

WARHAMMER®

40,000



CODEX SUPPLEMENT

RAVEN GUARD



RAVEN GUARD

WARRIORS OF DELIVERANCE

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INTRODUCTION

Welcome, adept of shadow. In your hands you hold the key to many mysteries of the Raven Guard, sons of Corax the Liberator. Steep yourself in this knowledge. Become one with the abiding shadow and learn of the many pathways to victory known to the warriors of Deliverance. Only then will you truly have earned the right to take your place amongst the Chapter's heroes.

The Raven Guard are masters of the shadow-arts. Striking from concealment, they wreak bloody destruction on the foe before withdrawing to ready another, devastating blow. Commanded by Emperor and Primarch to safeguard Mankind against the perils of a pitiless galaxy, they roam the stars unseen, bringing woe to heretics and oppressors and laying low myriad xenos threats. Where the Raven Guard tread, every shadow conceals the promise of death; a fate borne on the blazing pinions of jump packs and delivered by darkened blades, roaring bolt rifles and the crackling arc of lightning claws. For the enemies of the Imperium there can be no escape, no refuge. There is only death, delivered from the darkness by warriors who see all, and forgive nothing.

Raven Guard armies seize victory through stealth and speed, advancing covertly to strike at the foe's most vulnerable points with the full array of weapons and wargear available to the Adeptus Astartes. Whether you choose to raise a Raven Guard force or shape your collection around a known successor Chapter or one of your own devising, this book contains a wealth of information to aid collectors, painters and gamers alike. Guides to battlefield markings and insignia will help you create a striking and cohesive collection of Citadel Miniatures, with a showcase of painted examples providing a rich source of inspiration. Wherever the shrouded path takes you, the following pages will supply you with everything you will need to bind the shadows to your will and honour the legacy of Corax.

The information within this book, alongside that found in *Codex: Space Marines*, provides all you need to collect a Raven Guard army and field it upon the tabletop.

AS THE SHADOW WILL: Here you will discover the organisation and turbulent history of the Raven Guard, including some of their greatest battles and most notable heroes.

THE RAVEN'S PANOPLY: Here you will find a showcase of beautifully painted Citadel Miniatures that display the heraldry and company markings of the Raven Guard and their successor Chapters, as well as example armies to inspire your own collection.

MASTER OF SHADOWS: This section includes the datasheet and points value for Kayvaan Shrike.

THE SONS OF CORAX: This section provides additional rules for armies drawn from the Raven Guard and their successor Chapters – Warlord Traits, Stratagems, Relics, psychic powers and Tactical Objectives – that allow you to transform your collection of Citadel Miniatures into a potent Raven Guard army.


To play games with your army, you will need a copy of the Warhammer 40,000 rules and Codex: Space Marines. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.



Bursting from the shadows to unleash the full fury of their martial might, the Raven Guard strike like a blade into the heart of the Death Guard position.







AS THE SHADOW WILLS

The Raven Guard are masters of clandestine war, often achieving by stealth what others can claim only through brazen and costly onslaught. For the scions of Corax, furious frontal assaults mark the culmination rather than the commencement of a campaign. By the time open battle is joined, the Raven Guard's foes are already in disarray, their leaders assassinated, their fortifications sabotaged and their supply lines blazing beneath smoke-wreathed skies.

Since their inception, the Raven Guard have been a fighting force more subtle than their brother Astartes. Not for their warriors the blazonry and splendour of the Ultramarines and Blood Angels, nor the overt might of the Imperial Fists. Even during the Great Crusade, while other Legions shone as bright symbols of unification and conquest, the Raven Guard of the XIX Legion were the Emperor's hidden hand, hunting his foes from the shadows beyond Terra's ever-expanding light.

So has the Raven Guard way of war remained. Assassination, crippling raids and misdirection are their chief weapons, their talons slicing at the foe's exposed underbelly as he lumbers to face a threat already vanished. Open warfare is wielded as the coup de grâce, pursued to its bloody conclusion only once the prey has been bled to exhaustion by relentless strikes from the shadows.

DARK HERITAGE

More so than most First Founding Chapters, the Raven Guard are shaped by the teachings of their Primarch and the legacies of decisions that he made many thousands of years ago. Much of the Chapter's ancient history is lost, buried amidst the dust of aeons; the Raven Guard themselves preserve only those parts of their heritage that can be taught by indoctrination and doctrine, held carefully in stasis-sealed archival vaults deep within their Chapter monastery, or else inherited from their sire's gene-seed. Still, though an observer might not understand the significance of what they see, they would have to take only the most perfunctory glance at the battle-brothers of this mysterious Chapter to see Corax's hand heavy upon them.

Physically, though they lose none of the post-human strength of the Adeptus Astartes, the Raven Guard tend towards a tall and wiry

build, often exhibiting a certain hollowness to their cheeks and watchfulness in their dark eyes that others find unsettling. This is in no way aided by the fact that the battle-brothers of the Chapter often exhibit skin so pallid that the veins can be seen threading beneath it, offset by hair of a shocking midnight-black. There seems little doubt that these physical characteristics echo those of Corax himself, though of course the only images that remain of the Primarch exist in stained glass, heroic fresco or towering statuary wrought, more often than not, by ones who have never even set eyes upon his gene-sons.

The Primarch's hand can also be seen in the combat doctrines and fighting styles key to the Raven Guard way of war. Through the Trifold Path that has been passed down through millennia of Chapter tradition the Raven Guard seek to master the disciplines of watchful precision, sudden ambush and preternatural stealth. Their Veterans are inevitably versed in all these subtleties, allowing them to wage war as apex predators that strike from the shadows to shatter their enemies' strength before the foe is even truly aware the fight has begun.

In outlook and philosophy, also, the Raven Guard are their Primarch's sons; Corax was ever a liberator, a deliverer who sought not glory but rather the swift and efficient overthrow of tyrants and the salvation of the Human race. Yet he was also said to have been withdrawn, secretive and little given to the easy displays of charisma and camaraderie so natural to some of his brothers. The Raven Guard have inherited both the good and the bad from their gene-sire, and are viewed by the wider Imperium of the 41st Millennium as shadowy and uncertain figures, regarded as much with fear as with hope.

In one other way are the Raven Guard affected by the legacy of their sire. During the darkest

'Wherever you tread, tread lightly. We are closer than you think, and our blades are sharp.'

*- Kayvaan Shrike,
Master of Shadows*

days of the Horus Heresy, when the Raven Guard Legion had been all but broken by a monstrous act of treachery, Corax attempted to use terrible genetic alchemy to alter his Chapter's gene-seed and so refill his ranks with battle-brothers whose development into full-fledged Space Marines had been hyper accelerated. So disastrous were the results of this act that even the Raven Guard themselves now possess only the most allegorical accounts of what exactly transpired; all other record of the resultant horror have been expunged from their records. Yet the fact remains, tragic and undeniable, that the Chapter's gene-seed is far from stable. It is for this reason that the Raven Guard must recruit with a slow care that has often left them under-strength and dangerously stretched.

Yet this has never held the Raven Guard back from doing their duty, instead compelling them to hone their skills as stealth warriors. In this way they push themselves ever closer to perfection so that they might punish their enemies in uneven duels of shadow warfare, before finally crushing the reeling foe with rapid strikes from aerial assets, cunning scouting forces and deadly ambushers.

SONS OF THE RAVEN

In the long millennia since, the Raven Guard have never faltered in their defence of Humanity. They strive not for glory, nor the trappings and baubles of honour and acclaim. Their purpose is that which motivated Corax in days gone by – to break Humanity's chains, and raise it up to new and glorious purpose. For over ten thousand years, they have striven to see Mankind's sundered worlds liberated from heresy, from xenos and from tyrannous overlords most of all.

Yet just as the Raven Guard cling to the shadows, so too do the shadows cling to them. Their Primarch's nature – brooding even before the weight of hubris bore him low – is his sons' also, and they are much given to introspection that borders on self-destructive.

As a Chapter, they are isolationist and inscrutable, treating seldom with their brother Astartes, and then only in times of profound need or the most paramount of common cause – a conduct that does little to endear them to their allies. Moreover, many Raven Guard hear the whispers of the fallen as Corax once did, the voices growing more numerous and strident the

longer they shun the light. A few even feel the icy hand of battle-brothers long lost upon their shoulder, urging them to greater effort in the endless war for Humanity's embattled soul – to forge a golden future that will bring meaning to the sacrifices of old. Only then can the Chapter lay down its burdens and fade into the shadows one last time.

Real or imagined, the voices of the dead demand a future that cannot be, for war is the galaxy's one eternal constant. Nonetheless, they serve to drive the Chapter onwards, the Raven Guard pushing further outwards into the bleakness of the Era Indomitus, hunting the enemies of Mankind as only they can.

Mysterious and secretive though the Raven Guard may be, their righteous purpose is seldom doubted by their allies. Their shadows conceal the brightest shard of the Emperor's light, granting purpose to their striving, and hope to those for whom they fight. Never has that beacon been more needed than amidst the horrors of the Imperium Nihilus. Across countless worlds, a new dictum has arisen, whispered as fervently as any prayer: look to shadows not in fear, but in hope.



Wherever the vigilant gaze of the Raven Guard falls, tyrants and despots sit uneasy in their thrones. From blazing battlefields to silent mausoleums, the sons of Corax watch from the shadows, awaiting the perfect moment to topple the perfidious and the corrupt.



DELIVERANCE

Millennia after Corax's disappearance, the moon he liberated stands watch over the Forsarr Sector. Named Deliverance, it is as bleak and cheerless as the face the Primarch commonly wore for all save his closest comrades, and it serves as the fortress world and stronghold for his foremost inheritors.

The home world of the Raven Guard is the moon Deliverance, which orbits the industrial planet Kiavahr. Now a rare bastion of solace from the horrors of the galaxy, Deliverance was once known as Lycaeus; a prison moon whose enslaved population toiled beneath the tyrannical gaze of the tech-guilds of Kiavahr.

To Lycaeus were sent not only criminals and malcontents, but any citizens who fell foul of the guildmasters or failed to meet Kiavahr's exacting production quotas. Whether sentenced to labour in the force domes on the moon's airless surface or condemned to the dark depths of its mineral mines, it was a banishment from which none returned.

But when the infant Corvus Corax was found beneath Lycaeus' glacial surface, the fate of its people changed forever. Sensing something miraculous in their discovery, the slaves of Lycaeus raised the young Primarch in secret, naming him 'the Deliverer'. As Corax grew quickly into his prime, the name proved fitting. He masterminded a campaign of insurrection that overthrew the hated Kiavahrans overlords and broke the power of the tech-guilds once and for all.

In the aftermath, Kiavahr bent its knee to the growing Imperium, and Lycaeus was renamed Deliverance in Corax's honour. Visited in person by the Emperor of Mankind, Corax learnt of his true identity as a Primarch, and received command of the Raven Guard Legion created in his image. The dark tower on Deliverance that once housed Kiavahrans oppressors Corax took for his own, renaming it the Ravenspire. Thus did the Raven Guard at last know a home beyond the trackless void – a home they have defended ever since.

THE BLACKCHINE REDOUBTS

Unlike many Chapters, the Raven Guard share close ties with the peoples from whom they recruit. The Chapter has long drawn on the technological resources of Kiavahr and Deliverance, adapting many

Standard Template Constructs to suit their needs. In return, Raven Guard emissaries oversee the training of the local defence forces at the Blackchine Redoubts – a linked network of trench lines, skyfire batteries and fortresses that encircle the mining complexes and spaceports nestled on Deliverance's dark side.

Though unaugmented humans cannot hope to match the combat prowess of Space Marines, the shadow-tactics of the Raven Guard are easily adapted to the lesser troops of Deliverance. The design of the Blackchine Redoubts capitalises on this fact, featuring a veritable maze of hidden strongpoints, secret approaches and false ramparts that allow their defenders to outmanoeuvre the foe without giving away their own positions.



Such defences help to ensure that any force invading Deliverance would pay a heavy price in blood. This is well, as the Forsarr Sector in which Deliverance is located has faced many threats, from the Orks of Waaagh! Garaghak to splinters of the re-emergent Hive Fleet Kraken. The danger has only increased since the opening of the Great Rift, and the need for vigilance has never been greater.

THE RAVENSPIRE

The Ravenspire is the fortress monastery of the Raven Guard, its towering pinnacles forming a stronghold as formidable as any found in the Segmentum Tempestus. Yet when Corax first claimed the venerable

keep, he found its defences to be rotten and neglected. Drawing on tributes from the surviving tech-guilds and a new influx of Imperial resources, Corax restored the Ravenspire as an adamantine bastion, bristling with weaponry fit to engage an entire war fleet. More than a declaration of military might, the fortress became a symbol of the hope Corax had brought to the Kiavahr System; a hope that came to define the Raven Guard themselves.

Alas, with the grinding of millennia, that hope has faded – much as Corax himself has all but passed into legend – and the Ravenspire's appearance echoes this malaise. Its redoubts remain inviolable, but their splendour has dulled. Towers that once shone like silver now stand corroded and brooding, and its cavernous halls and training grounds once used by thousands of battle-brothers now seldom harbour more than a few hundred. Whole sections of the Ravenspire lie shrouded in dust, or else are sealed away, patrolled only by robed servitors whose bionic limbs scrape through the corridors like a warrior's death rattle.

To walk in such places is to feel the presence of something distant and inexpressibly greater than oneself. Doors open and close seemingly without command. Lumen-lit shrines gutter to darkness, and the stale air clogs one's lungs. It tempts to life the rumours that the fortress itself is a thing alive, its functions guided by some ancient and arcane machine spirit birthed out of Old Night.

But to view the Ravenspire as a decaying relic of better days would be folly. Its tarnished walls are as strong as they ever were, and its weapon batteries still promise swift death to any who would face their fury. If the fortress monastery appears outwardly faded, it is because the Raven Guard spare no thought for pomp and display. Not for them the gleaming statues, ale-sodden sagas or self-congratulatory honours of other Chapters. Function is all, and as a training ground, stronghold and vessel of their Primarch's legacy, the Ravenspire performs every function the sons of Corax ask of it.

THE EYRIE

The tallest tower of the Ravenspire is known as the Eyrie. It was in this lofty roost that Corax made his private quarters, and few have ventured there since the Primarch left Deliverance, never to be seen again. For a full year before his departure, Corax kept himself sealed in the Eyrie, seeking absolution for the genetic horror he had unleashed upon his sons. Though it is seldom spoken of within the Chapter, he was wild by the end, broken by grief and guilt. Raven Guard tradition has it that Corax ultimately found his redemption in the shifting wastes of the Eye of Terror, but the veracity of this tale remains unproven.

Few possess authority and courage enough to disable the Eyrie's stasis fields and tread its dusty halls, and the lords of the Chapter do so only at times of dire need, hoping to commune with an echo of Corax's departed spirit. It is impossible to say whether such an echo lingers, but all agree that a brooding presence seems to infuse the Eyrie. Of what guidance they do receive, no supplicant speaks. Nor do they recount the contents of the parchments scattered about the Eyrie's main chamber, saying only that they are inked with a thick black scrawl that becomes increasingly illegible

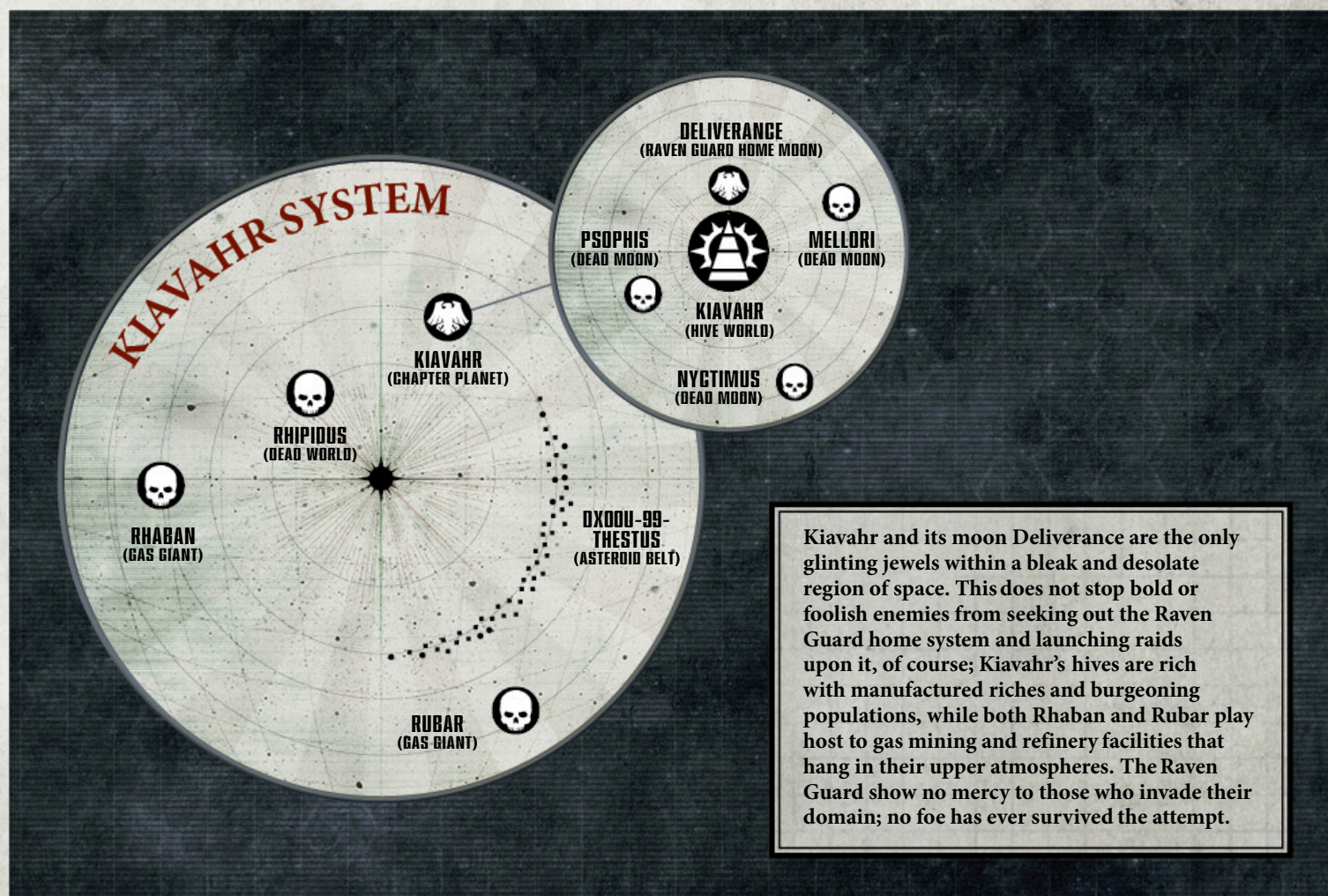
as the verses themselves grow less coherent in meaning.

THE FORBIDDEN APOTHECARION

In a labyrinth of mining tunnels deep beneath the Ravenspire, unknown to all but the Chapter's most veteran brothers and untrodden by any without express permission from the Chapter Master, lies the old Apothecarion from the days of the Horus Heresy. It was here that Corax's attempts to expedite the regrowth of his shattered Legion reached their full horror, birthing mutated abominations bereft of reason. When the Primarch at last realised the terrible depths of his hubris, he ordered the Apothecarion abandoned and forbade all further experimentation. Then he entered its forbidden reaches alone, and personally brought the Emperor's Judgement to each and every twisted failure therein.

Little else is known of this time, for Corax ordered all records destroyed, but it is said that he emerged from his final visit to the Apothecarion a changed being, as if a piece of his burdened soul had been ripped away for each tragic creation he killed.

As for the Apothecarion itself, its chambers were purged with promethium fire, its doors sealed shut and a new facility instated elsewhere in the Ravenspire. Yet the psychic fallout of the Primarch's deeds endures in the old facility, the stain of torment and betrayal ushering forth dark things from beyond reality's veil. On Farmoon Night, when Deliverance reaches its yearly apogee over Kiavahr, bestial howls echo through the tunnels of the old Apothecarion, and Veterans of the Raven Guard 1st Company guard its doors.



CHAPTER ORGANISATION

For all their isolationism, the Raven Guard look to the wisdom of the Codex Astartes to shape their organisational structure. Where some Primarchs viewed this great treatise of Roboute Guilliman with suspicion, Corax was swift to adopt its teachings, viewing them as a means by which his diminished Legion might yet flourish. It was a decision that is respected still.

Few Chapters besides the Ultramarines follow the dictates of the Codex Astartes more closely than the Raven Guard. Refusing even the alterations to an aspirant's path through the Reserve Companies that some other Chapters have adopted over the millennia, the Raven Guard maintain Guilliman's template in immaculate form, making exception only at times of great need.

As decreed by the Codex, the Raven Guard array themselves in ten companies, each with an official strength of one hundred battle-brothers and each led by a commander known as a Shadow Captain. Supplementing these forces are the specialist warriors of the Chapter – Apothecaries, Chaplains and Librarians – and the venerable war engines of the Armoury. The lord of the Raven Guard is the Chapter Master, typically known by the ancient rank Master of Shadows.

More conscious of their finite resources than most Chapters, the Raven Guard rarely deploy the might of a full company in a single sledgehammer blow. More often they rely on autonomous, fast moving strike forces known as talons, which can consist of as few as one or two squads and their supporting strike vehicles. Dispersed in this way, a single Raven Guard company can prosecute campaigns across multi-planetary battle zones, its warriors wreaking havoc from the shadows before regrouping to execute a final, killing strike.

The flexibility of these talons enables the Raven Guard to rapidly pool their assets, forming larger detachments as needed which can be just as quickly dissolved when new objectives arise. So swift are such redeployments that foes are apt to overestimate the Raven Guard's numbers – a misjudgement compounded by the Chapter's habit of altering their battlefield heraldry to sow confusion and cloak the true disposition of their forces.

Despite the fluidity of Raven Guard deployments, the company structure is central to the way the Chapter marshals its resources, and each company forms

up to the blueprints laid down by the Codex Astartes.

Consequently, the 1st Company of the Raven Guard consists of the Chapter's most experienced warriors. Known as Veterans, they have triumphed through decades or even centuries of unrelenting war. Much as a single Raven Guard battle-brother is worth a dozen lesser fighters, it is claimed that a 1st Company Veteran is the equal of many less seasoned battle-brothers. Accordingly, they are most commonly deployed squad by squad to reinforce the operations of other companies.



The 2nd to 5th Companies are the Chapter's Battle Companies. These comprise a versatile combination of battleline, close support and fire support squads, equipping each Shadow Captain with a broad range of tactical tools, whether sending their full Battle Company to war or dividing their forces into smaller, more specialised deployments to meet threats of diverse kinds.

As befits a Chapter dedicated to swift, stealthy warfare, the Primaris Space Marines of the Raven Guard's Battle Companies often go to war in Phobos armour, its more lightweight design affording maximum agility. Taken with the Chapter's long-standing preference for Mk VI Corvus power armour with its distinctive beaked helms, the prevalence of Phobos armour does much to give the warriors of Raven Guard Battle Companies a sleek, predatory appearance.

Like all Codex-compliant Chapters, the 6th to 9th Companies are the Raven Guard's Reserve Companies. Capable combat forces in themselves, it falls to these brethren to reinforce Battle Companies whose ranks become depleted.

Except in the most remarkable circumstances, a neophyte elevated to the rank of full battle-brother will progress through each of the Reserve Companies, mastering the breadth of tactics and weapons he will one day be called upon to wield in a Battle Company. Fighting in the fire support squads of the 9th Company, he absorbs the precepts of target priority and how to marshal heavy weaponry in the Emperor's name. In the close support squads of the 8th Company, he learns to channel his ferocity to better overwhelm the foe at close quarters. By the time a battle-brother has passed through the tactical reserve of the 7th and 6th Companies, he has acquired all the individual skills expected of a Space Marine – all that remains is to hone and temper them, balancing firepower with fury as each situation demands.

The 10th Company is where neophyte battle-brothers are first schooled in their Chapter's traditions and combat doctrines. Compared to its equivalents in other Chapters, the Raven Guard 10th Company is notable for the lengthy period of service aspirants must complete before progressing to the Reserve Companies. Known as the Subtle, the warriors of the 10th may spend upwards of ten years practising the arts of infiltration and sabotage until they are deemed ready to receive the black carapace. This company also serves as the Chapter's forward reconnaissance and assassination cadre, for it is here that the one-hundred strong Primaris Vanguard force is based ready to strike at the Chapter's foes.

Prolonged training in the 10th Company also serves a further purpose. With supplies of Raven Guard gene-seed remaining precipitously low, the Chapter scrutinises every new recruit to an unusual degree, ensuring that each is a worthy addition to the Chapter.

Strategic disposition of the Raven Guard Chapter in the fifth year of the Indomitus Crusade (local fleet chronology)



ARMOURY
Master of the Forge
Saar Laeron

Techmarines
Servitors
Transport Vehicles
Battle Tanks
Gunships
Light Attack Vehicles
Warsuits



APOTHECARION
Chief Apothecary
Aark Selleck

Apothecaries

CHAPTER COMMAND

Master of Shadows
Kayvaan Shrike

Honour Guard
Chapter Equerries
Serfs and Servitors



RECLUSIAM
Master of Sanctity
Jolaran Tael

Reclusiarch
Olys Kol
Chaplains



LIBRARIUS
Chief Librarian
Taalis Shraek

Epistolaries
Codiciers
Lexicaniums
Acolytum



1ST COMPANY
Veteran Company
'The Blackwings'

Lord of Deliverance
Shadow Captain
Aethon Shaan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Veteran Squads

Dreadnoughts
Transport Vehicles
Land Raiders



2ND COMPANY
Battle Company
'The Shadowborne'

Master of Secrets
Shadow Captain
Aajz Solari

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Dreadnoughts
Transport Vehicles



3RD COMPANY
Battle Company
'The Ghoststalkers'

Master of the Ambush
Shadow Captain
Vordin Krayn

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Dreadnoughts
Transport Vehicles



4TH COMPANY
Battle Company
'The Silent'

Master of the Fleet
Shadow Captain
Vynda Aason

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Dreadnoughts
Transport Vehicles



5TH COMPANY
Battle Company
'The Watchful'

Master of Truth
Shadow Captain
Aevar Qeld

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Dreadnoughts
Transport Vehicles



6TH COMPANY
Reserve
Battleline Company
'The Darkened Blades'

Master of Liberation
Shadow Captain
Sard Gaeron

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Battleline Squads

Battle Tanks
Dreadnoughts
Transport Vehicles



7TH COMPANY
Reserve
Battleline Company
'The Whisperclaws'

Master of Lies
Shadow Captain
Oras Brael

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Battleline Squads

Land Speeders
Dreadnoughts
Transport Vehicles



8TH COMPANY
Reserve Close
Support Company
'The Unseen'

Lord Executioner
Shadow Captain
Reszasz Krevaan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Close Support Squads

Bikes
Dreadnoughts



9TH COMPANY
Reserve Fire
Support Company
'The Dirge Singers'

Master of Relics
Shadow Captain
Vos Delorn

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Fire Support Squads

Dreadnoughts



10TH COMPANY
Scout Company
'The Subtle'

Master of Recruits
Shadow Captain
Kalae Korvydae

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Vanguard Squads
Scouts

Bikes
Land Speeders
Transport Vehicles

THE 1ST COMPANY

THE BLACKWINGS

The Blackwings are the mightiest warriors of the Raven Guard, renowned above all for their mastery of assassination. Many a tyrannical warlord has thought himself safely ensconced at the heart of his forces, only to meet a swift demise at the hands of the 1st Company, whose Veterans strike like a sable thunderbolt that recedes as swiftly as it arrives.

'The undefeatable foe is a myth, conjured by weak minds to conceal flagging willpower. Vision. Purpose. Hope. Take these things from him, a fraction at a time if you must, and victory will follow as surely as turbulent night yields to cold dawn.'

*- Shadow Captain
Aethon Shaan*



Highly valued amongst Corax's doctrines was the belief that a leaderless enemy is an enemy already defeated. This principle still guides the Raven Guard's 1st Company, who have made themselves masters of assassination. Whether fighting as a single squad within a strike force or deployed at full company strength, the Blackwings seek to decapitate the foe at the earliest opportunity. In this way the 1st Company distil the Raven Guard way of war to its very essence – victory by the swiftest, most pragmatic course.

To aid them in their task, most brethren of the Blackwings favour wargear that permits them to move quickly and quietly across the battlefield. For the company's Primaris Space Marines, this frequently means donning lighter-weight Phobos armour and trusting in their battle instincts to evade the foe's most furious attacks. Only when the staunchest resistance is expected do the Blackwings

turn to the Chapter's suits of Terminator armour, which they often equip with paired lightning claws to slice apart the retinues of enemy warlords.

Similarly, the 1st Company more often utilise swift gunships than heavily armoured ground vehicles, their missions relying more on speed and surprise than lumbering firepower. Indeed, it is common for the Blackwings to take to the field with a squadron of Stormtalon Gunships hunting overhead, providing agile air support to the black-clad executioners on the ground.

Away from the battlefield, the Blackwings have another duty; one steeped in mystery and shame. It is they who guard the entrances to the Ravenspire's forbidden Apothecarion on Farmoon Night, holding solitary vigil lest the bestial howls that fill its ancient corridors spill forth in physical form.

HONOUR WITHIN

Elevation to the 1st Company entitles Raven Guard battle-brothers to wear the traditional cruciform symbol of Space Marine Veterans. Beyond this, the sons of Corax place little value in outward display, shunning conspicuous tokens of rank or privilege that have no practical utility in battle. For the Raven Guard, honour is held in the soul, buried deep so that its glimmering attracts no unwanted attention.

When 1st Company Veterans are attached to strike forces formed from other companies in the Chapter, they leave behind their usual squad identifiers and instead adopt the designation of the unit to which they are seconded. For example, Veterans aiding the 4th Company battle-brothers of Veteran Sergeant Oskaris would simply be known as members of Squad Oskaris, and adopt that squad's number.



Members of the 1st Company bear the Veteran symbol upon their right pauldron.



Regardless of their company, all Raven Guard warriors trim one pauldron in black.



Intercessor brother Kyorn of the Blackwings, bearing the number of the 2nd Squad on his left knee plate.

THE 2ND COMPANY

THE SHADOWBORNE

The warriors of the 2nd Company are exemplars of the Raven Guard creed, accomplished in all arts of hidden warfare and the skilful balancing of stealth and aggression. To fight the battle-brothers of the 2nd Company is to fight shadow itself.

If the Blackwings are the Raven Guard's pre-eminent assassins, the Shadowborne of the 2nd Company are the clearest embodiment of the Chapter's primary skills. To join their number, a battle-brother must prove his grasp of war's subtleties as well as its brutalities. He must be versed in the Trifold Path of Shadow, and be able to sense his foe's movements in even the most inhibiting conditions.

Battle-brothers of the 2nd Company wear the shadows as an extra skin, and can move with complete silence even when girded for war. Yet they must also understand the limits of stealth, and know when to cast off its concealment in favour of headlong assault. At the right moment, deception must yield to fury, and secrecy to wrath.

It is to the Shadowborne's credit that such need does not always arise. Often their foes bleed to death even before noticing their wounds,

by which time the 2nd Company are already engaging other targets or seizing tactical rewards elsewhere.

The 2nd Company makes extensive use of Infiltrators and Reivers to compromise the enemy position ahead of heavier onslaughts. These rapid insertion troops excel at disrupting enemy communications and sabotaging key targets, and those that serve in the 2nd Company conduct such operations with supreme skill.

So effective has this new generation of warriors proved that Shadow Captain Solari has expressed ambitions to field a force that can operate entirely on a Vanguard footing, effectively providing the Chapter with a second optional Vanguard formation alongside the standing force within the 10th Company. Whether this will be accepted doctrinally remains to be seen.



The scarlet halo depicted on the banner of the Shadowborne represents the company's many sacrifices.



The warriors of the Raven Guard 2nd Company strike from unexpected quarters, their enemies drawn into the ambush by complex interlocking webs of deceit and misdirection that leave them wide open for the killing stroke.

THE 3RD COMPANY

THE GHOSTSTALKERS

'Do you feel that, proud xenos? The talons of the Raven Guard are closing about your throat. But have no fear. It will all be over soon.'

*- Shadow Captain Vordin
Krayn, at the Battle of
Ulthwé's Fall*

Core to Corax's teachings was the Trifold Path of Shadow, often rendered in pictorial form as a short-bladed trident, or a three-bladed lightning claw. Mastering one Path, he taught, brought the possibility of victory; mastery of two rendered triumph likely, and accomplishment in all three made the foe's defeat all but inevitable. From the very first, the Chapter's Battle Companies were founded around this Trifold Path. Companies 3 through 5 each specialised in one branch,

and a battle-brother's promotion to the 2nd came only when true mastery was attained. Such promotion is far from guaranteed. Even amongst Corax's sons, there are few who can replicate his skill so completely, and many battle-brothers live out a life of war in the same Battle Company, peerless in their own path, but never truly able to grasp the fathomless depths of the others.

The Ghoststalkers strive for mastery of the Path of Ambush – the most brutal and uncompromising aspect of Corax's teachings. As such, their engagements utilise fast-moving squads which can encircle and eradicate enemy forces one portion at a time, always withdrawing to strike elsewhere before the enemy's inevitable counter-blows land. Jump troops, Land Speeders and Bike Squads are traditional mainstays of the 3rd Company, supported by precision Drop Pod assaults.

Such tactics demand a level of audacity, even brashness, that is rarely found elsewhere in the Raven Guard's withdrawn and contemplative brotherhood. As a result, the Ghoststalkers are perceived with a degree of otherness by the rest of the Chapter, who disdain unsubtle and precipitate actions of any kind.

Yet pursuit of the Path of Ambush is vital precisely because it counterbalances the Raven Guard's tendency towards brooding vigilance. This is most plainly seen on those rare occasions when the Chapter deploys en masse. At these times, the 3rd Company inevitably takes the lead, gouging a bloody furrow through the enemy defences for their battle-brothers to exploit.

These fierce engagements with the enemy go some way to explaining why the 3rd Company is invariably under-strength, for boldness carries a price that must be paid in blood. However, it is notable that more Shadow Captains from the Ghoststalkers have ascended to lead the Chapter as Master of Shadows than those from any other company. Courage, after all, is the coin by which Mankind's survival is bartered. Stealth and vigilance have their place, but some trades must be forced with a chainsword's blade roaring at the enemy's throat.



THE 4TH COMPANY

THE SILENT

Stealth is the second aspect of the Trifold Path of Shadow, venerated above all others by the battle-brothers of the 4th Company. Theirs is the art of treading unseen even in the midst of the foe, cleaving to shadows and silence in order to close with their objective and win victory for the Imperium.

All Raven Guard battle-brothers are trained to advance without warning, using every patch of shadow to their advantage as they close silently with the foe – but the warriors of the 4th Company push such skills to the extreme. Known as the Silent, they exist in the spaces between sounds, becoming one with the environment in which they hunt. In doing so they draw inspiration from the tales of their Primarch, who it is said was able to go unnoticed even when in full view if he so willed it. Such gifts are beyond even the most devoted of Corax's sons, but the Silent come closest to matching their progenitor's uncanny abilities.

The Silent are therefore contemplative and methodical in their approach to battle, judging rash action to be as dangerous as any foe. Their squads tend to be deployed on campaigns known from the outset to be long and arduous, where positioning matters more than sheer fury. Once unleashed, the Silent infiltrate deep behind enemy lines, carrying out precision operations of sabotage and disruption that leave the enemy reeling.

True to their name, the Silent voice no words in battle; they attack without war

cry, and utter no spoken commands or vox-chatter that might betray their presence. Instead, orders and warnings are relayed either by coded vox-pip or gestures. Both methods use Corspake – a secret language descended from that once used by the Lycaean rebels in Corax's time. When the slaughter is done, the sable ghosts withdraw just as silently, spiriting away their dead and leaving no trace of their attack save for the corpses of their foes.

The Silent specialise in infantry warfare, for their clandestine approach to combat leaves little scope for armoured assault. While all Raven Guard transports and battle tanks are modified to muffle the growl of their engines, such alterations are far from perfect, and the track marks left by ground-based Space Marine tanks are no easier to conceal. When armoured vehicles are employed by the 4th Company, they usually serve as distractions to draw the enemy's sight away from the true threat advancing on foot.

However, in response to the turmoil of the Era Indomitus, the 4th Company have made prodigious and devastating use of Repulsor tanks, whose anti-gravity generators mitigate some of the

disadvantages of conventional transport vehicles. So it is that when the Silent now go to war, the wrath of Repulsor Executioners blazes alongside the bolt-fire of the infantry.



It might be considered strange that the Shadow Captain of the covert 4th Company is also, by tradition, the Master of the Fleet. Certainly, there can be few charges more conspicuous than a Battle Barge and its escorts. Nonetheless, the union has proven its worth many times over the millennia. Operating as they do behind enemy lines, the 4th Company are uniquely placed to provide targeting data for the orbiting war fleet and disable or destroy defences that would otherwise preclude bombardment. Many a traitor has thought himself safe behind fortress walls only to find void shields and null arrays collapsing as The Silent wreak explosive havoc on fusion generators and coolant lines.

'Keeep moving! They'll be on us again before long!' The throaty growl of bike engines told Cadian Lieutenant Klurn that his warning had come too late. A heartbeat later, the Khorne renegades were amongst the trees, all blood-spattered brass and roaring chainaxes.

'BLOOD FOR THE BLOOD GOD!'

Screams rang out. Panicked las-fire lit the darkness.

'Form up!' bellowed Klurn. 'Volley fire! Volley fire!'

His Sergeants took up the cry. Guardsmen clustered beneath their charred colours and unleashed clockwork lasgun volleys – the pride of lost Cadia flickering still.

The Bikers' guttural cries vied with the screams of the dying. A renegade disintegrated in the explosion that tore his bike apart, but the rest came on, heedless of casualties. The Cadian ranks would drown in their own blood.

Klurn levelled his bolt pistol and fired; the shot ricocheted from a brass pauldron. He saw the arcing chainaxe of his adversary, and knew there was no time for a second shot.

'BLOOD FOR THE–'

Cerulean fire pierced the night. Its shrieking fury cut short the renegade's battle cry and hurled him from the saddle as a charred corpse. Other shots followed, the whine of plasma incinerators a welcome sound to Klurn. As the stench of charred flesh filled his nostrils, he stared west through the trees. Black-armoured figures were advancing remorselessly through forest Klurn had believed empty but moments before, their plasma blasts snatching the renegade Bikers into oblivion. Behind them approached a slab-hulled Repulsor, its armaments falling silent as the last Biker perished.

The Raven Guard passed by in silence, Klurn's saviour offering him only a wordless nod; whether a gesture of respect or mere acknowledgement of his existence, the Cadian knew not. Then they were lost to the darkness once more, gone without a word uttered in battle cry or greeting. Only the dead remained as physical proof the Space Marines had been there at all.

THE 5TH COMPANY

THE WATCHFUL

The Watchful prioritise vigilance – the third and final Path of Shadow – holding it to be the most important legacy of their Primarch. In their eyes, ambush and stealth are empty doctrines unless guided by the knowledge unceasing vigilance brings. Thus the 5th Company seem to know their foe's every weakness; the only imperfections hidden from their sight are their own.

Where other Primarchs left reconnaissance to the warriors under their command, Corax often undertook this duty himself in order to gain a clearer picture of the contest to come. This practice he laboured to impart to his sons, and in the wake of the Second Founding, vigilant reconnaissance became the guiding ethos of the 5th Company, thereafter known as the Watchful.

From distant vantage points, the warriors of the 5th Company surveil the battlefield with the keen eyesight inherited from their gene-sire. No detail escapes their notice, so that enemy infiltrators advancing upon the Watchful may as well do so with guns blazing and battle cries at full voice.

Such hostiles are dealt with in punishing fashion, for alone of the Battle Companies, the Watchful fully embrace the mighty assets of the Raven Guard Armoury. Battle tanks and warsuits commonly accompany the 5th Company into the crucible of war, their fire directed with uncanny precision. Although those unfamiliar with the 5th Company's methods attribute this extreme accuracy to gifts of precognition, the truth is far less arcane. Long study of the foe lays bare their weaknesses and habits;

armed with such knowledge, the target's movements and evasive actions become child's play to predict.



If there is a cost to pursuing the Path of Vigilance above any other, it is the tendency to watch but not to act; to brood upon unfolding events, awaiting a perfect moment to strike that may never arrive. Thus do those absorbed by vigilance come to mirror their Primarch's most destructive trait: the obsessive search for answers that cannot be found. Fortunately, some battle-brothers come to the 5th Company only after serving in the 3rd or 4th Companies, bringing with them other attitudes to the Trifold Path which serve to counterbalance the Watchful in their most brooding moments.

It is for this reason also that the 5th Company maintains the largest contingent of Raven Guard jump troops found outside the 8th Company, and that its Shadow

Captain invariably enters the fray at their head. Not only are such battle-brothers able to reach vantage points that flightless warriors cannot, but their presence reminds the Watchful that the foremost duty of the Adeptus Astartes is to act, and that the very heart of battle is their spiritual home. Whenever these warriors deploy, there comes a moment when the roar of guns is drowned by the shriek of jump packs, and the Watchful abandon their vigil in favour of melee's bloody trial.

Beyond their battlefield duties, the Watchful hold responsibility for the safeguarding of the Ravenspire, and have the honour of observing an ancient vigil that watches the void for Corax's return. A solitary battle-brother of the 5th has maintained this doleful duty every day since the Primarch's disappearance; even through the galactic tumult of the Black Crusades and the Kiavahr System's own struggles against Tyranids and Orks. That the 5th Company's vigil has spanned ten thousand years without answer matters naught, for its purpose extends beyond tangible need or dutiful tradition. It has become a flame of hope, shielded from the galaxy's suffocating despair by a single, unblinking guardian.

THE SABLE BRAND

From the earliest days of the Raven Guard, some of their number have been prone to a peculiar battle madness – a cold-blooded determination to fight on with no regard for self-preservation, coupled with the inability to separate the whispers of the dead from the words of the living. That this is a quirk of Corax's flawed gene-seed seems likely, for its onset is marked by a darkening of the eyes to an inky, impenetrable black that mirrors the Primarch's own. Moreover, obvious similarities to the Primarch's fey behaviour in his final voyage from Deliverance cannot be overlooked. In time, this madness has come to be known as the Sable Brand.

The effects of the Sable Brand are not invariably permanent, and some affected battle-brothers who survive the slaughter find that their symptoms fade. But for most, the urge to slay remains ever-present. During the Great Crusade, Corax organised the afflicted into units of Shadow Killers – assassins and shock troops whose dearly sold deaths would yet serve the Emperor's cause.

However, after his Legion's near-extinction on Istvan V, the Primarch no longer countenanced any wasteful deployment of his warriors. Thus did he codify his tactical teachings into the Trifold Path of Shadow – martial certainties to which the afflicted could cleave to keep the madness of the Sable Brand at bay.

Corax's labours were only partially successful. While the structure of the Trifold Path has led to fewer battle-brothers falling to the Sable Brand, those who now succumb seldom emerge from their haunted state. Should the afflicted not be slain in battle, they are incarcerated in the Ravenspire, there to suffer experimentation and dissection as the Chapter's apothecaries seek a lasting cure, or a means of purging the Sable Brand from the gene-seed entirely. This activity is carried out in deepest secrecy, for the dreadful price of genetic meddling has blighted the Raven Guard for millennia, and there are many who would see such methods as a return to the hubris of the past.

THE 6TH COMPANY

THE DARKENED BLADES

The 6th Company holds the honour of upholding the Primarch's lifelong battle against tyranny, deploying to thwart the ambitions of despots, demagogues and false prophets who would shackle Mankind with chains of servitude. Of all the Chapter's companies, the 6th are typically the most far-flung, operating far beyond the light of Deliverance's sun.

In most Chapters, Reserve Companies primarily exist to replace the losses of Battle Companies on campaign, and are rarely assigned independent objectives. Not so for the Raven Guard, whose exhaustive selection process produces reservists who can fight in many theatres as the equals of their Battle Company brethren, and are deployed as such. This is the case with the 6th Company – the Darkened Blades – whose ongoing mission is to infiltrate enslaved worlds and deliver them anew into the Imperial fold.

Tyrants take many forms. Some are planetary governors too callous or greedy to rule in the best interests of their people. Others are suborned by the temptations of Chaos, the insidious whispers of the Genestealer Cults, or the false promises of the T'au. The Darkened Blades draw little distinction, for such diseases all have a common cure. Like parasites on a living host, they must be ripped from the worlds they afflict and cast into the purging flames to serve as a lesson to any who would follow them.



The precise means of liberation vary from world to world. If the corruption is centralised, the Darkened Blades employ the lightning assaults common to the Adeptus Astartes, mustering overwhelming power against the unready foe. More often the oppression is endemic, however, and must be confronted on a continental or even planetary scale. In such cases, the 6th Company divide into subformations and mount fast-moving guerrilla actions to make optimal use of their limited numbers. Meanwhile, local resistance forces are trained in those aspects of the shadow arts that any Imperial citizen can grasp,

so that they might support the Raven Guard operation and contribute to their own deliverance. The Raven Guard cannot remain on a world forever, and their desire is to leave a liberated populace who can look to their own defence.

Even as the tyrant's banners are torn down and the Emperor's rule restored, the Darkened Blades disappear, redeploying to other oppressed worlds without pausing to savour their victory.

There is always need elsewhere. Since the opening of the Great Rift and in the aftermath of the Noctis Aeterna, countless Imperial worlds have fallen into the clutches of tyrants and turncoats, and the Raven Guard 6th Company find themselves perpetually at war. Striking swiftly from the darkness, they have established themselves as the terror of all enslavers and overlords, rousing oppressed peoples to defy their shackles and return to the Emperor's light.

The charges detonated as the Genestealer Cult convoy reached the centre of the bridge. With a thunderous crashing the structure began to collapse into the ravine below, taking a Leman Russ Battle Tank with it. The Goliath Trucks that had been flanking the tank sought to outrun their doom, but they too plunged into the ravine, along with scores of hunchbacked hybrids whose useless scrabbling found no purchase on the plummeting stone.

Primaris Lieutenant Solark gazed down from the cliffs above and nodded his satisfaction; a week of misdirection and false defeats was yielding its bounty.

Las-fire flickered on the ravine's far side as the Nasdreemi Resistance opened up from concealed positions amongst the rocks. A few hundred miners, poorly trained and equipped; no serious threat to the Cult of Clawed Absolution. But the Nasdreemi were willing to fight. That was enough. That made them worthy of aid.

Below, the Cultists' Primus screeched new orders to its squalling horde, and the stuttering cough of autoguns rose to meet the Nasdreemi las-fire. Meanwhile, the turret of the Cultists' one remaining Leman Russ tracked towards the distant ridgeline. The Resistance had no answer to the scavenged behemoth.

Solark levelled his bolt rifle and keyed his vox.

'Now.'

A storm of bolt fire rent the air as Solark's brothers made their hidden presence known, tearing the Cultists apart with precision volleys from both sides of the roadway. The lascannons of Squads Taelon and Kruark converged on the Leman Russ, melting out its heart before its guns could fire.

Solark aligned his aim and squeezed the trigger; a hulking Aberrant collapsed in a spray of oily blood. Hybrids scuttled through the rocks on either side of the roadway, come to sweep away the paltry score of Space Marines who sought to challenge the ragged might of the Clawed Absolution.

But this attack had never been about breaking the Cult entire – only the Primus mattered. Scattered by the bridge's destruction, the creature's forces were locked in battle with the Nasdreemi to the south and with Solark's battle-brothers to the east and west. From the north, the path to the Primus was clear.

'Brother Gaelar – the prey is yours,' voxed Solark.

Sergeant Gaelar's Bike Squad roared from the concealment of the northern caves, rushing over the scree slopes towards the corpse-choked roadway. The Primus turned to see the Bikers approaching like a hurled spear, but his roar for aid came far too late.

A rare smile haunted Solark's lips. The liberation of Nasdreem was proceeding as planned.

BATTLELINE MARKINGS

In keeping with the doctrines of both the Codex Astartes and Corax himself, the Raven Guard are much given to employing variant heraldry upon their warriors' armour. While battleline squads generally display the Codex-approved arrow somewhere on their right shoulder guard, this Chapter more than any other varies enormously the ways in which it and the squad number are mingled and displayed so as to confuse the foe.



THE 7TH COMPANY

THE WHISPERCLAWS

The Whisperclaws excel in hit-and-run attacks, maintaining an agile and responsive war footing. Whether fighting alone or in support of allies, their battle lines are always in motion, drawing the enemy onto their blades, then speeding forward to assail new foes.

The warriors of the 7th Company make extensive use of Land Speeders and other aerial assets from the Chapter's Armoury, catching their foe off guard as much by speed as by stealth. Indeed, Corax taught that speed and stealth are often interchangeable; for what matter if the enemy is taken unawares by an attack launched from concealment, or one so swift that it cannot be countered? Favouring the latter, Whisperclaws squads often operate ahead of the main strike force, engaging targets of opportunity and setting in motion complex stratagems that will see the enemy eradicated.

On the rare occasions when the Raven Guard Chapter fights as a single entity, the 7th Company most commonly fights alongside

the neophyte battle-brothers and Vanguard specialists of the 10th Company, forming an advance assault force that seizes strategic points and cripples enemy supply lines.

This relationship endures even in smaller engagements, where forward parties from the Scout Company will use a combination of sabotage, assassination and ambush to clear a direct path for the warriors of the 7th Company, who then strike like a javelin into the enemy's heart.

So close is the martial bond between the two companies that some veterans of the Whisperclaws eschew progression to the Battle Companies and instead return to the 10th Company as tutors and drillmasters.



THE 8TH COMPANY

THE UNSEEN

According to Raven Guard tradition, each of the Chapter's companies was named by Corax himself. If so, the appellation of the 8th Company hints at a wry humour the Primarch seldom displayed. While the Unseen are seldom observed until they wish to be, their presence rarely goes undetected, for there is little that can deafen the foe to a jump pack's roar.

The 8th Company serve as the Raven Guard's close support reserve, but in keeping with the Chapter's tenets, its squads are as often found fighting their own campaigns as supporting the Battle Companies. Likewise, where in most Chapters a battle-brother's tenure in the assault reserve is considered a necessary but temporary part of his training – a chance to hone the skills of close-quarters bloodshed before continuing his development in the 7th and 6th Companies – there have been occasions when Raven Guard battle-brothers have remained one of The Unseen until they receive the Emperor's Peace.

It cannot be denied that Corax's gene-sons share his preference for taking to the battlefield upon the fiery wings of a jump pack – it is therefore no surprise that many brothers excel during their time in the 8th. However, it is also notable that the battle-brothers of the 8th fall prey to the withdrawn and brooding malice of the Sable Brand more than any other. Perhaps in becoming closer to their beloved Primarch, his sons grow closer also to the madness that ruled his final days.

Despite the afflictions of the Sable Brand, the 8th Company provide Raven Guard commanders with a ready supply of close-quarters warriors, steeped in the swift and deadly fighting styles of which Corax was once the master. Most suited to lightning claws, these are easily adapted to everything from chainswords to power fists, the battle-postures of the Raven Guard reliant on speed and feint more than punishing force.

As a result, their strikes are lethally swift and viciously pinpoint, slicing through their foes' defences by the route of least resistance to pierce the heart of the enemy

army. When supported by the punishing fire of the company's Inceptors, there is little that can stay such an onslaught.

The Unseen favour the use of jump packs to rapidly enter the fray, often deploying from the assault bays of overflying attack craft. By tradition, these jump packs undergo extensive modification; not to muffle their full-throated roar, but rather to modulate it to mimic the hunting cries of Kiavahrn rocs. Thus do the Unseen enter battle heralded by a piercing shriek as if of some monstrous and diabolic choir, a cacophony that chills the foe to their very marrow.

Justifying this unsubtle approach, the 8th Company argue that their speed and ferocity grant them initiative enough. The company suffers the worst casualty rates of any in the Chapter, however, and concerned voices have been raised more than once about their methods. Nonetheless, the Unseen guard their traditions fiercely, reminding critics that 'dead eyes see little, and lifeless tongues voice no warnings'.



CLOSE SUPPORT MARKINGS

Amongst many Chapters, close support markings show greater variation – and in some cases personalisation – than any other squad heraldry. This is due in no small part to the fierce and bombastic temperaments of warriors whose psyches are given wholly to the pursuit of close-quarters combat and the winning of bloody glories. This is true of the Raven Guard also, but the practice is put to better use as it is worked into the irregular cycles of changed markings and heraldic misdirection common to the Raven Guard's way of war. It is not uncommon for squads to repaint their markings or even swap shoulder guards mid-campaign in order to further confuse the foe.



The right pauldrons of Raven Guard close support units display the four-pointed icon of their wearers' battlefield role along with their squad number.

THE 9TH COMPANY

THE DIRGE SINGERS

The Dirge Singers are named for the mystics of Kiavahr and Deliverance who weave threnodic chants for those about to die. Few company names are more apt, for when the Dirge Singers give voice to the thunderous weaponry at their command, a great many souls are sure to be swept into searing oblivion.

The 9th Company are the Raven Guard's Reserve Fire Support Company. It is to here that most recruits come after completing their harrowing training amongst the ranks of the 10th Company, first adopting the duties of a full battle-brother and honing their abilities with the Chapter's myriad tools of ranged warfare.

The Dirge Singers are often joined in battle by fallen warriors interred in Dreadnoughts. These ancient heroes of the Raven Guard offer their living battle-brothers a deep well of wisdom and strategic experience from which to draw, and supplement the 9th Company's formidable firepower with potent weapons of their own.

Dreadnoughts fighting alongside the Dirge Singers bring more than just their

heavy weaponry to bear in support of their brothers, offering also their veteran experience and knowledge of battlefield command. Within this company, such ancestor-warriors act almost as additional commanding officers, booming orders through their vox-emitters and ensuring that the less-experienced amongst the Dirge Singers are never without guidance.

Known to the Dirge Singers as the Chorus, this triad of Stormraven, Dreadnought and fire support squad has long underpinned the tactical thinking of the 9th Company, who use it to deliver swift and punishing firepower to any point on the battlefield.

Use of the Chorus has earned the Dirge Singers many victories; often against numbers so overwhelming that the

Adeptus Terra had advised against engagement. Indeed, at the Siege of Kantarel, a three-Chorus 9th Company strike force held ten leagues of shoreline against Da Bludflag Pirates, redeploying to contest each assault as the greenskin landing craft crunched home against the quayside. The Dirge Singers paid a heavy price, losing half of their number to death or injury, but their sacrifice stalled the Ork advance long enough for the Tallarn 293rd and the Fire Lords Chapter to secure the secondary defence line, ultimately preserving Kantarel's tech-vaults from defilement.



FIRE SUPPORT MARKINGS

While Raven Guard fire support squads often display heraldry that deviates from Codex Astartes norms, they are unusual within their Chapter for rarely altering these markings from one battle to the next. Maintaining their designators in this way while their fellow battle-brothers alter their markings is itself an act of subterfuge, intended to further confound enemy intelligence gatherers; for who would believe that one arbitrary element of the Chapter would disregard the heraldic practices of the whole?



A stylised blast symbol is used to denote all Raven Guard fire support units, worn on the right pauldron alongside other more changeable elements.

Shadow Captain Delorn, commander of the 9th and notoriously a hidebound traditionalist, is the only high-ranking officer in the Chapter to resist the increasing presence of Primaris amongst his ranks, and will likely continue to do so until an equally efficient formation as the Chorus emerges from the seething possibilities presented by Cawl's genetic wizardry. To the disquiet of his peers, Delorn is notorious for keeping Primaris battle-brothers under personal supervision at all times, and is said to apply ridiculously exacting standards to their combat operations.

Such prejudice is an aberration at a time when even the most stubborn Chapters are swiftly normalising the Primaris Space Marines within their ranks. Nonetheless, Delorn's stubbornness is not without its benefits. By the time the Raven Guard's Primaris Space Marines leave his keeping, their skill and determination in battle is virtually unmatched.

THE 10TH COMPANY

THE SUBTLE

The 10th Company is the crucible in which all Raven Guard initiates are first trained and scrutinised. The arts of concealment honed by service in the 10th remain with a recruit throughout his many years of war, shaping him into a true son of Corax in ethos and deed, as well as flesh and blood.

The Raven Guard primarily draw their recruits from Deliverance and Kiavahr – worlds upon which Corax's name is legend. To be called to the service of the Ravenspire is therefore a weighty honour, although for many that calling ends in death before the gift of gene-seed is received. With its genetic heritage tainted in millennia past, the Chapter takes no risks on those found wanting.

Before being gifted with the genetic legacy of Corax, a neophyte must undergo countless trials in the force domes of Deliverance and across the inhospitable wastes of Kiavahr. To receive the gene-seed is to bear the Chapter's future within one's own flesh, and to understand the rarity and honour of that burden. Yet it is also but one step along a winding and hazardous

road, for the Raven Guard expect tireless service from their neophytes. Contingents of the 10th – known as Pinions – are frequently deployed in the heart of larger strike forces, and act in close concert with the Battle Companies as infiltration and reconnaissance specialists.

Known as the Subtle, the Scout Squads of the 10th Company prowl behind enemy lines and relay weaknesses back to strike force command, providing intelligence that can shift the fortune of battle zones. Such missions are an essential proving ground for those who seek mastery of the shadow arts; only in the full gaze of the foe can one's stealth truly be tested; only within earshot of vigilant sentries can a warrior learn to move without a sound. Indeed, it is not uncommon for the more proven Scout

elements of the Subtle to go into battle alongside their elite Vanguard comrades. It is a trial by fire for the aspirant warriors, who race to war on bikes or aboard Land Speeder Storms just to keep pace with their elite comrades, and who must plunge into the deadliest situations they have yet faced in support of their elite brothers.

For those who survive, such joint operations are a prime source of advanced training and can even form the final rite of passage before a neophyte advances to full battle-brother status. When at last this long-sought goal is achieved, it is a time for sombre celebration both for the neophyte themselves, and for those who have trained them. Such rites are brief, however, for the Raven Guard frown upon excessive glorying in personal achievements.

VANGUARD FORCES

Alongside the Scout Squads of the 10th Company there exists a standing force of one hundred Vanguard Space Marines; Phobos-armoured specialists whose number includes Reivers, Suppressors and Infiltrators. By assassinating enemy commanders, jamming communications networks and sabotaging the foe's infrastructure, these Vanguard warriors can cripple the enemy's capacity to make war.

Only once their victims are reeling and ripe for destruction do the Vanguard strike openly, unleashing their full force in a killing blow that reduces the enemies of the Raven Guard to gibbet-hung crow's food. So valued are the 10th Company's Vanguard elements that the full details of their whereabouts are typically known only to their Shadow Captain and the Master of Shadows himself, for in secrecy lies strength.



Vanguard forces display the same markings as their brethren in the Scout Squads, whom they occasionally fight alongside.



Infiltrator brother Vorys Doriasus, who belongs to the 10th Company's 3rd Squad.



This banner commemorates the Raven Guard's origins as the XIX Legion. The motto 'Victory or Death' is one not often heard from the taciturn Raven Guard, but it remains one of their core principles.

CHAPTER COMMAND

Led by the Master of Shadows, the commanders of the Raven Guard are charged with marshalling the Ravenspire's fighting strength, upholding the teachings of Corax and safeguarding their Chapter's precious gene-seed.

The lords of the Raven Guard operate with even greater autonomy than their counterparts in many other Chapters. While the word of the Master of Shadows is inviolate, those who serve beneath him are encouraged to act wholly on their own initiative until such word is given. Some Chapters would consider this unconventional approach to be a step towards anarchy, but it has served the Raven Guard well through the tumultuous millennia. Where other forces might experience disruption at the death of their leader, there is always another amongst the Raven Guard's self-sufficient Shadow Captains ready to assume the mantle of command.

This philosophy extends throughout the Raven Guard command structure; Chaplains, Librarians and Techmarines are all expected to operate intuitively in battle, acting on hunch and instinct as Corax himself once did. Necessity ensures that a strike force rarely enters battle without a Chaplain's spiritual guidance or a Techmarine's knack for soothing a wounded machine, but the precise details of such arrangements are seldom imposed from above. Only Apothecaries are officially assigned – in light of the Chapter's tumultuous past, every effort is taken to preserve what stocks of gene-seed remain by retrieving

the progenoid organs of the honoured dead. Indeed, the Raven Guard maintain a slightly higher complement of Apothecaries to ensure that when a battle-brother falls, a reductor's metallic armatures are never far away.

While theoretically the Master of Shadows takes counsel from his Shadow Captains and senior members of the Reclusiam, Librarian, Apothecarion and Armoury, in practice it is rare for all to be gathered in the same place. When Kayvaan Shrike called the conclave at which he scattered his battle-brothers across the Imperium, it was the first such meeting held within the Ravenspire's gloomy halls for nearly two centuries. The Raven Guard are as restless in nature as any fleet-based Chapter, and their leaders are little inclined towards discourse when action carries greater meaning.

Nonetheless, in purpose the Raven Guard remain as tight-knit a brotherhood as any to be found across the embattled Imperium, bound not only by the legacy of Corax's flesh, but his unquenchable desire to see Mankind delivered from darkness. That they will take whatever steps they must to accomplish their mission remains no less true for going unspoken.

THE RITES OF SHADOW

All Space Marine Chapters have their own rituals, accumulated across boundless centuries, and the Raven Guard are no different. Most honour the lost Primarch and the Emperor himself – a distant and aloof figure, more akin to stern patriarch than deity in the Raven Guard's traditions. Other rituals mirror ceremonies conducted across the Imperium, varying only slightly from those practised by a thousand warrior cults. But the Rites of Shadow are unique to the Raven Guard and their successors. Preserved since the time of the Great Crusade, these fragments of mystery and wonder teach that shadow contains both truth and lies; the purpose of each rite is the separation of one from the other, and the glimpsing of verities otherwise hidden – about one's battle-brothers, one's cause or even one's foes.

The Rites of Shadow are conducted entirely in silence, using the gestures of Corpspake to sign the traditional questions and answers of each ceremony. The Crowfane; the Feast of Bones; the Empty Chime; even the Murder Call, which calls for vengeance against the slayer of a great hero, and can only be

performed while battle yet rages. All are conducted without words, their secrets hidden from onlookers by a veil of silence.

Overseeing such rituals is the responsibility of the Chapter's Shadow Captains as much as their Chaplains, for they walk in shadow no less so than the keepers of the Ravenspire's mysteries. The use of 'Shadow' to prefix rank marks out a battle-brother who has mastered the Rites of Shadow along with the Trifold Path, and therefore shares the deepest connection with the Primarch.

None can rise to the rank of Captain without such mastery, but that rank is not itself a prerequisite; any battle-brother can earn Shadow status once his qualities are proven. Indeed, this much is common amongst the ranks of the 2nd Company, the Shadowborne. These warriors are greatly respected by the rest of the Chapter, but command no status that rank does not bestow. To walk as one with shadow is a powerful gift, but even in the Raven Guard it is no substitute for proven leadership ability.

ARMOURY

At the heart of the Ravenspire nests the Armoury, where the Chapter's battle tanks, gunships, weapons and warsuits are maintained in a state of constant readiness by Techmarines and a toiling army of servitors. The Armoury holds the Chapter's history and future both, and is thus a place of great spiritual significance to the sons of Corax.

The cataclysm of the Horus Heresy dealt a terrible blow to the Raven Guard's fighting strength, ravaging not only their warrior numbers but also their Armoury. During the massacre at Isstvan V an appalling amount of the Legion's materiel and armour was destroyed or abandoned, forcing the Raven Guard and their successors to rely on older marks of armour and weaponry for many centuries afterwards.

Through long years of toil the manufacturums and tech-smiths of Kiavahr eventually repaired these shortages, but the signs of strife remain. Many of the Armoury's oldest assets still bear the wounds of time-lost battles; treasured scars of Isstvan, Tolomos and Carinae preserved for all to see. Nonetheless, at times such battle damage must be reversed to serve the needs of war. However esteemed, distinctive marks

can easily betray a vehicle attempting to obfuscate its true identity. Unmaking these scars is always a sorrowful task for the artificers of the Raven Guard, and one they perform with heavy hearts. That the Chapter allows this at all is testament to their belief in pragmatism over pomp.

The most ancient war machines of the Raven Guard seldom emerge from shadow. They are preserved in the deepest vaults of the Armoury and readied only in times of direst need, as the spirits of old roused to aid the deeds of the living.

The Raven Guard believe that their slain are not lost forever, but wait within the shadow that no light can pierce, judging the deeds and failures of their inheritors. By bearing the Armoury's venerable heirlooms back into the fires of war, the sons of Corax invite their ancestors to take note that the Chapter's cause is still upheld

by worthy warriors. For this reason do the Raven Guard venerate Dreadnought sarcophagi above all other relics, for such marvels permit the honoured dead to fight alongside the living even while having one foot deep in shadow.

For all its old ghosts, the Armoury remains a rare hive of activity within the gloom-shrouded Ravenspire. Each battle brings fresh wounds to storied armour that must be unmade. Armaments and adamantine plating of war engines must be repaired, and their machine spirits appeased.

The wargear of fallen brothers is painstakingly restored, ready to serve their successor in the Chapter's endless battle. Thus does the armoury blaze with light and fire even when all else is swallowed by silence, the strike of hammer and the roar of furnace a rededication to a war that will never end.



RISE OF THE RAVEN GUARD

From the very first, the XIX Legion that would one day become the Raven Guard displayed a talent for hidden warfare. The sons of Corax would range ahead of unfolding campaigns, weakening the enemy through sabotage and infiltration. Thus did many a foe wake to find the Legion's talons already at their throat, their war ended almost before it had even begun.

The precise scope of the XIX Legion's contribution to the early days of Unification and the Great Crusade that followed remains shrouded in mystery, for the Legion was little given to trumpeting its achievements. Records from that time are incomplete at best, and those pertaining to the XIX are often fragmented to the point of incoherence. Indeed, many bear signs of having been wilfully redacted or expunged of detail; perhaps at the behest of the Emperor himself, or those closest to him.

Even the store of records maintained by the modern day Chapter are notably silent on the earliest years, where ordinarily they would be revered as proud lineage. It is not recorded if such reticence arose out of the Legion's stoic character, or out of necessity, the Emperor wishing to keep the hidden hand of the XIX concealed from those against whom it was deployed. However, it is certain that the Legion's roster of early battle honours is better inferred by absence than confirmation – victories won without obvious cause, or in secrecy so absolute that not even a whisper remains.

Nonetheless, those fragments that survive suggest that the early Legion was much different in temperament to the Chapter it later became. The Emperor recruited the XIX chiefly from the Xeric tribesmen of the Asiatic Dustfields, and the first legionaries were notable for an ingrained and bellicose cruelty. Xeric culture demanded that a predatory vigil be kept over bested foes, lest they again rose up in defiance of their conquerors. The XIX Legion folded this tradition into their core doctrines, practising clandestine observation of those they defeated, watching from the shadows for any hint of recidivism and striking anew without mercy upon its manifestation.

During the early years of the Great Crusade, the XIX often fought alongside Horus' Luna Wolves, the fatherless Legion granted the guidance and example of the Imperium's foremost Primarch whilst their own gene-sire was lost to the caprices of fate. This partnership proved highly effective, the XIX's flair for unmaking the enemy from within complementing the

overwhelming assaults favoured by the Luna Wolves. Before long, Horus and his sons came to value the cold-eyed warriors of the wastes. Indeed, it is possible that many of the future Warmaster's early victories owed as much to the inscrutable XIX Legion as to his own Cthonian warriors, but the XIXth's tendency towards secrecy and Horus' own fulsome pride make such speculation murky at best.



THE PRIMARCH RESTORED

Upon Corax's unification with his sons, much of the Legion's cold Xeric demeanour was purged. The Primarch's upbringing amidst the slave mines of Lycaeus had left an indelible mark on his character, and he swiftly developed a profound intolerance for the XIX's oppressive and merciless ways. The traditions and rituals of the Xeric tribes were decreed anathema, replaced by Rites of Shadow instigated by Corax's own hand, and a great many officers were removed from command or otherwise marginalised.

Amongst the deposed was Lord Arkhas Fal, who had commanded the XIX for some thirty years prior to Corax's ascension. Fal and many like him were quietly assigned to nomad predation fleets and dispatched to the fringes of the Imperium as exiles in all but name. Rumours abound of these fleets siding with the Warmaster when grand tragedy struck, but no such betrayal has been confirmed, and the true fate of those officers stripped of command may never be known.

With such obstacles removed and a fresh influx of recruits from Corax's adopted home world of Lycaeus – renamed Deliverance – the Primarch's efforts to reshape the XIX Legion accelerated. Though the newly titled Raven Guard retained their reputation for swift, uncompromising warfare, their cause became one of liberation and redemption as Corax strove to lift other worlds out of bondage as he had done for Deliverance itself.

Corax reformed not only his Legion's character, but also its doctrines. He pursued the arts of shadow obsessively, sharing all he had learned with the Raven Guard until their mastery of warfare's subtler methods was unparalleled in the Emperor's sight. To aid in this, Corax swelled the Raven Guard Armoury with technological marvels crafted by the tech-guilds of Kiavahr. Chief among these were retrofitted assault craft designed for silent and undetectable insertion behind enemy lines, as well as cunningly wrought sonic baffles to aid warriors in moving with no sound. Created without the oversight of Mars, these innovations served to forge a bond between the Raven Guard and Kiavahr, even as they risked that planet's isolation from the distant Martian priesthood. Through these deeds, Corax came as close to contentment as so introspective a soul can, for the Raven Guard had grown to become a reflection of himself, and a unique asset in the Emperor's Great Crusade.

TRIUMPH AND TRAGEDY

In the dying days of the Great Crusade, the first of two grievous blows fell against the Raven Guard. During the liberation of the Akum-Sothos Cluster, Warmaster Horus ordered Corax's Legion to make a frontal assault against the fortress known as Gate Forty-Two – a fateful engagement later commemorated as Ravensfall by the Raven Guard themselves. Corax argued against this squandering of lives, but his suggested strategy of misdirection won no support. When Perturabo and Leman Russ sided with Horus, Corax had little choice but to launch the assault.

As Corax had foreseen, the Raven Guard suffered greatly before the defenders' guns. Though Horus gloried in the battle as a victory of his engineering, the losses of the Raven Guard left them the smallest of the Legions – a fact that would help to tip the scales in the rebellion to come. Yet Corax, evincing considerable foresight, had found a way to bend tragedy to purpose. Knowing the cost that the assault would levy, he coldly saw to it that the brunt was borne by the most bellicose and fractious of his sons – the scions of the Xeric tribes, rather than those native to Deliverance. Thus the Legion that emerged from the horror of Ravensfall was a fighting force more disciplined than ever before, its warriors more closely aligned with the Primarch's own aims and strategic vision.

Furthermore, the slaughter at Gate Forty-Two had excised from the Raven Guard most of those who had venerated Horus. In the dark years that followed, this fact placed the Legion further from the Warmaster's clutches. Yet none of this would make the Raven Guard immune to the approaching consequences of Horus' pride. Scant years later, the Warmaster would succeed in all but exterminating the sons of Corax.

CORVUS CORAX, THE RAVEN LORD

The Great Crusade had raged for more than a century before the XIX Legion was finally reunited with its lost Primarch. As with his Legion, the Primarch's formative years – and, indeed, many of his later deeds – are steeped in mystery, and preserved in little detail even in the Raven Guard's own histories. Accounts of the Raven Lord's remarkable abilities survive more as rumour than recorded fact. It is known that he possessed a preternatural aptitude for stealth, but whether that ability sprung from the unconscious expression of some psychic gift or a benevolent mutation can only be guessed at. However, Corax's snow-white skin and inky black eyes certainly seemed to suggest oddities in his genetic make-up.

Corax has also been credited with a foresight bordering on precognition. Certainly, he had a knack for seeing the shape of the future before it unfolded; a gift that some scholars have ascribed to a supernatural source. But others wonder at Corax's first meeting with his father – a conclave held in utmost privacy, and at considerable length – speculating what might have passed between them. Had the Emperor himself possessed foreknowledge of how his grand designs would unfold? Did he forewarn Corax of the bleak times to come?

Such secrets are lost to those faded years, but most reject this theory. Had the Emperor been armed with knowledge of later events, he would surely have done many things differently in the days of the Great Crusade. By far the most common belief is that a man as observant as Corax would glimpse many fleeting truths that others miss, and act upon them.

This conclusion would seem to be borne out by the Primarch's sons, for while there is little evidence of precognition amongst the Raven Guard of the 41st Millennium, it is rare for the Chapter to be caught off guard or to indicate any surprise at unfolding events.



The Primarch of the Raven Guard may have operated in a secretive and covert manner, but never did he shy from battle. It is said that Corax always led his sons from the fore, courting greater risk than any during his Legion's lightning assaults.

MASSACRE AT ISSTVAN V

At the outbreak of the Horus Heresy, the Raven Guard remained steadfastly loyal to the Emperor and his vision for Mankind. For this they paid a heavy price, becoming one of three Legions brutalised in the Dropsite Massacre at Iststvan V – the bloody prologue to a civil war that would shake the Imperium to its very foundations.

History does not record whether Horus, at the outset of his treachery, sought the loyalty of Corax in person as he did with many of his brother Primarchs. The slaughter of Ravensfall had driven the two men apart seemingly irrevocably, Corax swearing in a moment of rare anger never to serve beneath Horus again. Yet it seems doubtful that Horus made no effort to seduce the XIX Legion, for his regard for their abilities remained undimmed. Twisting the Raven Guard to the traitor cause would have been no small coup, for their propensity for shadow warfare would have added greatly to the Warmaster's arsenal. Nevertheless, what overtures were attempted, if any, must remain a matter of speculation.

What is known is that Corax was swift to set aside other duties in response to the atrocities on Iststvan III. Receiving Rogal Dorn's urgent astro-telepathic communication, Corax dispatched some eighty thousand Raven Guard to the

Iststvan System. While Corax's Legion had yet to replenish the losses suffered at Ravensfall, it yet remained a fearsome instrument of war, and amongst the most valuable cards in Dorn's tarot. Corax held back a mere thousand troops to safeguard Deliverance against an increasingly uncertain future.

THE ASHES OF ISSTVAN

In all, Dorn unleashed eight Legions to crush Horus and the three traitor Primarchs who had declared for his cause. Eight Legions against four, and those four sorely depleted after purging the loyalists from their ranks. Such a display of force should have ended the unfolding rebellion before it had truly begun, crushing the traitors beneath a hammer blow of unstoppable might.

Alas, not all was as it seemed. The Night Lords, Iron Warriors, Word Bearers and Alpha Legion came to Iststvan not to

unmake Horus, but to rally to his banner. Worse, the Imperial Fists were sundered from their brethren by the roiling perils of the Immaterium. Thus, by the time the punitive fleet arrived at Iststvan V, only three loyalist Legions remained. Under the tempestuous command of Ferrus Manus and supported by elements of the Imperial Army, the Iron Hands, Raven Guard and Salamanders Legions led the first assault on Horus' positions.

Words can do little justice to the slaughter of those opening hours, in which the desolate fields offered up a grim harvest of corpses. A thousand heroes and villains were forged, only to be ground into the bloodied wastes within moments of their striking. Inch by bloody inch, Ferrus Manus led his Iron Hands directly into the searing storm of traitor fire, gaining ground by righteous and stubborn fury as much as by force of arms. Corax pressed the assault on the right flank while Vulkan's Salamanders weathered

AFTERMATH

Although his once mighty Legion now numbered but a few sparse thousands, Corax was determined that it should play its part in Horus' downfall. The Primarch longed to avenge his fallen sons and seek recompense against the perpetrators of the Dropsite Massacre. Alas, so heavy had been the losses – of gene-seed and materiel, as well as legionary lives – that to rejoin the quickening conflict would have been to risk the Raven Guard's very existence.

Corax undertook desperate measures. Seeking to replenish his losses at a greatly accelerated rate, he strove to replicate the genetic processes by which the Emperor had first created the Adeptus Astartes. Successes were few and fleeting, the 'true' Space Marines outnumbered many times over by twisted abominations. Few of the Primarch's creations could even grip a boltgun, and all were insane, their minds twisted apart by the flawed and forbidden procedure. Though these measures enabled the Raven Guard to play some further part in the unfolding Heresy, the Legion's gene-seed would never again recover. Corax's spirit, wearied by disaster and defeat, was finally shattered by the foul consequences of his striving.

Still the Raven Guard fought on. Even under-strength and lacking supplies, their particular skills allowed them to contribute to the Emperor's cause where others would

surely have failed. No longer able to serve as the anchor point of assault or defence in large-scale actions, they fell back on the stratagems that had served them so well in the Great Crusade; striking from the shadows, unseen and unlooked for. Thus husbanded, the Legion's numbers slowly recovered. Yet as the Heresy escalated the Raven Guard and their Primarch were forced into the shadows in every sense, reduced to fighting ancillary battles while the fate of the galaxy unfolded elsewhere.

So lasting were the Raven Guard's wounds that in the era of the Second Founding, when the Legions of old were broken up into Chapters, only four arose from the ranks of the XIX: the Black Guard, the Revilers, the Raptors and the Raven Guard themselves.

As for Corax, he never truly recovered from the horrors he had inflicted on his sons. Driven mad by grief and desperate for absolution that could be no one's gift but his own, he departed Deliverance for a destination unknown.

Whether he found peace in the end none can say, but perhaps the truth is as the Raven Guard believe – that Corax does endure beyond the stars, and will one day return to set right old wrongs.



Faced with the cruel betrayal of those they had counted as brothers, the Raven Guard and Salamanders stood shoulder to shoulder on Isstvan V and fought as never before; not in hope of victory or triumph, but for sheer survival and, perhaps one day, vengeance.

the diseased horrors of the left. That the other four Legions arrived late and took up fortified positions at the loyalists' rear should perhaps have indicated that something was terribly amiss. However, amidst the blood-soaked confusion, even Corax missed the warnings of the coming disaster. Instead, he read his misgivings as echoes of the tragedy at Gate Forty-Two; for the two battles had similarities beyond the superficial.

TREACHERY UNVEILED

When the traitorous reinforcements attacked, they did so without hesitation or mercy. The Raven Guard, under-strength before the battle had even begun and now desperately short of ammunition, found themselves assailed by the might of not one, but two traitor Legions fresh to the battle. Even as Ferrus Manus fell to a decapitating stroke from Fulgrim's traitorous blade and the Night Lords pressed in against Corax's undefended northern flank, the Word Bearers overran the Raven Guard drop zone in a frenzied tide of fratricidal bloodletting that made a mockery of any savagery they had displayed before.

Something broke within Corax at that moment. He flung himself at the newcomers in counter-assault, reaping a fearsome tally of chanting Word Bearers before coming face to face with their insidious Primarch, Lorgar, and leaving him grievously wounded. That Lorgar survived at all was only through the intervention of the Night Lords' Primarch Konrad Curze, whose sudden onslaught left Corax little choice but to flee or perish with his doomed Legion.

On the Raven Guard fought, even as their ammunition ran dry and the strength faded from each swing of claw and chainsword. Survival, not victory, was now their goal. Ferrus Manus and his Iron Hands were gone. Vulkan was missing and the Salamanders overrun. Burning with shame and rage, Corax gathered what survivors he could and breached the traitors' perimeter.

As his enemies greeted the descending night with howls of victory, Corax slipped away and swore vengeance against those who had once been his brothers. Though ragged and broken in number, his Legion would fight on.

THE LONG WAR

The battle had been lost, but the war raged on. Of the eighty thousand Raven Guard who had come to Isstvan to quell rebellion, perhaps two or three thousand warriors remained. Nonetheless, for a seemingly impossible eighty days and nights, Corax led the fugitive survivors in a campaign of sabotage and ambush that gouged great wounds in the traitors' collective hide. They waylaid armoured convoys and brought slaughter to those seeking to defile the honoured dead; they disrupted heretical rituals of the darkest kind and butchered roving warbands. But such defiance could not be sustained. Cut off from outward aid and outnumbered many times over, the Raven Guard found themselves at the centre of a closing snare.

At the last, with pursuers closing in on all sides and all hope lost, aid arrived from far-off Deliverance. As the traitors' noose seemed set to close around Corax's throat, a fleet of drop-ships screamed down from the tortured skies and spirited the Primarch and his weary survivors away from Isstvan V. The Raven Guard had teetered on the brink, but they would endure – and they would remember.



THE LIBERATION OF QUINTUS

During his tenure as Shadow Captain of the 3rd Company, Kayvaan Shrike made his name battling the Orks of the Jagal Stars; most notably the ramshackle hordes of Waaagh! Skullkrak. But as the greenskin tide at last abated, 10th Company Scouts alerted Shrike to a new threat massing on a nearby world.

The desolate planet of Quintus had stood as a bulwark against the Jagal Stars for many centuries, but reconnaissance provided by neophytes of the Raven Guard 10th Company revealed that the planet was in great peril. Through intimidation and false promises, the Daemon Prince Kernax Voldorius sought to corrupt Quintus' defenders and bend them to the will of the Alpha Legion. The Scouts were unable to confirm Voldorius' next moves, but Shrike had heard enough; the Raven Guard had learnt many millennia ago that idleness reaps a bitter harvest where the Alpha Legion are concerned. Moreover, the loss of Quintus threatened to open the floodgates to the Orks of Jagal, and thus unmake many hard-won victories.

Entrusting the defence of Targus VIII to resistance fighters, Shrike took ship to Quintus. His stealth-adapted Thunderhawks slipped through its orbital

defences without detection. Acting with the vigilance and subtlety for which the Raven Guard are famed, the 3rd Company swiftly confirmed that the situation was worsening quickly. The Alpha Legion's infiltration reached deeper than had been thought; any resistance was long since over, and the entire world had bent the knee to Voldorius' will.

Pausing only to order the Scouts to depart Quintus and carry word of the situation to the wider Imperium, Shrike threw himself into the planning of a campaign that would see the Alpha Legion contained until other forces could be mobilised. He had scarcely begun when his battle-brothers identified the approach of another Thunderhawk Gunship, following similar approach vectors to those used by Shrike's forces, though concealing itself less well. The Raven Guard were not the only ones to notice – already, cultists mobilised

from a nearby stronghold to intercept the craft as it made planetfall. Their ambush never materialised, however. Even as the Thunderhawk approached its dropsite, Shrike led an assault from the shadows that overwhelmed the cultists with scarcely a shot fired. Thus when the arriving White Scars disembarked, they did so into the midst of allies rather than enemies.

Kor'sarro Khan, Captain of the White Scars 3rd Company, was less than enamoured by the presence of Shrike and his Raven Guard in what the Khan saw as his combat zone, and even less pleased at the calm manner in which the flaws in his Thunderhawk's approach were tallied to him. For ten years, Kor'sarro had sought Kernax Voldorius' head in payment of wrongs yet unrighted, and the thought that Shrike might have stolen the victory from him left a sour taste. He relented only when presented with evidence that the



Caught between the veiled strike of the Raven Guard and the ferocious onslaught of the White Scars, the Alpha Legionnaires – so often architects of cunning ambush and ruse – were themselves outmanoeuvred and overrun.

forces gathered on Quintus were too great for either Battle Company to contest alone. Though neither entirely trusted the other, battle plans were drawn.

THE RAVEN AND THE KHAN

The following morning before dawn, Shrike led his Company in a surprise assault against an orbital defence battery west of Mankarra. Much of the complex was already in Space Marine hands when Kernax Voldorius, seeing the danger, dispatched half of his Alpha Legionnaires and much of Mankarra's garrison as reinforcements. But Shrike and Kor'sarro had drawn their plans well. As the Chaos relief force closed in on Shrike's company, the White Scars burst from concealment within the southern caves and fell upon the foe. By the time Shrike led the Raven Guard into the fray, the outcome of the battle was no longer in doubt.

Shrike and Kor'sarro had no time for celebration. Voldorius and his followers still had control of Mankarra and, if given time, would be able to fortify it further. Leaving a small garrison in the orbital defence complex, the White Scars took

to their Rhinos and the Raven Guard to their Thunderhawk Gunships. A salvo of hellstrike missiles from the Thunderhawks brought down a sizeable segment of Mankarra's outer fortifications, and before the traitor garrison could react, the White Scars were loose in the city.



Not wishing to get caught in the brawl of a cityfight, the White Scars fought from their transports, debarking only to launch lightning assaults. Bikers hurtled through the streets and alleys, swarming wherever the defenders were unprepared. Shrike's Raven Guard advanced under cover of the pandemonium, overwhelming strongpoints whose defenders had eyes only for the brazen glory of the White Scars' assault.

The Alpha Legion battled on, fighting for every street and barricade. So cunning were their ruses that, fighting alone, the White Scars or Raven Guard might well have fallen into the teeth of a dozen devious traps. Only the mingling of their hunters' instincts, stealth and savage speed allowed them to smash asunder the well-wrought mechanisms of their entrapment, and then only at bloody cost. As corpses piled high, Kernax Voldorius made his ferocious stand against Kor'sarro and Shrike. Yet the vengeance of the Adeptus Astartes could not be denied. Risking death, Shrike hurled himself at the Daemon Prince, pinning the brute to a fallen statue with his talons. With one terrible blow, Kor'sarro clove the Daemon Prince's head from his shoulders, erasing his foul stain from existence.

A month later, with Quintus in the hands of an Astra Militarum army from Tallarn, Kor'sarro and Shrike went their separate ways. Shrike returned to the Targus war zone, and Kor'sarro Khan to a hero's welcome on Chogoris. Each took with him the respect of the other, and perhaps the beginnings of a brotherhood restored between Chapters that had for too long been rivals.

OLD RIVALRIES

Grudges are borne long in the embattled Imperium, and never more readily than between rival Chapters of the Adeptus Astartes. Some instances are fleeting in nature and trivial in scope, while others span millennia and their indulgence seldom threatens anything less than catastrophe. The antipathy between the Dark Angels and Space Wolves Chapters is the most extreme example of the latter, and while the Raven Guard may not have accrued any grudges of that magnitude, it cannot be said that they have not roused the ire of their brother Space Marines. When one acts largely from the shadows, it is certain to invite distrust from all but the closest of allies, and the Raven Guard have done little to nurture bonds of closeness. Worse, their habit of appearing in battle unheralded and slipping away just as soon inspires more rumour than certainty.

For example, the warriors of the Invaders Chapter have never forgiven the Raven Guard for breaching the Fortress Dolorous on Kamilla III and decapitating the Aeldari pirate king Ildariss. The Invaders had pursued Ildariss for long years, and were appalled to be beaten to the punch by a strike force that had made planetstrike but a few hours before the fatal blow fell. The bad blood between the Raven Guard and the Flesh Tearers, meanwhile, arose from a series of encounters during the Targus Campaign, where only the threat of the Raven Guard's weapons brought an end to the indiscriminate

carnage unleashed by the bloodthirsty Captain Krael. Nor did it help that elements from the Raven Guard's 2nd Company shadowed Krael for some months afterwards to ensure no relapse occurred.

Yet foremost of all the Raven Guard's rivalries is the one they share with the White Scars. Scholars can point to any number of transgressions on shared battlefields to explain this friction, from the Assault on Hive Lin-Mei to the Last March on the Sapphire Worlds, or even Operation Chronos – where an enslaver's possession of a Raven Guard Chaplain led to that worthy hero's unfortunate death at the Chogorians' hands.

But the roots of this rivalry lie not in the detail, but rather in the broader character of the two Chapters. The Raven Guard consider the White Scars brash and unsubtle, and for their part the plainsmen of Chogoris disdain what they term 'the coward's arts' employed by the sons of Corax. The White Scars' bravado is deemed the height of wasteful recklessness, while the Raven Guard's customary humility is thought false, and thus the worst kind of arrogance.

So it is that no matter how many victories the Chapters share, distrust abides, and is overcome only in the heat of battle where common cause and shared duty override all other concerns.

WAR ZONE DAMOCLES

During the Imperial year 997.M41, the upstart T'au of the Eastern Fringe once again mobilised for expansion. Under the direction of Commander Shadowsun, they struck out across the Damocles Gulf with the intent of enforcing their heretical precepts of the Greater Good on worlds rightfully belonging to the Imperium.

The T'au onslaught was meticulously planned and timed to perfection. In the long months leading up to the Third Sphere Expansion, the Imperium had been sorely tested – not least by the emergence into the galaxy of Hive Fleet Leviathan – and its defenders were stretched thin. Nowhere was this more true than on the Eastern Fringe; by the time forces marshalled to curtail the T'au encroachment, several worlds had already been lost, and many more lay vulnerable to an invasion that showed no signs of abating. Shadowsun, a disciple of the famed Commander Purity, had learned her lessons well, skirting heavily fortified worlds and directing the tides of war against riper targets. Dozens of worlds fell to Shadowsun's disciplined cadres. Some even yielded without a shot fired, seduced by the aliens' false promises.

It was this latter detail more than any that saw the Raven Guard mobilise to confront the growing threat, for the sons of Corax detest enslavement in any form. Though the T'au's honeyed words and abundant gifts seemed genuine at first glance, the Raven Guard recognised the falseness concealed beneath seeming generosity. So it was that though Deliverance lay far from the unfolding Damocles war zone and was itself threatened by the Tyranid onslaught, Master of Shadows Corvus Severax led the greater part of his Chapter through the tides of the Warp, and made best speed to the embattled Eastern Fringe.

Reaching the Damocles Gulf, Severax's ambitions of taking the war to the T'au were soon crushed. The incompetence of local commanders had led to a series of catastrophic losses, leaving already under-strength defences on the brink of collapse. Even as Severax made sense of the garbled vox transmissions from the scattered Imperial Navy, a vast T'au armada descended on the hive world of Agrellan. This planet served as the gateway to the Dovar System; its fall would allow the xenos to press deeper into the Imperium than they had ever been. Reluctantly abandoning his intent to liberate worlds already taken, Severax joined his forces to those already mustering on Agrellan.

THE DEFENCE OF AGRELLAN

The Battle for Agrellan marked the first time in many decades that the full might of the Raven Guard had been brought to a single campaign. As the first assault waves made planetfall, the sons of Corax joined the White Scars, the Knights of House Terryn and many regiments of the Astra Militarum in defending the world's dozen sprawling hives. The brash White Scars roamed the barren plains, taking the battle ever to the enemy, while the Raven Guard preferred to strike from the shadows, falling unseen upon overconfident cadres already engaged with the fulsome fury of House Terryn's Knights.



Yet the T'au's confidence was not without cause – Shadowsun had laid her plans well. While the Raven Guard drenched the plains in shas'la blood and the White Scars lost themselves in the determined pursuit of Purity's prodigy, uprisings amongst Agrellan's faithless populace saw several hives fall to the xenos assault. Others crumbled beneath the massed fire of XV104 Riptide Battlesuits and Air caste bombers. Soon, only the planetary capital of Agrellan Prime stood firm, and though the Imperium's defenders had culled a bloody swathe from Shadowsun's forces, all knew that the world was as good as lost.

That any of the defenders escaped in those final desperate hours was due chiefly to Severax's decision to loose the Raven Guard to the hunt. Thus even as the T'au victory loomed inevitable, their final assault choked on its own blood. Dividing his Chapter into demi-companies, Severax directed his Shadow Captains to

disrupt the xenos advance for as long as could be managed, winning time for the Astra Militarum drop-ships to withdraw. Unusually for Severax, no deeper orders were issued – no web of unfolding stratagems working towards a greater whole. The hour was too desperate for that, and the T'au had proved themselves disconcertingly adept at predicting Imperial strategy in the opening hours of the campaign.

Through misdirection and ambush, the Raven Guard bought a tally of moments – fleeting, certainly, but enough to transform the fall of Agrellan from massacre to mere defeat. Severax himself was aboard the last Thunderhawk to evacuate Agrellan Prime. Though his hearts swelled with pride for what his Chapter had accomplished, Severax's blood seethed at the loss of yet another world to the insidious T'au. Agrellan had fallen in less than a day.

THE HIDDEN BLADE

Dismayed not only by Agrellan's loss, but also the speed by which the T'au had accomplished their feat, the focus of the Imperial commanders now turned to stemming the tide. Shadowsun herself was quickly judged the key to victory or defeat; the T'au commander clearly inspired a near-fanatical fervour in her followers, and even the most hard-nosed Imperial strategos had to concede that Shadowsun's system-spanning strategies were nigh-unstoppable in their speed, intricacy and cunning. Even as the Imperium scrambled to reinforce the worlds left vulnerable by Agrellan's fall, audacious plans were drawn with the intent of suddenly and violently turning the tide.

Remarkably, the proposal to set a trap for Shadowsun came jointly from the Raven Guard's own Kayvaan Shrike and Kor'sarro Khan of the White Scars. Ever since their shared victory over Kernax Voldorius, the two had shared a mutual respect that both refused to acknowledge as the friendship it was swift becoming. Infuriated by repeated failures to take Shadowsun's head during the fall of Agrellan – now renamed Mu'gulath Bay by its new overlords –



War Zone Damocles saw the heretical hyper-technologies of the T'au Empire pitted against the ironclad might of the Imperium. Fighting at the bleeding edge of that brutal conflict, the Raven Guard developed a fresh loathing for the upstart xenos expansionists.

Kor'sarro had rightly recognised that his proposal would carry greater weight if supported by a voice from outside his own Chapter, and Shrike had readily pledged his aid.

The plan itself was a simple one. Imperial intelligence suggested that Shadowsun was filled with fresh drive from her triumph at Agrellan. The Raven Guard and White Scars would use Shadowsun's own victorious momentum against her, luring the xenos commander into a lethal trap on the Knight world of Voltoris. Granted the backing of the Imperial war council, Shrike and the Khan set their trap beneath the walls of House Terryn's ancestral fortress. As Shadowsun's unshakeable conviction drove her into the sights of the Imperial guns, the trap was sprung. Concealed from sight by a stormseer's psychic mists, Raven Guard and White Scars warriors fell upon the T'au commander with swift, unrelenting fury. In the carnage that followed, Shadowsun barely escaped with her life. Grievously wounded, she fled the battle, yielding the battle for Voltoris. Though the assassination had failed, the battle was a victory nonetheless – the first such triumph since the T'au fleets had first slipped across the Damocles Gulf.

THE SHADOWS SEETHE

Still the T'au came on undaunted, now striving for the fortress world of Prefectia and the resource-rich worlds of the Dovar System beyond. While fresh Imperial forces converged on Prefectia, the Raven Guard turned to tactics of disruption and delay as they had on Agrellan, albeit this time on a far grander scale. Raven Guard fleet vessels worked to divide the vanguard of the T'au expeditionary fleet. Striking rapidly from within stellar clouds, they launched boarding actions that left countless vessels masterless and drifting in the void, or else used them to infiltrate crucial supply facilities they then sabotaged from within.

These attacks were directed according to a grand strategy laid out by Corvin Severax, who pushed his Chapter's capabilities to their very limit. Yet the Raven Guard did not disappoint their brooding Master of Shadows. Despite being scattered far and wide across the unfolding war zone, their individual strike forces often operating at less than demi-company strength, the Raven Guard made themselves a forever seeping wound in Shadowsun's flank, bleeding her of reinforcements at the most critical times.

Kayvaan Shrike was Severax's right hand in those desperate days. The Shadow Captain's flair for leadership – first exposed in the Targus campaigns – had matured like fine shroudwine in the tumult of the Eastern Fringe, and before long Severax was content to leave the Shadow Captain of the Ghoststalkers to prosecute much of the war effort in his own inimitable style.

Indeed, it seems this admiration was mirrored by those Shrike fought. Propaganda holographs recovered on Jorax offered a reward for Shrike's head, the age of each printing marked by the steady rise in the sum offered as time passed. By the time the T'au at last reached Prefectia and Severax had ordered his Chapter to join the defence, the region was awash with Kroot mercenaries eager to claim the staggering bounties placed on the heads of Shrike and his fellow Shadow Captains.

Under Severax's keen eye, the Raven Guard had stalled the advance of forces many times their number. Though the battle groups deployed by the Imperium stood humbled before the determination and selfless sacrifices of the T'au, the Raven Guard had done the legacy of Corvus Corax proud.

THE FALL OF PREFECTIA

The Imperium's defence of the Damocles Gulf had been a tale of desperate battles waged upon unready worlds. The struggle for Prefectia would prove no exception – though long-established as a fortress world, its forces had been winnowed down almost to nothing by the fluctuating battle zones of the Eastern Fringe. The hour of its own downfall had now come.

By the time the Raven Guard assembled on Prefectia, it was clear that the planet was no better prepared to weather the xenos storm than Agrellan had been. But the Chapter's duty was clear; it would be they who would have the honour of striking the first blow against the invaders.

Attacking from the concealment of volcanic plumes, a flight of Raven Guard gunships shredded the vanguard of the initial T'au invasion. Xenos transports fell from the skies; amongst them the personal Orca of honoured Ethereal Aun'Do. Shadow Captain Solaq of the ever-vigilant 5th Company was dispatched to capture the spiritual leader, but met with a desperate xenos ground defence. Though Aun'Do ultimately escaped, a great many Fire Warriors perished safeguarding his freedom, and the Raven Guard had once again taught the T'au to tread lightly where shadows loom.

As battle spread, Corvin Severax once more divided his Chapter into a series of strike forces, the better to contest an enemy that already ranged far and wide across Prefectia. Again he relied greatly upon Shrike, entrusting him with the defence of the electromine complexes of the Southern Scars while Severax himself oversaw the bulk of the Raven Guard's forces further north. This deployment would again place Shrike's 3rd Company in close concert with Kor'sarro Khan's White Scars. Shadowsun had been sighted in the area many times, and the Khan was determined to claim her head, as he had failed to do on Voltoris.

Nevertheless, the Raven Guard seldom battled alongside the White Scars, nor any of Prefectia's other defenders. Experience had taught them that vox communications were too easily compromised, and so they relayed little of their true intentions to their allies, even going as far as actively misleading them with the grander goal of deceiving T'au listening posts. This further eroded the Raven Guard's strained relationship with the other defenders, who had too often turned to the sons of Corax for aid only to find them locked in pursuit of their own hidden goals.

Had the defence of Prefectia been possible entirely from the shadows, the world would never have fallen. Confronted by forces many times their number, the Raven Guard stalked the darkness like vengeful ghosts. Even as the T'au hunted the Raven Guard amidst the ruined streets of Atlassi Hive, they became the hunted in return. Each flicker of movement the xenos saw in the gloom promised death.

For all the martial accomplishments of the T'au, the sons of Corax had been founded to prosecute wars centred around stealth, subterfuge and the subtle erosion of their enemies' forces, and yielded to no other in that field of endeavour. Every feint and controlled retreat drew the foe into ambush. Every Air caste patrol braving the skies above the hives perished before the cannons of Raven Guard gunships roosting amongst the ruined spires.

Through all this, Shadowsun made no effort to conceal her presence. She invited challenge, for each enemy war leader she cast down only added to the legend she forged. As the war raged on, Corvin Severax lost patience with Kor'sarro Khan's failures to bring Shadowsun to heel, and launched a daring assault upon the T'au commander himself. Descending through the mists, Severax's assault talon fired their jump packs at the last possible moment, the roar of turbines coming too late to alert the foe. It was an approach the Raven Guard had used many times, and Severax's veterans performed it to perfection.

Sighting what he believed to be Shadowsun's Ghostkeel Battlesuit, Severax slew his target, only to be cut in two by a searing blast from another Ghostkeel. The Chapter Master went one last time to the shadows without regret, believing his



mission complete. Alas, it soon transpired that the warrior he had slain was but a decoy, while Shadowsun had herself piloted the Ghostkeel that delivered Severax's death blow.

The Chapter Master's death marked a turning point in the war. A long and bloody Imperial withdrawal followed, and commanders took the decision to incinerate a swathe of space itself, sacrificing a portion of the Emperor's domain to deny it to the T'au. Atomic fire snatched countless billions into oblivion, invader and defender alike. But where Mankind could weather the losses, the T'au could not, and the Third Sphere Expansion ground to a mournful halt.

Even so, Shadowsun exulted in Severax's death. But that victory proved fleeting; Kayvaan Shrike took Severax's place as Master of Shadows, swearing never again to see his Chapter outmatched by the T'au. Shrike propagated throughout the Raven Guard the lessons sorely learned in the Damocles Gulf. The Chapter had been badly bloodied, as it had been many times before. But once again, the sons of Corax would return stronger than ever.

CORVIN SEVERAX, MASTER OF SHADOWS

It is in the nature of a Space Marine's mission to be in the forefront of battle, even once he reaches exalted rank. Yet traditionally, the Raven Guard's Chapter Master has taken this principle to extremes. Following the practices laid down by Corax, the Master of Shadows rarely commits his troops to battle without first having performed his own personal reconnaissance, drawing close enough to the foe to glimpse them with his own eyes and catch their rancid scent upon the wind.



Corvin Severax perhaps best exemplified this practice during his rule. Through two centuries of service as Chapter Master, Severax was seldom found beyond the enemy's reach, though such was his mastery of the Trifold Path that it was a rare soul – friend or foe – who detected his presence. It has been claimed by some that his mastery of the shadow arts was second only to Corax's, and might even have equalled those of the Primarch but for a tendency towards impatience which often led him to act too soon. This goes some way to explaining why Severax undertook so many more infiltration missions than necessity required – he recognised the flaw in his character, and sought always to place himself in situations where to watch, wait and be patient were the only option.



Time and again the Raven Guard swept from the shadows of War Zone Damocles to confound the flowing strategies of the T'au, transforming their ambushes into massacres and shattering their carefully arranged battle lines.

ANNALS STEEPED IN SHADOW

The deeds of the Raven Guard are but scantily recorded in the wider Imperium, for the sons of Corax consider secrecy amongst their foremost weapons, and reveal their actions only grudgingly to outsiders. However, the Chapter's private records speak of battle honours beyond count, spread across ten thousand years of service.

M30-M31 DAWN OF THE IMPERIUM

The Scouring of Lysithea

The Raven Guard play a prominent role in scouring xenos from the Jovian moon Lysithea. After the campaign, many veterans are recalled to the Emperor's gene-forges, never to be seen again.

Ravensfall

During the pacification of the Akum-Sothos Cluster, Corax reluctantly leads his Legion in a headlong assault against Gate Forty-Two. The Raven Guard suffer horrific casualties and, holding Horus responsible, Corax withdraws his forces from the Warmaster's command.

Massacre at Isstvan V

The Raven Guard are one of three loyalist Legions broken beneath the treachery of Horus and his coterie of traitor Primarchs. Nonetheless, they fight on long after the fires of the dropsite battles turn cold, delaying the rebels' advance across the embattled Imperium.

M41 THE TIME OF ENDING

The Heraclad Massacre

The Drukhari of the Kabal of the Black Blade fall upon the city of Heraclad, expecting to reap a bloody bounty. Instead, they find the city evacuated and the Raven Guard 1st and 6th Companies lying in ambush. By dawn, the Kabal is destroyed.

The Battle for Targus VIII

Shadow Captain Kayvaan Shrike and the 3rd Company are cut off behind enemy lines when their transport is destroyed. Undeterred, they fight a guerrilla campaign that cripples the Orks, ending the war decades earlier than predicted.

The Liberation of Quintus

Shrike redeploys to the planet Quintus to counter Alpha Legion invaders. The Raven Guard reluctantly join forces with Kor'sarro Khan's White Scars. Despite mutual mistrust, the cunning of the Raven Guard and the ferocity of the White Scars prove a fearsome combination. The Daemon Prince Voldorius is slain, and Quintus restored to the Emperor's Light.

The Shadowblade War

Following a fruitless search-and-destroy mission against Raven Guard forces, Dark Apostle Erelek's Word Bearers return to resupply at the Fortress of Damnation only to find it in the hands of Raven Guard Scouts. The Word Bearers attempt to withdraw, but are cut apart in a merciless crossfire when Stormravens descend to surround them.

The Lonal Ambush

The Dark Hunters Chapter arrives on Lonal to repel a tendril of Hive Fleet Leviathan. Unbeknownst to their brother Chapter, the Raven Guard also deploy, using the Dark Hunters as bait in an elaborate trap that sees a dozen synapse beasts slaughtered and the Tyranids thrown into disarray.



War Zone Damocles

In a prolonged campaign against the forces of the T'au, the Raven Guard's Chapter Master Corvin Severax falls prey to the perfidious tactics of Commander Shadowsun, and is slain. Kayvaan Shrike is named Severax's successor, and takes command of Raven Guard operations without hesitation.

M41 THE ERA INDOMITUS

The Reclamation of Safiniyus

The mining world of Safiniyus falls into the hands of the Night Lords. Before they can prosper from their conquest, however, the Raven Guard descend. Vanguard forces of Reivers, Infiltrators and Suppressors deploy via grav-chutes to seize power plants while Inceptors and Tactical Marines secure rig-spires, duelling enemy assault

troops on platforms miles above the roiling promethium seas. Kayvaan Shrike leads so many Thunderhawk drop assaults that it appears to foes as though he is in many places simultaneously. Unable to shatter the Space Marines' morale with their twisted terror tactics, the Night Lords attempt to set alight the promethium seas and thus deny Safiniyus to all. After Raven Guard gunships intercept and shoot down the heretics' incendiary torpedoes in a desperate sortie, the Night Lords admit defeat and flee into the darkness of the Imperium Nihilus.

A Hidden Hand

10th Company Vanguard troops bring word that strife has broken out between the Imperial Fists and Iron Hands on Xalladin II, in seeming ignorance of the growing threat from Waaagh! Boneskar. Kayvaan Shrike deploys elements of the Raven Guard in secret and ascertains that the Iron Hands seek to reclaim a relic currently powering Xalladin's planetary shield – an act that will leave the populace vulnerable to the marauding Orks. As harsh words turn to blows, Shrike takes decisive action. He destroys the relic, removing the point of contention and forcing his brother Astartes to work together for Xalladin's survival. As the Orks close in, the Raven Guard at last reveal their presence and join Tor Garadon and Iron Father Feirros in repelling Waaagh! Boneskar. Though suspicions abound in the aftermath, neither Garadon nor Feirros are able to prove Shrike's involvement in the shield's unexpected failure.

The Scattering

Kayvaan Shrike calls a conclave of all the leaders of the Raven Guard. For the first time in centuries, Chapter command gathers in full within the Ravenspire to offer counsel to their master. Ironically, they assemble only to learn that they are to be scattered across the Imperium, from the Segmentae Sanctus to the darkest regions of the Imperium Nihilus. Each Shadow Captain receives his own secret orders and sets out with grim determination, towards goals known only to Chapter Master Shrike himself.



Throughout the long and bloody history of the Imperium, the Raven Guard have fought always as a valiant and unwaveringly loyal force, no matter the cost to their own. Rarely heard, rarely seen, their presence is nonetheless felt, for their victories have cast to ruin countless enemies of Mankind.





KAYVAAN SHRIKE

MASTER OF SHADOWS, CHAPTER MASTER OF THE RAVEN GUARD

Steeped in the arts of ambush and hidden assault, Kayvaan Shrike is the Raven Guard's foremost warrior and leads his Chapter as Master of Shadows. In the course of his long and bloody life, Shrike has brought liberation to many worlds and death to countless foes. Wherever he treads, he brings hope to the oppressed and terror to the tyrannical.

He who would become Kayvaan Shrike was born into the teeming millions who toil upon the surface of Kiavahr. His younger years saw him running messages for a Tarkal Guilder gang, a hard life in which he was forced often to take a stand against or use cunning to overcome older and stronger gangers to survive. As a neophyte he soon proved his prowess, earning the right to a warrior name to mark his entrance to the Raven Guard 10th Company. The forename 'Kayvaan' honoured some memory from his gang days of which he would not speak, while 'Shrike' he chose for the swift hunter-hawks that nested high in the Diagothian Mountains. He had encountered these avians many times during his formative trials on Kiavahr, and had been struck with admiration for their fearless surprise attacks on seemingly superior prey.

Decades passed. Shrike progressed through the Chapter's Reserve Companies, proving himself at every turn. But it was not until his ascension to the ranks of the 3rd Company – the Ghoststalkers – that a glimpse of Shrike's greatness was revealed. Here, immersed as never before in the Path of Ambush, Shrike proved himself amongst the finest proponents of this sudden and deadly style of warfare that the Chapter had ever known. It was no surprise when Shrike earned the captaincy of the 3rd, following Shadow Captain Corvin Severax's elevation to the rank of Master of Shadows.

Shrike's legend truly began during the early months of the Targus Campaign. The Ghoststalkers were one of many Imperial units assigned to the assault on Targus VIII, tasked specifically with the elimination of the ramshackle power fields and sky kannons that comprised Waaagh! Skullkrak's planetary defences. Striking hard and fast, the Ghoststalkers accomplished their mission, only to become stranded when their extraction craft were destroyed.

Undaunted, Shrike led a campaign of destructive havoc behind the Ork lines. For two years, he struck at the Waaagh!

wherever it showed weakness, destroying fuel dumps and ammunition stores, sabotaging Ork artillery batteries and Stompa factories at every opportunity. They ambushed Kommando patrols and assassinated Ork leaders with ruthless efficiency, all the time relaying targeting and intelligence data to orbiting naval vessels. Shrike and his warriors were untouchable, striking from the shadows with seeming impunity. They would stalk

their quarry like phantoms, waiting for the correct moment to burst from the blackness like a storm of vengeance. Shrike led every assault from the fore, cutting down foes with his razor-sharp lightning claws before his Company melted away once more into the concealing darkness. The Orks regarded the 'Deffbeakies' with a mix of respect and belligerent anger. Shrike's tactics left many greenskins slain before the Orks even realised they were



under attack, robbing the brutish xenos of the simple joy they normally derived from what they considered a 'fair' fight. Some took to pulling back behind the high walls of their scrap fortresses at word of Shrike's coming, hoping to lure him into a proper fight, while others competed to be the one to finally catch and crush their elusive tormentor; neither faction met with any success.

By the time Shrike had extracted his company from the ruins of Targus VIII, he was honoured with the Laurel Imperialis. At first the self-effacing warrior sought to refuse the honour, and ultimately accepted it only in the names of those battle-brothers who had fallen to Waaagh! Skullkrak. Thereafter, Shrike led the 3rd Company wherever they were most needed; not to war zones where Imperial commanders struggled to contain the xenos menace, but to worlds whose populations had been abandoned by an overstretched and uncaring Imperium. Decisive assaults on Donara and Yakhee saw Shrike hailed as a hero across the sector. Amongst the besieged ruins of Aldeb, Sulphuron and a dozen other worlds, desperate men beseeched the immortal Emperor to send Shrike as their deliverer, while fleet commanders and Astra Militarum generals pleaded with Corvin Severax to assign Shadow Captain Shrike to their cause.

Thus, by the closing years of M41, Shrike was counted amongst the Chapter's senior Shadow Captains, his advice and leadership greatly relied upon by the Master of Shadows. When Severax perished during the T'au assault on Prefectia, Shrike was already considered the most likely to take his old mentor's place. After Shrike led a daring raid that very night to recover the gene-seed of his fallen brothers, his elevation seemed certain. Although Shrike's reasons for launching his attack were wholly selfless – for he sought not promotion, but to safeguard his company's future – the action cemented his ascent as the Chapter's next Master of Shadows.

With the Raven Guard sorely depleted by the battles of War Zone Damocles, one of Shrike's earliest acts as Master of Shadows was to embrace the gifts of the Ultima Founding. Just as Corax had done millennia before at the introduction of the Codex Astartes, Shrike saw the salvation of his Chapter from a future of uncertainty and want. Such a fate could not be permitted, for as the Era Indomitus

dawned, the Raven Guard would be needed as never before.

To prove his dedication, Shrike crossed the Rubicon Primaris. Though not the first Space Marine leader to do so, it was a move fraught with peril and controversy, for the risk to his life was real; many argued that the Raven Guard could ill afford to lose two Chapter Masters in such swift succession. But Shrike could not be swayed from his purpose and, as so often in the past, his quiet conviction was borne out by success. Shrike emerged mightier than before, convincing many of his Shadow Captains of the wisdom of his path.



Ever since, the Raven Guard have fought at the forefront in the war zones of a divided Imperium. Even though their contributions are seldom seen by friend or foe, whispers of their victories have spread far and wide, and desperate defenders fight even more fiercely knowing that every minute they hold out is one in which the Raven Guard might strike from the shadows and deliver them from their plight.

Shrike himself leads many of these campaigns. At heart, he remains the Shadow Captain of a Battle Company, never more content than when striking at the throat of the foe. Yet despite his many victories, Shrike has grown uneasy; he broods on Severax's needless death on Prefectia, born of the same warrior's pride that burns in his own hearts, and fears that his fighting spirit, devoted so completely to the art of ambush, lacks the balance that the Raven Guard require if they are to prosper. Recognising his own strengths and weaknesses, Shrike has resolved to do what is right for his Chapter.

Thus Shrike has seized upon the Indomitus Crusade with a purpose of his own. To ensure that whoever follows him as Master

of Shadows will be worthier than he, Shrike has scattered his finest warriors across the stars upon missions whose combined purpose only he knows.

Unburdened by knowledge of their brothers' missions or purposes, each Shadow Captain and Lieutenant will prove their own mettle and wisdom, laying bare their qualities to the Chapter Master's exacting gaze. Only when Shrike is content will he abdicate rank and duty, stepping aside for a true Master of Shadows to whom he judges himself but the forerunner.

THE RAVEN'S TALONS

Shortly after his rise to Captain's rank, Kayvaan Shrike won the Contest of Shadows, a bicentennial trial of stealth and ingenuity. In victory, he was permitted to select any item from the Ravenspire's vaults, his to wield in the Emperor's service until his last breath. Such has ever been a generous prize, for Corax often laboured at the forge in the days after Isstvan V, seeking through the sweat of his brow to replenish an armoury so sorely denuded by the treachery of Horus and the unkindness of fate. Indeed, there even now remain many weapons crafted at the Primarch's hands which have yet to gleam in the flames of war, and it may yet be that many never will, save for in that last striving that one day comes to all warriors, where the enemy presses close and one final stand must be made before all slips into shadow.

After days of meditation, with nothing for company save the dust of the hollow halls, Shrike chose a matched pair of lightning claws named the Raven's Talons. Like many weapons to be found in the Ravenspire's gloom, it is impossible to know for sure whether Corax crafted these claws with his own hands, or merely ordered their creation. Nonetheless, the Raven's Talons are beyond sharp, their merest caress splitting ceramite like papyrus, and stripping flesh from bone. In Shrike's hands, these lightning-wreathed claws are the very last thing many foes of the Imperium ever see.

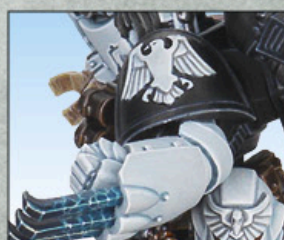
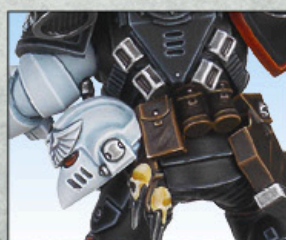
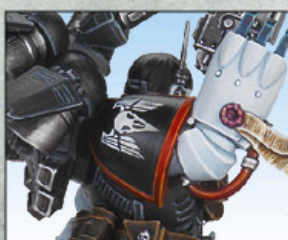


THE RAVEN'S PANOPLY

Clad in armour as dark as night, the Raven Guard are masters of stealth warfare and experts in the art of the hidden ambush. They combine their incredible skills with all of the physical enhancements of the Adeptus Astartes, as well as the vast array of highly destructive weaponry and vehicles any Space Marine Chapter has access to. These pages show examples of stunningly painted Citadel Miniatures that capture the dark splendour of the sons of Corax at war.



Chapter Master Kayvaan Shrike





Initiating a devastating ambush against Goff Orks, Chapter Master Kayvaan Shrike strikes hard to break the back of an Ork Waaagh!.



Intercessor with auxiliary
grenade launcher



Intercessors with bolt rifles



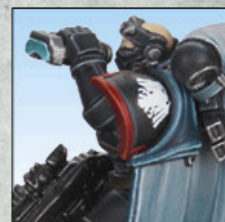
Incursor with occulus
bolt carbine



Incursor with haywire mine
and occulus bolt carbine



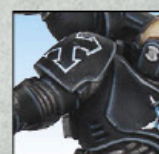
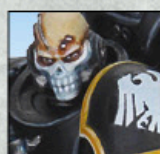
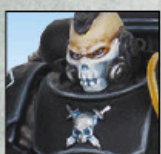
Eliminator Sergeant with
instigator bolt carbine



Supported by the vast firepower of a Repulsor tank, Intercessors and Hellblasters hold the line against the Genestealers of Hive Fleet Kraken, ready to counter-attack as soon as they have stymied the xenos assault.



Darting among burnt-out ruins, Raven Guard Scouts lead their brothers to the enemy's base, armed to utterly destroy it and slaughter its defenders without mercy.



Reivers with heavy bolt pistols and combat knives



Assault Marines with bolt pistols and chainswords



Assault Marine Sergeant with plasma pistol and power sword



Devastator with multi-melta



Devastator with grav-cannon and grav-amp



Tactical Marine with meltagun



Using thick cloud for cover as only the Raven Guard can, Inceptors and Reivers move from cover to cover, ready to strike the rear of an enemy force and rip out its heart.



Repulsor tanks are incredibly heavily equipped, bearing a great range of weaponry capable of threatening any foe the Raven Guard can expect to face.



Hellblaster Sergeant with plasma incinerator



Hellblasters with assault plasma incinerators

'Do you think it was easy, for Corax's followers to break their shackles? Do you think it was easy, to fight day and night for the emancipation of an entire world, and then an entire galaxy? Our story is one of hardship, betrayal and vengeance. You will learn what these things mean to the Raven Guard thrice over, and then you shall learn them again.'

- Shadow Captain Vos Delorn, addressing new initiates to the 9th Company



Racing through the smoke-filled skies of Halea, a Stormhawk Interceptor escorts a Stormraven Gunship on a deadly mission.



Invictor Tactical Warsuit with heavy bolter, twin ironhail autocannon, fragstorm grenade launcher and a pair of ironhail heavy stubbers



A spearhead of fast-moving and hard-hitting Raven Guard jump troops slam into the unprepared T'au, every claw-swipe and plasma blast exacting another measure of vengeance for the death of Corvin Severax.



Intercessor of the Black Guard
successor Chapter



Intercessor of the Raptors
successor Chapter



Intercessor of the Rift Stalkers
successor Chapter



Intercessor of the Revilers
successor Chapter



Infiltrator of the Knights of the Raven
successor Chapter

*Space Marines of the Iron Ravens
successor Chapter*



Primaris Captain with plasma pistol and
power fist



Primaris Captain in Gravis Armour



Primaris Lieutenant with bolt pistol and
power sword



Arrayed for battle, warriors of the Iron Ravens 2nd Company prepare to cleanse the world of Zepetis VII of the mutant, traitor and heretic.

COMPANIES OF SHADOW

Raven Guard strike forces pride themselves on their ability to outwit any foe and catch them unawares on any battlefield. Their infantry are experts in well coordinated, rapidly moving assaults and ambushes, and the two collections below demonstrate this.

The first collection presents a Detachment of the 2nd Company led by a Primaris Captain, a highly skilled warrior and expert battlefield leader. Under his command is a full-strength Intercessor Squad. These Space Marines can unleash a hail of highly destructive shots from their rapid-firing bolt rifles – those not killed by the fusillade will surely be left reeling, making them easy prey for the Inceptor Squad and their glowing plasma exterminators. These fast-moving warriors are well equipped to reduce armoured enemies to slag, supporting their brethren on foot and enabling this force to take on any foe. As a Patrol Detachment, this collection is Battle-forged, yielding for its player three Command Points with which to access powerful Stratagems.

Extremely well-armed for close-quarters fighting, the second force is made up of fast-moving units that are capable of tearing apart an enemy army. All of the units in the strike force can be deployed in advanced positions or even behind enemy lines, allowing them to carve a path into the heart of the foe before they can respond. As a Patrol Detachment, it gives its player three Command Points.

Both of these forces are small but made up of elite warriors that well reflect the teachings of Corax. These are but two examples of the myriad ways in which you can build a Raven Guard army, all of which offer their own unique advantages.



Leading from the front, a Raven Guard Captain directs the deadly fire of his Intercessors as his Inceptors leap in to deliver the killing blow.



Advancing in perfect silence, a Raven Guard strike force of Vanguard Veterans, Reivers and an Invictor Warsuit stalks its prey as the first light of dawn crosses the battlefield.



STRIKE FORCE SHRIKE

While a mere handful of painted miniatures is all you need to start playing games of Warhammer 40,000, there is an undeniable appeal in seeing your collection grow into a mighty tabletop army. Strike Force Shrike is an excellent example of this enjoyable process at work, combining the two smaller collections overleaf with additional units to make a potent whole.

Chapter Master Kayvaan Shrike leads this powerful and versatile strike force in person, directing brethren of the Raven Guard 1st, 2nd and 10th Companies into battle with a watchful eye. Sharing the burden of command alongside their liege are Shadow Captain Solari and the elusive Lieutenant Kyrio in his sleek Phobos armour.

This is a force with a formidable core of infantry whose varying strategic specialisms, exceptional resilience and complementary spread of ranged and close-quarters punch renders them even greater fighting in concert than are the sum of their parts. Forming the heart of the battle line are the Intercessors of Squads Solaqis

and Doriasus. Two ten-strong bands of eagle-eyed marksmen, these battle-brothers lay down withering fusillades of firepower capable of annihilating enemy infantry formations and even tearing lightly armoured vehicles to shreds. In return, they possess the numbers and fortitude to endure the worst the enemy can throw at them, allowing these fearless Space Marines to seize vital battlefield objectives and hold them against even the sternest challenge.

As befits the Raven Guard, the Intercessors are supported by the Reivers of Squad Kaed and the Scouts of Squads Oeld and Strekys.



These neophyte warriors can slip behind enemy lines and wreak havoc, even as the Hellblasters of Squad Ordaris rain stellar fire upon the foe from the fore. To deliver the killing blow, the strike force rounds out its infantry complement with the Vanguard Veterans of Squad Vassorian and the orbital drop-warriors of Inceptor Squad Vaanes; between them, these fast-moving bands of jump troops bring a balance of vicious hand-to-hand carnage and overwhelming firepower that no enemy can long endure.

Armoured support for this force comes in the shape of a Land Speeder Storm, *Veilblade*, an Invictor Warsuit piloted by Brother Kyphan, a Razorback named *Traitors' Bane* and the hulking Repulsor *Peal of Silence*. With these mighty additions this collection forms both a Battalion Detachment and a Vanguard Detachment, furnishing its player with nine Command Points. These can be spent to use specialised Raven Guard Stratagems that could well be crucial to achieving victory.

1. Chapter Master Kayvaan Shrike
2. Shadow Captain Aajz Solari
3. Phobos Lieutenant Korophae Kyrio
4. Intercessor Squad Solaqis
5. Intercessor Squad Doriasus
6. Reiver Squad Kaed
7. Scout Squad Oeld
8. Scout Squad Strekys
9. Hellblaster Squad Ordaris
10. Vanguard Veteran Squad Vassorian

11. Inceptor Squad Vaanes
12. *Veilblade*, Land Speeder Storm
13. Brother Kyphan piloting Invictor Tactical Warsuit
14. *Traitors' Bane*, Razorback
15. *Peal of Silence*, Repulsor





MASTER OF SHADOWS

This section contains the datasheet that you will need to fight battles with your Kayvaan Shrike miniature, as well as points values for this datasheet. The datasheet includes the characteristics profile, wargear and abilities of Kayvaan Shrike.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list and the lists found in *Codex: Space Marines* to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
See latest Munitorum Field Manual and/or recent relevant supplements		

'We are the shadows that gather around you. We are the darkness that presses close. We are the footstep where there should be none, the sudden blade at your throat, the fear that steals through your body when it is already too late. We are the Raven Guard. We are death.'

- Lieutenant Syras Ordin



KAYVAAN SHRIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kayvaan Shrike	14"	2+	2+	4	4	6	6	9	3+
Kayvaan Shrike is a single model equipped with: Blackout; the Raven's Talons; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Blackout	18"	Pistol 2		4	-2	2	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
The Raven's Talons	Melee	Melee		User	-3	2	When resolving an attack made with this weapon, you can re-roll the wound roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see Codex: Space Marines)						Grav-chute: During deployment, you can set up this model in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.		
	Chapter Master: You can re-roll hit rolls for attacks made by models in friendly RAVEN GUARD units whilst their unit is within 6" of this model.								
	Diving Charge: After this model finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers 1 mortal wound.						Winged Deliverance: You can re-roll charge rolls made for RAVEN GUARD JUMP PACK and RAVEN GUARD PHOBOS units if they are within 6" of this model when the roll is made.		
	Iron Halo: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD								
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, PHOBOS, PRIMARIS, FLY, KAYVAAN SHRIKE								



Master of Shadows Kayvaan Shrike leads his battle-brothers in a sudden strike from the shadows.







THE SONS OF CORAX

In this section you'll find rules for Battle-forged armies that include RAVEN GUARD Detachments – that is, Detachments that only include RAVEN GUARD units. These include unique Warlord Traits, Stratagems, Relics, psychic powers and Tactical Objectives that help to reflect the tactics used by the sons of Corax on the battlefield.

ABILITIES

If your army is Battle-forged, then in addition to the Detachment abilities gained from *Codex: Space Marines*, units in your army with the Combat Doctrines ability (see *Codex: Space Marines*) gain the Surgical Strikes ability so long as, with the exception of UNALIGNED units, every unit from your army is a RAVEN GUARD unit or every unit from your army is from the same Raven Guard successor Chapter (see below).

SURGICAL STRIKES

The warriors of the Raven Guard spring their ambushes with perfect timing and coordination to eliminate the enemy's command structure.

Whilst the Tactical Doctrine is active, when resolving an attack made by a model with this ability against a CHARACTER unit, you can add 1 to hit rolls and wound rolls.

SUCCESSOR CHAPTERS

When you include an ADEPTUS ASTARTES unit in your army that has the <CHAPTER> keyword (see *Codex: Space Marines*), you must decide what Chapter that unit is from. Unless you choose one of the First Founding Chapters available to you (White Scars, Imperial Fists, Iron Hands, Ultramarines, Salamanders or Raven Guard), then your Chapter is a successor Chapter, and you should decide which of the aforementioned First Founding Chapters it is a successor of.

If the successor Chapter you have chosen is one established in the background of our publications, its founding Chapter will often be known (for example, the Revilers Chapter is a known successor of the Raven Guard). If the successor Chapter you have chosen does not have a known founding Chapter but has the Inheritors of the Primarch Successor Tactic, and you selected the Chapter Tactic of a First Founding Chapter, your chosen Chapter is

a successor of that First Founding Chapter. Otherwise, choose a founding Chapter that best fits your successor Chapter's character.

If your Chapter is a successor of the Raven Guard, the following rules apply:

Warlord Traits

If your Warlord is a CHARACTER model from a Raven Guard successor Chapter, you can use the Raven Guard Warlord Trait table on page 57 to determine what Warlord Trait they have. Replace the RAVEN GUARD keyword in all instances in that Warlord Trait (if any) with your Warlord's <CHAPTER> keyword.

Chapter Relics

Raven Guard successor Chapters have access to the Special-issue Wargear Relics (pg 59); Relics of the Ravenspire cannot be given to a CHARACTER model from a successor Chapter unless you use the Token of Brotherhood Stratagem (pg 61).

Stratagems

Units from Raven Guard successor Chapters are considered to have the RAVEN GUARD keyword for the purposes of using Raven Guard Stratagems.

Psychic Powers

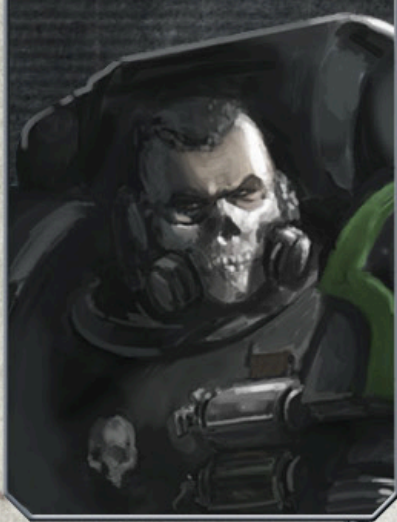
LIBRARIAN models from Raven Guard successor Chapters can know psychic powers from the Umbramancy discipline (pg 62) in the same manner as LIBRARIAN models in RAVEN GUARD Detachments. When such a model uses one of these psychic powers, replace the RAVEN GUARD keyword in all instances on that power (if any) with that model's <CHAPTER> keyword.

Tactical Objectives

Units from Raven Guard successor Chapters are considered to have the RAVEN GUARD keyword for the purposes of using Raven Guard Tactical Objectives.

'So many of our brother Chapters take pride in weathering the fury of the foe. They proclaim their resilience and their endurance under fire. We of the Raven Guard make no such claims. Our enemies are dead long before they have the chance to subject us to such needless punishment.'

- Reiver Sergeant Akjai
Kor'Varis



WARLORD TRAITS

As masters of the covert kill, the lords of the Raven Guard guide their battle-brothers in the arts of ambush, stealth and manoeuvre. On their command, the Raven Guard strike where they are least expected, only to vanish again before the enemy can react.

If a RAVEN GUARD CHARACTER model is your Warlord, you can use the Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1 SHADOWMASTER

As a follower of the Path of Shadow, this warlord strikes from the darkness without warning, granting his foes no chance to react.

Enemy units cannot fire Overwatch at this Warlord.

2 MASTER OF AMBUSH

Those who walk the Path of Ambush guide their forces into the perfect positions from which to launch surprise assaults on the enemy.

At the start of the first battle round, before the first turn begins, if this Warlord is on the battlefield you can select one other friendly RAVEN GUARD INFANTRY unit on the battlefield. Remove that unit and this Warlord from the battlefield, and set them up anywhere on the battlefield that is more than 9" from the enemy deployment zone and more than 9" from any enemy models (if both players have abilities that redeploy units before the first turn begins, roll off; the winner chooses who redeploys their units first).

3 SWIFT AND DEADLY

The Astartes under this warlord's command seize every opportunity to strike while the initiative is theirs.

Friendly RAVEN GUARD units within 6" of this Warlord can be chosen to charge with even if they Advanced this turn.

4 MASTER OF VIGILANCE

Guided by the Path of Vigilance, each of this commander's strikes seeks out the enemy's weakest points.

When resolving an attack made with a melee weapon by this Warlord, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

5 FEIGNED FLIGHT

This warrior uses misdirection as a weapon, turning even retreat into an opportunity for renewed attack.

When this Warlord Falls Back, they can move across models and terrain as if the models and terrain were not there. In addition, this Warlord can shoot and charge in a turn in which they Fell Back.

6 ECHO OF THE RAVENSPIRE

This warlord can vanish from sight with seemingly supernatural skill and suddenness.

Once per battle, at the end of your Movement phase, this Warlord can vanish into the gloom if they are more than 6" from any enemy models. When it does, remove it from the battlefield; you then set this Warlord up again at the end of your next Movement phase anywhere that is more than 9" from any enemy models. If the battle ends and this Warlord is not on the battlefield, it is destroyed.

'Corax knew his sons, for he knew himself. More than any other Primarch, he saw his own limitations and failings, and took what steps he could to save us from them. This was his greatest legacy. It is why we walk the Trifold Path that shields our souls from the sorrow and fury of the Sable Brand. It is why we master shadow, ambush and vigilance. It is why our enemies perceive their peril only when they cannot hope to escape it'

- Shadow Captain Korvydae

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER

Kayvaan Shrike

WARLORD TRAIT

Shadowmaster

RELICS OF THE RAVENSPIRE

In the shadowy depths of the Ravenspire lies a series of vaulted chambers, accessed through bulkhead doors covered in warding runes. Within these solemn spaces the Raven Guard store their most revered weapons and artefacts, keeping them safe and secret in the darkness until their formidable power is most needed.

If your army is led by a **RAVEN GUARD** Warlord, you can give one of the following Relics of the Ravenspire to a **RAVEN GUARD CHARACTER** model from your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters (such as Kayvaan Shrike) and **VEHICLE** models cannot be given the following relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

THE EBONCLAWS

Crafted for a long lost champion of the Raven Guard, the night-black blades of these ancient lightning claws have remained viciously sharp through centuries of war.

Model equipped with two lightning claws only. This Relic replaces two lightning claws and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Ebonclaws	Melee	Melee	User	-3	D3
Abilities: When the bearer fights, it makes 1 additional attack with this weapon. In addition, when resolving an attack made with this weapon, you can re-roll the wound roll.					

THE ARMOUR OF SHADOWS

The beautifully crafted plates of this mysterious armour articulate without the slightest sound, while its power pack emits barely more than a purr. Stranger still, a cowl of shadows seems to hang around the wearer, billowing like smoke when they move.

When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a model from your army with this Relic, that weapon is treated as having an Armour Penetration characteristic of 0. In addition, when resolving an attack against a model from your army with this Relic, an unmodified hit roll of 1, 2 or 3 always fails.

THE RAVEN SKULL OF KORVAAD

Sondek Korvaad was a selfless hero of the Raven Guard who gave his life defending a medicae facility from the Nightstalkers of Sheng. The scrimshawed raven skull talisman retrieved from Korvaad's body is said to bestow his legendary might upon its wearer, and should it fall into enemy hands, the Chapter will spare no effort to recover it.

Once per turn, when resolving an attack made by a model from your army with this Relic, you can re-roll the hit roll, wound roll or damage roll. In addition, if a model from your army with this Relic is destroyed as a result of an attack made by an enemy unit, then until the end of the battle, when resolving an attack made by a friendly **RAVEN GUARD** unit against that enemy unit, add 1 to the hit roll.

RAVEN'S FURY

At first glance, this jump pack appears little different to any other in the Raven Guard armoury. However, closer inspection reveals it to be a technological marvel, now well beyond the skills of the Imperium's finest artificers. With miniaturised plasma-engines in place of traditional ram jets, the Raven's Fury provides its wearer with a lightning turn of speed when boosting into battle.

JUMP PACK model only. A model from your army with this Relic can be chosen to charge with even if they Advanced this turn. When a charge roll is made for that model, you can re-roll the dice. In addition, after that model finishes a charge move, you can select one enemy unit within 1" of that model and roll one D6; on a 4+ that enemy unit suffers 1 mortal wound.

EX TENEBRIS

Ex Tenebris is a masterwork bolter fitted with an incredibly sophisticated telescopic scope system. Chapter legend has it that the weapon was forged by Corax himself, as a gift for his wayward brother, the Night Haunter. But the Horus Heresy turned the two Primarchs' Legions against one another, and Ex Tenebris was instead borne into battle by heroes of the Raven Guard.

Model equipped with a master-crafted stalker bolt rifle, master-crafted oculus bolt carbine or master-crafted instigator bolt carbine only. This Relic replaces a master-crafted stalker bolt rifle, master-crafted oculus bolt carbine or master-crafted instigator bolt carbine and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ex Tenebris	36"	Assault 3	4	-2	2
Abilities: This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, you can add 1 to the hit roll. In addition, when resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.					

OPPRESSOR'S END

Wreathed in a shimmering power field, the monomolecular edge of this unassuming blade has cut short the reigns of countless oppressors, tyrants and demagogues.

Model equipped with combat knife only. This Relic replaces a combat knife and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Oppressor's End	Melee	Melee	+1	-2	1
Abilities: When the bearer fights, it makes 1 additional attack with this weapon. In addition, when resolving an attack made with this weapon against a CHARACTER unit, this weapon has a Damage characteristic of 3.					

SPECIAL-ISSUE WARGEAR

Although the manufactorums on Kiavahr are primarily known for the mass production of ordnance and munitions, the planet also harbours artificers of great skill and learning. Whether working from ancient Imperial schemata or plans unique to the Raven Guard, these master craftsmen furnish the Raven Guard with wargear worthy of champions.

If your army is led by a **RAVEN GUARD** Warlord or a Warlord drawn from a Raven Guard successor Chapter (pg 56), you can give one of the following Special-issue Wargear Relics to a **RAVEN GUARD CHARACTER** model from your army, or a **CHARACTER** model from your army that is drawn from a Raven Guard successor Chapter, instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and **VEHICLES** cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

ADAMANTINE MANTLE

These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the wearer know that an honoured champion of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

The forging of surpassingly lethal blades and firearms is regarded as a sacred art on Kiavahr, where entire sanctums of artifice are given over to the arming of the greatest Raven Guard heroes.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy point-blank from an unexpected angle when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

SHADOWMASTER CLOAK

Woven from helical strands of auto-prognostic Kiavahran mirrorsteel, a Shadowmaster Cloak allows its wearer to blend seamlessly into their surroundings, making them masters of evasion and ambush.

A model with this Relic has a 3+ invulnerable save whilst they are wholly on or in a terrain feature.

SILENTUS PISTOL

The lost forge world of Vantius specialised in creating weapons of silent murder. Ironically it was overrun by an assault by Drukhari Mandrakes, but not before a handful of its secrets had been preserved by the Raven Guard. The highly classified Silentus modification rituals that came from Vantius elevate bolt sidearms into softly spoken but utterly lethal assassination weapons.

Model equipped with bolt pistol or heavy bolt pistol only. This Relic replaces a bolt pistol or heavy bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Silentus Pistol	12"	Pistol 2	5	-2	2
Abilities: This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, you can add 1 to the hit roll.					

KORVIDARI BOLTS

Etched with raven-feather charms, the abnormally long casings of korvidari bolts are packed with extra propellant for superior range. Each bolt also houses a minute, hyper-sensitive targeting and flight correction relay, allowing for a marksman's accuracy even against heavily obscured foes.

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is equipped with. When that model is chosen to shoot with, you can choose for that weapon to fire a korvidari bolt. If you do, when choosing targets for that model and when choosing ranged weapons, that weapon's Range characteristic is increased by 6" and it can target units that are not visible to the bearer, but only one attack can be made with that weapon.

SHARD OF ISSTVAN

Following the Raven Guard's escape from Istvan V at the outset of the Horus Heresy, Corax gifted each of his surviving Legionaries with a shard of his shattered armour. Though most of these shards are now lost, some are still preserved in reliquaries or worn as talismans, each one acting as a potent source of hope and courage.

Add 1 to the Attacks characteristic of a model with this Relic. In addition, when a Morale test is taken for a <CHAPTER> unit within 6" of a friendly model with this Relic, do not roll the dice; it is automatically passed.

STRATAGEMS

If your army is Battle-forged and includes any RAVEN GUARD Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to use them. These reflect the unique strategies used by the Raven Guard on the battlefield.

1CP

INFILTRATORS

Raven Guard Stratagem

The Raven Guard are masters of infiltration, slipping unseen across the battlefield before striking from the shadows to annihilate their foes with gun and blade.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one RAVEN GUARD INFANTRY unit from your army that is on the battlefield. That unit can move as if it were your Movement phase. The unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.

1CP

THE RAVEN'S BLADE

Raven Guard Stratagem

Raven Guard enacting this ancient tactic focus all their aggression against a priority target of assassination.

Use this Stratagem at the start of your Charge phase. Select one enemy unit on the battlefield. Until the end of that phase, when a charge roll is made for a RAVEN GUARD unit from your army, you can re-roll the dice if that enemy unit was the only selected target of that charge.

2CP

STRANGLEHOLD

Raven Guard Stratagem

By the time the enemy engages the Raven Guard, their rear lines are already in the talon-grip of the Chapter's covert vanguard, choking them off from vital battlefield support.

Use this Stratagem at the start of the first battle round, before the first turn begins, if your army includes any RAVEN GUARD SCOUT or RAVEN GUARD PHOBOS units. Until the end of that battle round, you can roll one D6 each time your opponent spends Command Points to use a Stratagem; on a 5+ your opponent must spend 1 additional Command Point, or else that Stratagem has no effect and cannot be used again this phase (the Command Points spent so far are lost). You can only use this Stratagem once per battle.

2CP

FALSE FLIGHT

Raven Guard Stratagem

The Path of Ambush teaches that a feigned retreat can be used to over-extend and punish eagerly pursuing foes.

Use this Stratagem when a RAVEN GUARD unit from your army Falls Back. That unit can shoot and charge in this turn.

1CP

LAY LOW THE TYRANTS

Raven Guard Stratagem

Those who would abuse their strength to oppress the weak and humble are amongst the Raven Guard's most favoured prey.

Use this Stratagem when a RAVEN GUARD INFANTRY unit or RAVEN GUARD BIKER unit from your army is chosen to fight with in the Fight phase. Until the end of the phase, when resolving an attack made by a model in that unit against a CHARACTER unit that is not a VEHICLE, or against a unit that is not a VEHICLE and contains any models with a Wounds characteristic of 4 or more, add 1 to the wound roll.

1CP

SEE, BUT REMAIN UNSEEN

Raven Guard Stratagem

To fight the Raven Guard is to battle half-seen spectres. Only at a time of their choosing do they step from the shadows to engage the disorientated foe.

Use this Stratagem at the end of your turn. Select one RAVEN GUARD unit from your army that did not make any attacks during that turn. Until the start of your next turn, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the hit roll.

1CP

STRIKE FROM THE SHADOWS

Raven Guard Stratagem

The deadliest strike comes always from the least expected quarter. So taught Corax.

Use this Stratagem during deployment. Select one RAVEN GUARD INFANTRY unit from your army. You can set up that unit in ambush instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up that unit anywhere on the battlefield that is more than 9" away from any enemy models.

1CP

VENGEANCE FOR ISSTVAN V

Raven Guard Stratagem

The Raven Guard's hatred for those who betrayed their ancestors on Isstvan V still burns fiercely.

Use this Stratagem when a RAVEN GUARD unit from your army is chosen to fight with in the Fight phase. Until the end of that phase, when resolving an attack made by a model in that unit against a WORD BEARERS, IRON WARRIORS, NIGHT LORDS or ALPHA LEGION unit, you can re-roll the hit roll.

2CP**AMBUSHING FIRE***Raven Guard Stratagem*

Having laid a careful ambush for the enemy, the Raven Guard line up killing shots with their small arms and unleash a lethal fusillade against the foe's weak spots.

Use this Stratagem at the start of your Movement phase if the Tactical Doctrine is active. Until the start of the next battle round, when resolving an attack made with a Rapid Fire or Assault weapon by a **RAVEN GUARD** model from your army, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by an additional 1 for that attack (e.g. AP -1 becomes AP -2). You can only use this Stratagem once per battle.

2CP**DECAPITATING BLOW***Raven Guard Stratagem*

The Raven Guard are experts in swiftly picking apart the enemy command structure and seizing upon the discord and confusion that results.

Use this Stratagem when an enemy Warlord is destroyed by an attack made by a **RAVEN GUARD** unit from your army. Until the end of the battle, subtract 1 from the Leadership characteristic of enemy units.

1CP**A DEADLY PRIZE***Raven Guard Stratagem*

If critical objectives look close to falling into enemy hands, the Raven Guard will often plant explosives to deny their capture.

Use this Stratagem at the end of your turn. Select one objective marker that is within 3" of any **RAVEN GUARD INFANTRY** units from your army and not within 3" of any enemy units. The next time an enemy unit ends a move within 3" of that objective marker, roll one D6; on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+ it suffers 3 mortal wounds. You cannot use this Stratagem on the same objective marker more than once per battle.

1CP**FORCE THEIR HAND***Raven Guard Stratagem*

Timely manoeuvring can tear apart the enemy's battle plans as swiftly as lightning claws can tear apart flesh.

Use this Stratagem after your opponent generates Tactical Objectives at the start of their turn. Select one objective marker in your opponent's deployment zone. If you control that objective marker and there are any **RAVEN GUARD INFANTRY** or **RAVEN GUARD BIKER** units from your army within 3" of that objective marker, you can select one of your opponent's active Tactical Objectives; that Tactical Objective is discarded and your opponent generates a new Tactical Objective. You can only use this Stratagem once per turn, and only if the mission you are playing uses Tactical Objectives.

1CP**STRIKE FROM THE SKIES***Raven Guard Stratagem*

The Raven Guard swoop into battle like dark-winged angels of vengeance.

Use this Stratagem at the start of your Charge phase. Select one **RAVEN GUARD JUMP PACK** unit. Until the end of that phase, that unit can be chosen to charge with even if it Advanced this turn, and when a charge roll is made for that unit, add 1 to the result.

1CP**MASTER OF THE TRIFOLD PATH***Raven Guard Stratagem*

The most accomplished leaders of the Raven Guard are masters of every strategic doctrine laid down by Corvus Corax.

Use this Stratagem after nominating a **RAVEN GUARD CHARACTER** model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the Raven Guard Warlord Traits table (pg 57). All of the Warlord Traits your army includes must be different (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

1CP**FAVOUR OF THE RAVENSPIRE***Raven Guard Stratagem*

In times of great need, the Raven Guard issue their precious relics to whichever battle-brothers are best placed to employ them, paying little regard to matters of rank.

Use this Stratagem before the battle. Select one **RAVEN GUARD** model from your army that has the word 'Sergeant' in their profile. That model can have one of the following Special-issue Wargear Relics, even though they are not a **CHARACTER**: Master-crafted Weapon; Digital Weapons; Silentus Pistol; Korvidari Bolts (pg 59). All of the Relics your army includes must be different and be given to different models.

1CP**TOKEN OF BROTHERHOOD***Space Marines Stratagem*

Pomp and ceremony are of little worth to Corax's gene-sons, who instead favour tangible acts of faith and comradeship.

Use this Stratagem after nominating a model drawn from a Raven Guard successor Chapter to be your Warlord. You can give one Relic of the Ravenspire (pg 58) to a **CHARACTER** model from your army that is drawn from a Raven Guard successor Chapter instead of giving them a Special-issue Wargear Relic (pg 59) or a Chapter Relic from *Codex: Space Marines*. If you do, replace the **RAVEN GUARD** keyword in all instances on that Relic (if any) with that model's <CHAPTER> keyword. You can only use this Stratagem once per battle.

UMBRAMANCY DISCIPLINE

The Librarians of the Raven Guard are amongst the most reclusive and unfathomable warriors of their Chapter. Stalking the battlefield as half-seen spectres, they bend the very shadows to their will, sowing fear and confusion amongst the foe.

LIBRARIAN models in RAVEN GUARD Detachments can know all of their psychic powers from the Umbramancy discipline instead of the Librarius or Obscuration disciplines (see *Codex: Space Marines*). Before the battle, generate the psychic powers for PSYKER models that know powers from the Umbramancy discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. UMBRAL FORM

The psyker summons a veil of darkness, slipping into its folds to evade the fury and firepower of the foe.

Umbral Form has a warp charge value of 5. If manifested, until the start of your next Psychic phase this psyker has a 4+ invulnerable save.

2. ENVELOPING DARKNESS

At the psyker's command, the shadows cast by his enemies rise up and engulf them like a dense flock of ravens, leaving them disorientated and vulnerable to attack.

Enveloping Darkness has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, that unit cannot fire Overwatch, and when resolving an attack made by that unit, subtract 1 from the hit roll.

3. SPECTRAL BLADE

The psyker implants his foe with the psychosomatic suggestion that his weapon is irresistibly sharp, striking them down with the psychic feedback of their own warped perceptions.

Spectral Blade has a warp charge value of 5. If manifested, until the start of your next Psychic phase this psyker's Strength characteristic is equal to their Leadership characteristic. In addition, until the start of your next Psychic phase, when resolving an attack made with a melee weapon by this psyker against a unit whose highest Leadership characteristic is lower than this psyker's, that weapon has an Armour Penetration characteristic of -4 for that attack.

4. SHADOWSTEP

The gloom of the battlefield coalesces into a dark passageway that allows those who use it to stalk amongst shadows and re-emerge where the foe least expects them.

Shadowstep has a warp charge value of 7. If manifested, select one RAVEN GUARD CHARACTER unit from your army within 18" of this psyker. Remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any enemy models.

5. THE ABYSS

A shadowy whirlpool opens in the enemy's midst, snatching away unfortunate warriors as it gathers terrifying momentum.

The Abyss has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Roll three D6; for each roll of 4+ that unit suffers 1 mortal wound. If any models in that unit are destroyed as a result of this psychic power, subtract 1 from the Leadership characteristic of models in that unit until the end of this turn.

6. THE DARKNESS WITHIN

The psyker sends his mind forth, calling not to the visible shadows surrounding his enemies but rather to the fears and doubts that shadow their souls. These he draws out as weeping umbral ectoplasm, until only ghost-pale corpses remain.

The Darkness Within has a warp charge value of 6. If manifested, select up to three enemy units within 18" of this psyker. Roll one D6 for each of those units, adding 1 to the result if the result of the Psychic test was more than 10; on a 4+ that unit suffers 1 mortal wound.

'Doubtless there are those who believe that such an insubstantial thing as darkness cannot compare to the explosive shells of a bolt rifle or the weighty impact of a thunder hammer. Let them. It only makes their dismay all the greater when their own shadow, trusted companion that it has been for all of their days, rises up like the spectre of damnation to wrap insubstantial fingers around their throat and begins to squeeze...'

- Primaris Epistolary
Shavorin Kalendus



TACTICAL OBJECTIVES

Striking swiftly from the shadows, the Raven Guard ambush and outmanoeuvre their foes, severing supply lines and slaying commanders before turning their merciless attentions towards the bewildered targets that remain.

If your army is led by a RAVEN GUARD Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Raven Guard player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Raven Guard Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 TACTICAL OBJECTIVE

- | | |
|----|---------------------|
| 11 | Deadly Ambush |
| 12 | Keep to the Shadows |
| 13 | Let Them Know Fear |
| 14 | Clip Their Wings |
| 15 | Sap Their Resources |
| 16 | Strike at the Head |

11

DEADLY AMBUSH

Raven Guard

The Raven Guard never waste the element of surprise, and prefer to keep their forces hidden until the perfect time to strike.

Score 1 victory point if any RAVEN GUARD units from your army arrived on the battlefield as reinforcements this turn.

14

CLIP THEIR WINGS

Raven Guard

Strategic superiority is vital to the Raven Guard's way of war, and the enemy's most mobile assets are always hunted vigilantly to guard against outmanoeuvre.

Score 1 victory point for each enemy unit that has either the Fast Attack or Dedicated Transport battlefield role destroyed as a result of an attack made by a RAVEN GUARD unit from your army this turn (to a maximum of 3 victory points).

12

KEEP TO THE SHADOWS

Raven Guard

Raven Guard doctrine dictates that every source of battlefield concealment should be utilised for tactical advantage.

Score 1 victory point if there are any RAVEN GUARD INFANTRY units from your army on the battlefield and every one of those units ends the turn wholly on or in any terrain features.

15

SAP THEIR RESOURCES

Raven Guard

The enemy are in possession of ammo caches, comms relays and fuel stores. Rip these from their grasp.

Score D3 victory points if you control every objective marker in your opponent's deployment zone at the end of your turn. If there are no objective markers in your opponent's deployment zone, you instead score 1 victory point if you control the objective marker that is closest to their deployment zone.

13

LET THEM KNOW FEAR

Raven Guard

A well-delivered strike can send the foe reeling, sowing discord in their ranks as the prospect of their destruction dawns.

Score 1 victory point if at least one enemy unit was destroyed whilst within 24" of any RAVEN GUARD units from your army and/or failed a Morale test this turn whilst within 24" of any RAVEN GUARD units from your army.

16

STRIKE AT THE HEAD

Raven Guard

The Raven Guard rarely engage their foe on an even footing. Instead they fight a shadow war, cutting apart enemy command structures and exploiting the confusion that results.

Score 1 victory point for each enemy CHARACTER model destroyed as a result of an attack made by a RAVEN GUARD model from your army this turn (to a maximum of 6 victory points).

'Give me a confident foe, one who believes in the strength of his warriors and the reach of his own arm. Give me an enemy who will commit swiftly and decisively to his course and forge ahead in the sure knowledge of victory. I will gladly prove his confidence ill-founded, as the ravens' talons close about his throat and the shadows descend.'

- Shadow Captain Aevan Oeld

RAVEN GUARD NAME GENERATOR

Raven Guard names are part earned, part chosen. Neophytes labour under the Kiavahran names of their youth. Only once they join the Reserve Companies do Raven Guard warriors get to choose a battle name, often selected for a previous champion of the Chapter, and an honour name derived from Kiavahran words for hunting beasts, weapons, folk heroes and the like.

D66	BATTLE NAME
11	Aajz
12	Kyrin
13	Vykus
14	Tyris
15	Ordias
16	Navaer
21	Syras
22	Aevar
23	Korvin
24	Reszan
25	Vorkyl
26	Szavis
31	Orlos
32	Kyorn
33	Aethon
34	Vordyn
35	Kasz
36	Vorys
41	Dratysk
42	Shykos
43	Korophae
44	Phryn
45	Orevis
46	Estavo
51	Tyrvus
52	Vresn
53	Kaphorn
54	Vaen
55	Astys
56	Tylus
61	Draevus
62	Saserys
63	Vorkys
64	Kasovar
65	Kraephen
66	Olys

D66	HONOUR NAME
11	Kaed
12	Solari
13	Solaq
14	Qeld
15	Korvaedyn
16	Vaanes
21	Torvaec
22	Klayde
23	Moradus
24	Ordaris
25	Dariyan
26	Kol
31	Trasyr
32	Karavyn
33	Ordus
34	Sorlynus
35	Kasmoryn
36	Rescydic
41	Doriasus
42	Klyvorn
43	Osmosor
44	Slyte
45	Lassytus
46	Tykhor
51	Septyn
52	Shaevac
53	Vassorian
54	Saramenco
55	Kylo
56	Streng
61	Kyphan
62	Strekys
63	Kaspor
64	Drysk
65	Keskyl
66	Ordane

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CODEX: SPACE MARINES

Fear the angels of death!

The Adeptus Astartes are Mankind's greatest defenders and champions. Genetically enhanced, post-human super-soldiers, these elite warriors go to battle armed and armoured with the best wargear the Imperium can provide. Each Space Marine is worth dozens of lesser foes; they are stronger, faster, cleverer and more resilient than any non-enhanced human could hope to be, and they know no fear. Though often vastly outnumbered, Space Marine armies strike hard and fast using a bewildering array of transport vehicles, battle tanks, hurtling gunships, orbital drop-craft, light combat skimmers and suits of armour to ensure their foes are overwhelmed swiftly and completely. Where the indomitable warriors of the Adeptus Astartes direct their guns and deliver their blows, there does the enemy feel the full fury of the Emperor himself made manifest; few live to tell the tale.



CODEX SUPPLEMENT: IRON HANDS

From the perpetual gloom of Medusa strike the Iron Hands, a Space Marine Chapter driven by cold logic in their quest for martial perfection. Clad in armour of deepest black, they are among the Imperium's most ruthless and relentless defenders, cogitating every minute detail of logistical information ahead of battle to formulate the most devastating strategies.



CODEX SUPPLEMENT: WHITE SCARS

The Space Marines of the White Scars are the Imperium's hunting spear: swift as the wind, diving towards the enemy's heart. Clad in power armour, these fierce warriors excel at lightning assaults and daring feints. With their jagged heraldry and barbarous warrior finery, their savage appearance is at odds with the devastating wargear they bear and the cunning hunters' tactics they employ. Hailing from the sweeping steppes of Chogoris, these genetically-enhanced warriors further the legacy of their Primarch, Jaghatai Khan, with each foe they annihilate.



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The Ultramarines are the foremost defenders of Humanity, paragon heroes of the Emperor's realm. Standing between Mankind and its numberless foes without fear, the wardens of Macragge are inheritors of a heroic legacy ten thousand years in the making. This proud Chapter of Space Marines are the gene-sons of the Lord Commander of the Imperium, Primarch Roboute Guilliman, and strict adherents to his strategic masterwork, the Codex Astartes.