CODEX SUPPLEMENT: RAVEN GUARD

Indomitus Version 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

DESIGNER'S NOTES

UPDATES

With the release of the 2020 edition of Codex: Space Marines*, it is necessary to update the Codex supplements that were written to work alongside its predecessor. These updates ensure that the rules presented in this supplement work smoothly and 'as intended' with the latest Codex. They involve such things as adding the* Core *keyword in the appropriate places and attaching appropriate labels and categories to psychic powers and Stratagems. They also include updating certain weapon profiles to match changes in* Codex: Space Marines*, and readjusting certain other rules to take into account their altered efficacy when used in conjunction with the new units and rules presented in* Codex: Space Marines.

UPDATES & ERRATA

Page 53 – Kayvaan Shrike, Blackout, Abilities
Change the first sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 53 – Kayvaan Shrike, Abilities
Add 'Death From Above (see *Codex: Space Marines*)'

Page 53 – Kayvaan Shrike, Abilities
Add the following ability:
'**Rites of Battle (Aura):** While a friendly RAVEN GUARD CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

Page 53 – Kayvaan Shrike, Abilities, Chapter Master
Change to read:
'In your Command phase, select one friendly RAVEN GUARD CORE or RAVEN GUARD CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Page 53 – Kayvaan Shrike, Abilities, Diving Charge
Change to read:
'After this model finishes a charge move, you can select one enemy unit within Engagement Range of it and roll one D6: on a 4+, that enemy unit suffers 1 mortal wound.'

Page 53 – Kayvaan Shrike, Abilities, Grav-chute
Delete this ability.

Page 53 – Kayvaan Shrike, Abilities, Winged Deliverance
Change ability name to read '**Winged Deliverance (Aura)**'.

Page 57 – Warlord Traits, Master of Ambush, rules text
Change to read:
'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 (excluding a CENTURION unit) on the battlefield. Remove that unit and this Warlord (if it is also INFANTRY) 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).'

Page 57 – Warlord Traits, Swift and Deadly
Change ability name and rules text to read:
'**Swift and Deadly (Aura):** While a friendly RAVEN GUARD CORE or RAVEN GUARD CHARACTER unit is within 6" of this WARLORD, that unit is eligible to declare a charge within a turn in which it Advanced.'

Page 58 – Relics of the Ravenspire, The Ebonclaws, Abilities
Change the first sentence to read:
'Each time the bearer fights, it makes 2 additional attacks with this weapon.'

Page 58 – Relics of the Ravenspire, Ex Tenebris, Abilities
Change the first sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 59 – Special-issue Wargear, Silentus Pistol, Abilities
Change the first sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 59 – Special-issue Wargear, Shard of Isstvan, Abilities
Change the second sentence to read:
'In addition, the bearer has the following ability: '**Shard of Isstvan (Aura):** While a friendly **Raven Guard** unit is within 6" of the bearer, each time a Morale test is taken for that unit, it is automatically passed.''

*Pages 60-61 – Stratagems
The following categories apply:

BATTLE TACTIC	STRATEGIC PLOY	REQUISITION
The Raven's Blade	Infiltrators	Master of the Trifold Path
Lay Low the Tyrants	Stranglehold	Favour of the Ravenspire
Vengeance for Isstvan V	False Flight	Token of Brotherhood
Ambushing Fire	See, But Remain Unseen	
	Strike From the Shadows	
	Decapitating Blow	
	A Deadly Prize	
	Force Their Hand	
	Strike From the Skies	

*Page 60 – Stratagems, See, But Remain Unseen, rules text
Change the second sentence to read:
'Select one **Raven Guard** unit from your army (excluding **Buildings**) that did not make any attacks during that turn.'

*Page 60 – Stratagems, Strike From the Shadows, rules text
Change the first sentence to read:
'Use this Stratagem during the Declare Reserves and Transports step of your mission.'

*Page 62 – Umbramancy Discipline, psychic powers
The following categories apply:

BLESSING	WITCHFIRE	MALEDICTION
1. Umbral Form	5. The Abyss	2. Enveloping Darkness
3. Spectral Blade	6. The Darkness Within	
4. Shadowstep		

FAQs

Q: If I use the Stranglehold Stratagem and I also have a Callidus Assassin in my army, how do I resolve the Stratagem and the Callidus Assassin's Reign of Confusion ability (assuming the Assassin's Reign of Confusion ability is in effect)?
A: Each is rolled for separately, so if your opponent spends Command Points to use a Stratagem, you would roll one D6 for the Stranglehold Stratagem (needing a 5+) and one D6 for the Reign of Confusion ability (needing a 4+). Your opponent would have to spend one additional Command Point for each successful roll.

*Q: If I give a **Phobos Character** the Marksman's Honours Warlord Trait, and then give that **Character** the Korvidari Bolts, when shooting a korvidari bolt with a bolt weapon that model is equipped with, is the weapon considered to be a Relic?*
A: No.