout Squad unit has shot:

- Those attacks do not prevent that unit from being hidden
- Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS (3/3)

1 CP PHOBOS SHADOW FORCE STRATAGEM MOVEMENT

MORTIS SNARES

When: End of your Movement phase.
Target: One friendly unengaged Phobos/Scout Squad unit.
Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP PHOBOS SHADOW FORCE STRATAGEM SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHADOW FORCE STRATAGEM FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.
Target: One friendly unengaged Phobos/Scout SQUAD unit.
Effect: Place your unit in strategic reserves.

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PHOBOS SHOCK FORCE

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Seal of Shrouding — 15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex — 15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT RULE

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS (3/3)

1 CP · PHOBOS SHOCK FORCE STRATAGEM · MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP · PHOBOS SHOCK FORCE STRATAGEM · SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHOCK FORCE STRATAGEM SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.

Target: That PHOBOS unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - RAVEN GUARD

SHADOWMARK TALON

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Blackwing Shroud — 25 pts

Adeptus Astartes Infantry model only. This unit has Infiltrators.

Coronal Susurrant — 30 pts

Phobos model only. Each enemy unit (excluding Monster/Vehicle units) engaged with this unit cannot be targeted by controlling player stratagems.

Umbral Raptor — 15 pts

Adeptus Astartes infantry model only. This model has:

- Fights First.
- Lone Operative.

Hunter's Instincts — 25 pts

Adeptus Astartes model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT RULE

Friendly Adeptus Astartes units have Stealth.

Friendly Phobos/Scout Squad units have -3" detection range.

Friendly Aethon Shaan units have the following ability:

Unparalleled Tactician: (Once per battle round, per army) When you use the Into Darkness stratagem, that use is -1CP..

STRATAGEMS (6/6)

1 CP SHADOWMARK TALON STRATAGEM COMMAND

FEINT AND THRUST

When: Your Command phase.
Target: One friendly Adeptus Astartes Infantry unit.
Effect: The tactical doctrine is active for your unit in addition to any other combat doctrine, until the start of your next Command phase.

1 CP SHADOWMARK TALON STRATAGEM MOVEMENT

RAPTORIAL VIGILANCE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry unit.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If your unit is a Phobos/Scout Squad unit, up to 6".

1 CP SHADOWMARK TALON STRATAGEM SHOOTING

MURDEROUS FUSILLADE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry unit that made an ingress move this turn is selected to shoot.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's ranged attacks have: +1 BS. +1 AP.

1 CP SHADOWMARK TALON STRATAGEM SHOOTING

SUPPRESSED WEAPONS

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry unit has shot.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Those attacks do not prevent your unit from being hidden.

1 CP SHADOWMARK TALON STRATAGEM FIGHT

INTO DARKNESS

When: End of your opponent's Fight phase.
Target: One unengaged Adeptus Astartes Infantry unit.
Effect: Place your unit in strategic reserves.

1 CP SHADOWMARK TALON STRATAGEM FIGHT

LAY LOW THE TYRANTS

When: Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY.
Effect: Your unit's melee attacks have [Precision].

IMPERIUM - RAVEN GUARD

STORMLANCE TASK FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Supercharged Engines (Upgrade) — 10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade) — 10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT RULE

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS (3/3)

1 CP STORMLANCE TASK FORCE STRATAGEM MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Your unit can change its advance rolls to a 6.

1 CP STORMLANCE TASK FORCE STRATAGEM SHOOTING

HURTLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

1 CP STORMLANCE TASK FORCE STRATAGEM FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.
Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.
Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

IMPERIUM - RAVEN GUARD

TACTICAL BRETHREN

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Laurels of Vigilance — 10 pts

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight — 15 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT RULE

You can select the Tactical Doctrine one additional time.

STRATAGEMS (3/3)

1 CP · TACTICAL BRETHREN STRATAGEM · MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP · TACTICAL BRETHREN STRATAGEM · SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP TACTICAL BRETHREN STRATAGEM SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

IMPERIUM - RAVEN GUARD

TACTICUS ATTACK FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Martial Paragon — 10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader — 15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT RULE

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS (3/3)

1 CP TACTICUS ATTACK FORCE STRATAGEM SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP TACTICUS ATTACK FORCE STRATAGEM FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.
Target: That TACTICUS unit.
Effect: When making that consolidation move, your unit can move up to D3+3".

1 CP TACTICUS ATTACK FORCE STRATAGEM FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.

Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

IMPERIUM - RAVEN GUARD

TACTICUS FIRESTORM FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Cyber Familiar — 15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura) — 10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT RULE

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS (3/3)

1 CP TACTICUS FIRESTORM FORCE STRATAGEM COMMAND

FOR THE EMPEROR!

When: Command phase.
Target: One friendly Tacticus unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP TACTICUS FIRESTORM FORCE STRATAGEM SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.
Target: That TACTICUS unit.
Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP TACTICUS FIRESTORM FORCE STRATAGEM SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

IMPERIUM - RAVEN GUARD

TERMINATOR STORM FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Champion of the First Company — 20 pts

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary — 25 pts

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT RULE

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS (3/3)

1 CP TERMINATOR STORM FORCE STRATAGEM SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP TERMINATOR STORM FORCE STRATAGEM SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP TERMINATOR STORM FORCE STRATAGEM FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged adeptus astartes terminator unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - RAVEN GUARD

AETHON SHAAN

105 PTS

M	T	SV	W	LD	OC
14"	5	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws of Severax SUSTAINED HITS 2: NON-MONSTER/VEHICLE TWIN-LINKED	Melee	7	2+	5	-2	2

AUFSTELLUNG

1x Aethon Shaan (50mm)

Equipped with: Heavy Bolt Pistol, Claws of Severax

ABILITIES

Blackwing Mantle
(Once per phase, per army)
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Master of Shadows
In your Command phase, you can select one friendly Adeptus Astartes Infantry unit. You can re-roll charge rolls for that unit until the start of your next Command phase.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Character, Epic Hero, Infantry, Fly, Jump Pack, Imperium, Tacticus, Chapter Master, Aethon Shaan, Leader, Explosives, Smoke

FACTION: Adeptus Astartes, Raven Guard 105 PTS

CORE RULES

◈ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◈ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

◈ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◈ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

◈ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

IMPERIUM - RAVEN GUARD

KAYVAAN SHRIKE

95 PTS

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blackout CLOSE-QUARTERS PRECISION	18"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven's Talons PRECISION TWIN-LINKED	Melee	7	2+	5	-2	2

AUFSTELLUNG

1x Kayvaan Shrike (40mm)

Equipped with: Blackout, The Raven's Talons

ABILITIES

CORE - Leader

Echo of the Ravenspire
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

Trifold Path of Shadow
This unit has:
- Stealth.
- -3" detection range.

Leader
This model can be attached to the following units:
ASSAULT INTERCESSORS WITH JUMP PACKS, VANGUARD VETERAN SQUAD WITH JUMP PACKS

WEAPON RULES

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Jump Pack, Kayvaan Shrike, Phobos, Leader, Smoke, Explosives, Captain

FACTION: Adeptus Astartes, Raven Guard 95 PTS

CORE RULES

◈ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◈ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◈ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

PUNKTELISTE

EINHEIT	PUNKTE
Aethon Shaan	105 pts
Kayvaan Shrike	95 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthecis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — SHADOWMARK TALON

ENHANCEMENT	PUNKTE
Blackwing Shroud	25 pts
Coronal Susurrant	30 pts
Umbral Raptor	15 pts

ENHANCEMENT	PUNKTE
Hunter's Instincts	25 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts