



# THE RAVEN GUARD

**Numeration:** The XIX<sup>th</sup> Legion

**Allegiance:** Fedelitas Constantus

**Primogenitor:** Corvus Corax, aka the Raven Lord

*"The First Axiom of Victory is to be other than where the enemy desires you to be.*

**Cognomen (Prior):** None Recognised (early Great Crusade era – Pale Nomads, Dust Clad (informal))

*The First Axiom of Stealth is to be other than where the enemy believes you to be.*

**Observed Strategic Tendencies:** Rapid Deployment Operations, Strategic Interdiction Operations, Reconnaissance in Force, Guerrilla Actions, Low-collateral Damage Imperative Compliance Operations

*The First Axiom of Freedom is that justice without force is powerless; force without justice is tyranny."*

*Corvus Corax, Axioms of the Legiones Astartes Raven Guard*

**Noteworthy Domains:** Deliverance (formerly Lycaeus)/Kiavahr and associated system realm. Former Terran central Asiatic Dustfields tithe rights renounced 998.M30.

Named for a Terran avian seen by many cultures as the herald of fate and messenger of death, the Raven Guard have served the Emperor faithfully throughout the glories of the Unification and the Great Crusade.

From its earliest days, the warriors of the XIX<sup>th</sup> Legion were known as cunning and patient hunters, adept at biding their time until the moment to strike was at hand. When the Legion was united with its Primarch – Corvus Corax, the Raven Lord, the Deliverer, theirs was a form of warfare exemplifying speed, stealth and precision which was codified into their doctrine, and under the ivory-skinned, shadow-eyed and sable-haired Primarch, the XIX<sup>th</sup> carved its name in the annals of the Great Crusade.

As the tragic histories of our age recount, however, the Legion's glories were to be scattered upon the black sands of Istvan V, and the Imperium almost shorn of one of its greatest champions.

**ORIGINS: THE HIDDEN HAND OF THE EMPEROR**  
Looking back upon the calamitous age through which Mankind has endured, few can claim to know but a fraction of the Emperor's vision for the galaxy. Some hold that each of the great Legions was created with a specific role in mind, and certainly this assertion is born out in the deeds and demeanour of many. The Imperial Fists were in so many ways the Emperor's loyal praetorians and champions, while the Ultramarines were his dutiful, resplendent hosts. To the XIX<sup>th</sup> Legion would fall the role of the Emperor's hidden hand, vengeful sentinels against recidivism and harrowers of those who would sooner flee than bend knee before their new master.

Drawing on the demeanour of the techno-savages from which it recruited, the proto-Legion quickly demonstrated its skill at reconnaissance and target identification, and its ability to transition from inscrutable watchfulness to rapid attack in the blink of an eye. Its Legionaries waged war by infiltrating into position, studying their enemy and, when the time was right, striking from the least anticipated quarter and slaying the foe outright in a bloody, yet brief assault.

Confronted with the coming of the Emperor, some of the enemies of Unification foolishly decided to stand and fight, to deny his manifest destiny, that was until such a moment that the XIX<sup>th</sup> revealed themselves. The gun already raised to the target's temple without him ever seeing his would-be assassin's approach, most enemies capitulated. Never given to wanton cruelty, the Emperor's emissaries would avail the target of his impending doom and offer him the choice—kneel or die. Most chose to serve but many refused, and so the XIX<sup>th</sup> would be unleashed. Emerging from the shadows, they would attack without warning, their methods enabling them to engage with foes far more numerous than themselves. Bereft of leadership, most enemy armies fell apart in short order. When they did not, the XIX<sup>th</sup> withdrew back into the shadows, but not in retreat. Rather, they attacked again from yet another quarter, bleeding their enemy dry and denying him any chance to counter-attack, regroup or take the initiative.

How many battles were won in this manner throughout the last years of the Unification Wars cannot be known for certain, for so often the XIX<sup>th</sup> Legion's hand remained hidden even after the battle was won. Only much later, after the Legion was united

with its Primarch, would it come forth into the light, but even then the Raven Guard shunned laurels and rarely courted adulation.

The similarities between the Raven Guard known to the later histories of the Great Crusade and the XIX<sup>th</sup> Legion before its unification with Corax are clear, but much of the tale remains untold. It is known that the Emperor recruited the first Legionaries of the XIX<sup>th</sup> from a number of Old Earth's regions, the majority drawn from the Xeric tribes of the Asiatic Dustfields. These savage yet technologically adept warrior peoples made constant war upon one another and against the neighbouring and much larger Yndonesic Bloc with relentless fury, battling ceaselessly for possession of scant natural resources. Once brought to heel by the Emperor and his Thunder Warriors, the tribes were forced to render up their firstborn sons to the Emperor's gene-forges, and upon their ascension to the nascent Legiones Astartes, these same sons were then used to ensure and enforce the continued Compliance of their fractious kin. The Xeric warriors proved well-suited to the Emperor's vision, though some observed their propensity for cruelty when ordered to attack as well as a disdainful attitude to those they considered weak. The culture of the Xeric peoples demanded that a vanquished enemy be watched over with a cold all-seeing eye and any hint of recidivism crushed utterly lest the subjugated rise up in strength against the victor. The XIX<sup>th</sup> inherited this mindset and when coupled with the heritage of the Legiones Astartes, it became one of its most distinctive characteristics.

One of the earliest Unification campaigns in which the XIX<sup>th</sup> participated was the conquest of the central Asiatic region, much of which was ruled by the tyrant Kalagann of Ursh. Few detailed accounts survive, but it is known that the XIX<sup>th</sup> played their part in it in a manner that

would serve as an operational template until the time it was united with its Primarch. After an initial phase in which key targets and weak elements in the armies of Ursh were identified, the XIX<sup>th</sup> insinuated itself throughout the region, small battle groups taking up positions from which to strike when the order was given. When the attack came, it was rapid, overwhelming and conducted with cold, ruthless efficiency. Kalagann's warlords were struck down and the XIX<sup>th</sup> herded their defeated armies into a vast prison camp at the heart of the blasted central Asiatic region. It is said that Kalagann employed all manner of psyker-wrought weapons during that campaign and that the nascent XIX<sup>th</sup> bore the brunt of many of the worst. Certainly, many veterans of that age were touched by a darkness from which they never recovered, some going on to sacrifice their lives in battle in suicidal charges while others became the solitary forerunners of the Legion Moritats.

Having earned itself many battle honours during the Unification of Old Earth, the XIX<sup>th</sup> was committed to operations within the Sol System. When the Emperor's hosts encountered the xenos presence holding sway over many of the void settlements of the Jovian range, the XIX<sup>th</sup> was tasked with scouring the moon of Lysithea. If records of previous battles are incomplete, those relating to this one are near non-existent. Whatever occurred on that tiny satellite, the xenos were annihilated and victory



claimed, but only at the cost of the settlers' lives as well as large numbers of the XIX<sup>th</sup>'s own. Many of the veterans of the Scouring of Lysithea were recalled from service by the masters of the Emperor's gene-forges, never to be returned to their Legion. What horrors they endured, or perhaps enacted, cannot even be guessed at, and certainly no similar instance of Legionaries being withdrawn from service in such a manner is recorded. For decades, many of those who had served in this battle bore upon their armour the ancient Jovian rune, surmounted by the numeral X as a reminder of their victory and their loss. Today, the symbol is only ever seen adorning the metal skin of the Raven Guard's Dreadnoughts, amongst their number Shade-Captain Vholtari, who was instrumental in the defeat of the xenos plaguing the Jovian Range. It was due to the injuries he sustained in that final battle that he was interred within the armoured sarcophagus of a mighty Furibundus class Dreadnought, and served for many more decades before his true death upon the killing grounds before Gate Forty-Two.

#### In the Shadow of Wolves

The XIX<sup>th</sup> Legion was created in the latter stages of the Unification Wars, but it would be almost two centuries before it was united with its Primarch. Conversely, the Luna Wolves Legion was united with its sire — Horus — very early on. It was not unusual

in those early campaigns for the XIX<sup>th</sup> to fight alongside the Luna Wolves, he who would one day bear the mantle of Warmaster coming to value the skills of the sons of the Dustfields immensely, and the two Legions served well together, their natures complementary. When the Luna Wolves launched their sudden and overwhelming assaults, the XIX<sup>th</sup> were already in position, blocking off lines of retreat and cutting down any foe who attempted to escape. Those few able to break through the lines were hunted down relentlessly and captives were rounded up to be watched over by the brooding Legionaries until declared Compliant. Its warriors' capacity to switch from cold, impassive scrutiny to swift, brutal action soon made the Legion the subject of dread amongst those who would deny unity.

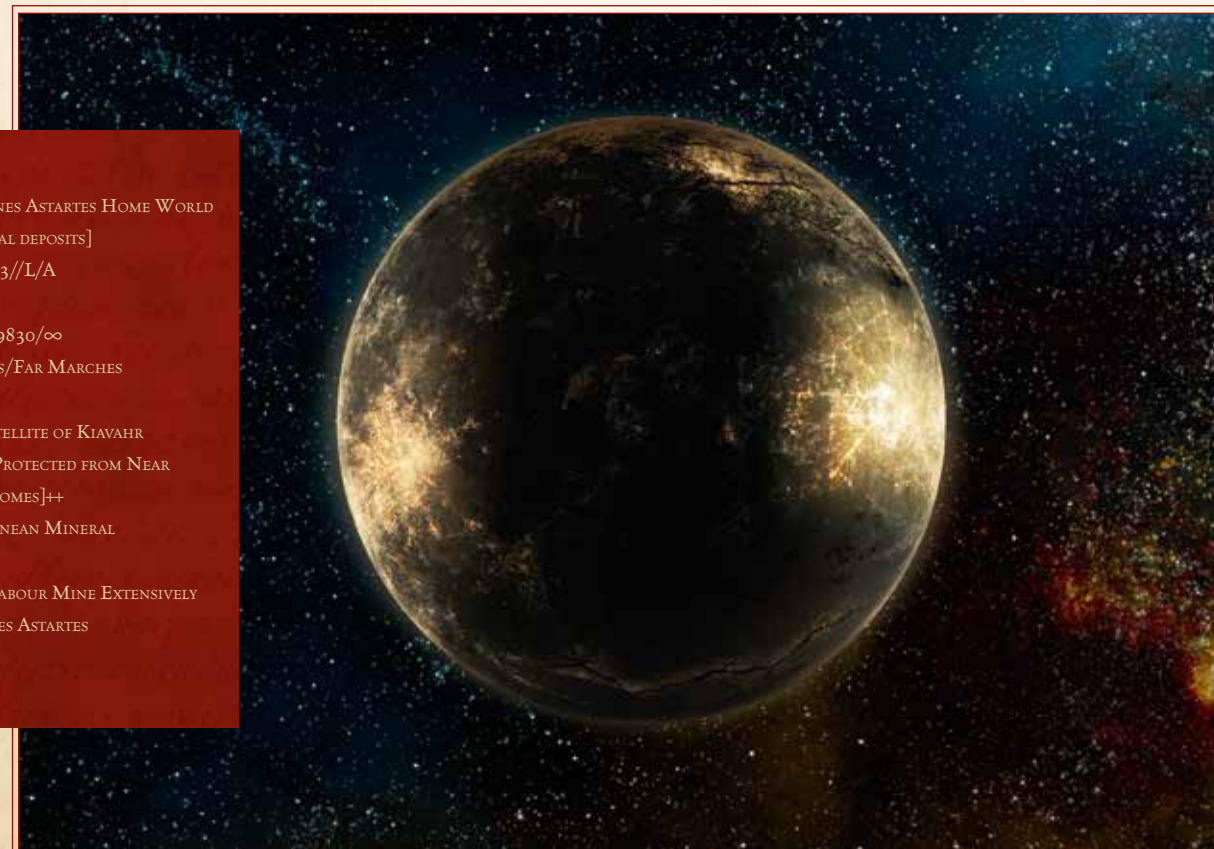
When Horus led his Legion in the opening campaigns of the Great Crusade, he often requested that the XIX<sup>th</sup> serve alongside his Luna Wolves. In those earliest days, many worlds rejected enlightenment and refused Compliance, and so the blade of the XIX<sup>th</sup> was there to strike, descending unseen almost before ordered to do so. Others accepted their place in the new galactic order with grace and wisdom, and so the blade was withdrawn, its presence not even noted.

In time, Horus came to value the XIX<sup>th</sup> greatly. While the ranks of the Luna Wolves

swelled with recruits from Cthonia, the XIX<sup>th</sup> remained comparatively small. Some observed that Horus treated the XIX<sup>th</sup> more like a chapter of his own Legion than one with its own identity and destiny to forge. While the Luna Wolves developed their own culture, a product of its early Terran heritage meshed with the savage gang culture of Cthonia, the XIX<sup>th</sup> remained close to their Terran roots, their demeanour not deviating far from that of the savage Xeric tribes. Their armour remained grey, although many Legionaries were observed to apply war paint made of Asiatic dust to their faces on the eve of a battle. This, among other factors, gave rise to the Luna Wolves bestowing several titles upon the XIX<sup>th</sup>, the most common of which were the 'Pale Nomads' and the 'Dust Clad'.

Aside from their tribal markings, the appearance of the XIX<sup>th</sup> was notable in other ways. Under the effects of the XIX<sup>th</sup>'s gene-seed, some found their skin growing unnaturally pale while in a few their already dark hair turned black as midnight. In a small number, their eyes turned entirely black, lending them a fearsome aspect that suited their inscrutable, watchful mien. Only later, with the coming of the Legion's Primarch, would the full import of these features become known and take hold fully throughout its warriors.

NAME: DELIVERANCE  
 CLASSIFICATION: LEGIONES ASTARTES HOME WORLD  
 [AIRLESS/BARREN/MINERAL DEPOSITS]  
 SYSTEM DATA: QW/9333//L/A  
 STELLAR GRID: 24-KQ-9830/∞  
 SEGMENTUM: TEMPESTUS/EAR MARCHES  
 NOTATION: PRIMARY SATELLITE OF KIVVAHR  
 ++[SURFACE FACILITIES PROTECTED FROM NEAR  
 VACUUM BY FORCE DOMES]++  
 ++[EXTENSIVE SUBTERRANEAN MINERAL  
 EXTRACTION]++  
 ++[LIBERATED FORCED LABOUR MINE EXTENSIVELY  
 FORTIFIED BY LEGIONES ASTARTES  
 RAVEN GUARD]++



#### THE COMING OF THE RAVEN

When the nascent Primarchs were scattered across the galaxy, Corax materialised in a lightless chamber far beneath the surface of a barren moon called Lycaeus. Above the cavern was a mighty glacier, and the Primarch might never have been discovered at all were it not for the arrival of a team of Lycaean miners pursuing a mineral seam. To some, the appearance of the miners within minutes of the young Corax attaining consciousness speaks of greater powers at work. Whatever the truth, the Primarch was taken in by the slaves and hidden from the mine's cruel overseers.

As with many of the Primarchs, Corax matured in a preternaturally short span of time, the phenomenon serving to confirm the slaves' belief that he represented a great gift to their people. It was they who named him, using their word for 'saviour' or 'deliverer' in anticipation of future deeds. Created with a wealth of knowledge already imprinted into his mind, the young Primarch nonetheless had much to learn from his protectors. Many of the prisoners were radicals condemned for holding views contrary to the interests of the guilds that ruled Kiavahr, the planet about which Lycaeus orbited, notions of justice and human dignity that had no place in their brutal regime. Corax swore to his protectors that he would liberate them from their cruel existence. Fortunately for Corax and the Imperium at large, the young Primarch's mentors counselled caution against overt signs of defiance or precipitous quests for vengeance. From these brave, wise men and women, he learned to bide his time and to observe his foes, to use his superhuman, gen-hanced faculties to plan far ahead towards the day he would lead the uprising and overthrow the hated slave lords of Lycaeus.

It was during this time that Corax came to learn something of the abilities he had been invested with. Moving from one hiding place to the next, constantly one step ahead of the cold-hearted and bloody-handed wardens, he was never discovered. Even when directly in the line of sight of an enemy, by willing an observer not to see him, he somehow avoided detection. At length, Corax could utilise this uncanny

ability to go where no other slave in the prison could go, moving about unseen beneath the hard gaze of the guards. There were limits to this ability, as Corax discovered to his cost; auspexes and other artificial methods of detection remained able to see him. It appeared to be the mind of the observer that was somehow tricked into disregarding the Primarch's presence should he will it.

As Corax reached his majority so the rule of the guilds drew to an end, though the overseers would not know of it until it was too late to avert their doom. Corax led a masterfully conceived campaign that bled the prison authorities dry, taking small cells of freedom fighters on a range of missions, some to steal weapons, others ammunition, still more to sabotage key systems so that they would fail at the moment of his choosing. Eventually, that moment came and Corax led the uprising that would cast off the shackles of centuries of oppression. In a necessarily bloody battle, Corax and his fellow freedom fighters took the prison. The bloodshed was great, for not all of the slave-prisoners had been imprisoned for their radical ideals; many were convicted killers and worse, the Primarch forced by necessity to utilise their fighting abilities and overlook their previous crimes, on condition they never repeat them after their bondage was cast off.

In yet another convergence of great events, it was in the immediate aftermath of the liberation of the prison moon Lycaeus and the opening salvos of the atomic bombardment of Kiavahr that the Emperor arrived to reclaim his lost son. Unlike events surrounding so many other such meetings however, the Emperor came alone, and the next day left alone. While it is known that the Master of Mankind and the XIX<sup>th</sup> Primarch spoke for long hours, what passed between them remains a matter of conjecture. With the benefit of hindsight, some have claimed that the Emperor spoke to Corax of things men, even some other Primarchs, were not yet ready to hear; of the truth of those powers that seethe within the Warp and the darkness soon to come. Certainly, it appears that when the full horror of the

Warmaster's treachery unfolded there were elements Corax seemed to have been forewarned of, though he only ever passed such knowledge on to his forces as and when they needed and were ready to assimilate it. Whatever the truth, one thing is known to have passed between father and son that night. The Emperor would leave Corax to complete his mission and to defeat the guilds of Kiavahr. Only later would he be ready to assume command of his Legion. It was as if in leaving Corax to liberate Kiavahr on his own, the Emperor was ensuring the Primarch learned and assimilated the most vital lesson of war. The Emperor departed, leaving his son to complete his task using only those weapons he had to hand. Those weapons turned out to be a stockpile of atomic barrages and mining charges the masters of Kiavahr had secreted on Lycaeus, believing them safe from the multitudes they ruled over. In their hubris the guilds never imagined that the slave-miners might one day cast off their shackles and claim those weapons as their own.

Even as the guilds sought to launch a counter-attack against the massively outnumbered freedom fighters, Corax knew the terrible order he must give. Using the steep gravity well that tethered Kiavahr and its moon, the Primarch committed to a full scale bombardment of the vast manufactory cities below. Even as the atomic fires blossomed on the face of Kiavahr, Corax demonstrated that by slaying thousands, millions would be saved. This, some would later claim, was the lesson the Emperor meant Corax to learn, and one that would temper his nature against the numerous challenges few but the Primarchs of the Legiones Astartes can fully comprehend.

Their greatest cities decimated, the guilds had no option but to capitulate. Kiavahr was liberated and Lycaeus renamed Deliverance. The Primarch had confronted that most terrible lesson of war — oft times, the innocent must suffer for the sake of all. It was a truth the Emperor knew well, and one that humanity as a whole would experience on an unprecedented scale within but a century.

### UNDER THE RAVEN'S BANNER

By the time the Raven Lord took command of his Legion, the Great Crusade was over a century old. Corax was quick to impose the style of war he had perfected on Lycaeus over that which had come to define the XIX<sup>th</sup>, melding stealth and guile with vigilance and swiftness. It was during these early years that much of the native demeanour of the old XIX<sup>th</sup>, in particular the more cold blooded ways of the Xeric tribes was purged. The Legion had so often served in oppression, repression and occupation forces that Corax saw in some of the Terrans something akin to the slavers of Lycaeus. Several of the Legion's highest ranking officers were displaced or reassigned to non-command roles, including Lord Arkhas Fal, who had commanded the XIX<sup>th</sup> for three decades before the coming of the Raven Lord.

Under the Primarch's guidance, distilled into a series of battle-mantras, the Raven Guard developed their skills to preternatural levels. Corax is even known to have bested Roboute Guilliman in his brother-Primarch's notoriously testing strategio-simulacra, making use of several unconventional troop types his brother-Primarch had never before faced, including the forerunners of the

Moritat. Corax only bested his brother three times in this manner, and once the master of the Ultramarines heeded the lesson and adjusted his tactics, the Raven Lord would never beat him again.

During its restructuring, the Legion commissioned several innovations from the forges of Mars, all of them cunningly wrought to further its mastery of the arts of stealth and speed. As the Thunderhawk Gunship entered widespread service, the Raven Guard secured for themselves a variant known as the Shadowhawk, sporting all manner of technologies that made it invisible to all but the most sensitive of augurs. In addition, the Legion gained access to the Whispercutter, an open airframe flyer constructed about a gravitic impellor and capable of dropping ten Legionaries into a war zone in utter silence and with practically no chance of detection. Such technology was created not by the Martian Mechanicum nor any of the Forge Worlds, but by those master artificers of Kiavahr who formerly served the guilds. Utilising strands of machine canon unknown to the mainstream of the Mechanicum, the guild artificers created all manner of systems at the behest of the Raven Guard and in time the Legion's Techmarines

were inducted into these mysteries, although it has been speculated that the Kiavahrans might have been declared outcast by the jealous lords of Mars, were it not for the patronage of so august a body as the Legiones Astartes and the Primarch Corax.

### The Battle of Gate Forty-Two

It was the need to conduct war in a more conventional manner that led to one of the greatest setbacks in the Legion's history, and one that would foreshadow the terrible events at Istvan V only a few years later.

Soon after Horus was declared Warmaster, the Raven Guard were recalled from operations along the coreward edge of the Ghouls Stars and ordered to take their place in the line alongside several other Legions under the Warmaster's direct command. The Akum-Sothos Cluster had been brought to Compliance by the Luna Wolves in the opening years of the Great Crusade, but its people had fallen to a form of mass-psychosis and violently rejected unity with Terra. This unheralded secession was later determined to have been caused by xenos parasites which matured within the eye sockets of their hosts, in this case the unfortunate population of the cluster. As they matured, the parasites gained rudimentary control over their hosts and formed what amounted to a wholly alien, gestalt consciousness focused on a cabal of primary hosts dubbed the 'Unsighted Kings'. The newly ascended Warmaster refused to see the cluster of worlds he himself had brought to Compliance slip from the Imperium's grip and so he vowed an Oath of Moment to reclaim its worlds no matter the cost.

Horus had formulated a plan to cast down the Unsighted Kings in a lightning war that would purge the afflicted population while retaining the cluster's highly developed infrastructure for future re-population. Furthermore, a rapid victory would demonstrate to Horus' brother-Primarchs that the Emperor had been correct to elevate him to so high a rank. The Warmaster's plan called for the bulk of four Legions—the Luna Wolves, Space Wolves, Iron Warriors and Raven Guard—to converge on the heavily fortified lair of the Unsighted Kings before a final, overwhelming assault was launched.

Having brought the outer worlds of the cluster to heel in a matter of weeks, the Warmaster called a council of his brother-Primarchs, one part of his plan calling for the Raven Guard to make a frontal assault



directly into the guns of the defenders of Gate Forty-Two. Corax argued against what he denounced as a waste of resources and a needless squandering of his warriors' lives, countering with a strategy of his own. The Raven Lord proposed that his Legion should draw off enemy forces in a series of feints, allowing the three other Legions to overwhelm what defenders remained at the walls with comparative ease.

In answer, Perturabo accused Corax of seeking to avoid battle, a crime verging on dereliction for a Primarch of the Legiones Astartes. The two very nearly came to blows, with only the intervention of Leman Russ staying bloodshed. The Wolf King counselled Corax to heed the words of the Primarch who the Emperor had set above his brothers. Russ urged Corax to smother his bitterness, but not to extinguish it, and from that guttering flame kindle the fire to carry the battle through. Taking his leave of the council, Corax mustered the Raven Guard before Gate Forty-Two. Knowing their particular demeanour would carry them forward, Corax assigned many of his Terran-dominated companies to the van, in particular those

whose captains appeared the most willing to play their part in the Warmaster's plan.

The assault that followed was hailed as the Legion's darkest hour, a grim honour that, tragically, would be displaced just a few years later at Istvan V. At the height of the battle, the assault companies decimated and the attack faltering in the face of overwhelming fire, Corax himself led the forlorn hope, his battle cry firing the Legion to such efforts that the breach was carried and Gate Forty-Two taken. The honour of slaying the Unsighted Kings was claimed by Horus as Warmaster and at the moment of their execution, the xenos' hold over the population was dispelled. The Akum-Sothos Cluster was delivered and the Warmaster's prize was reclaimed. The cost was terrible however, for not only had countless millions of hosts been crippled in mind and body, but thousands of Raven Guard, the bulk of them Terran-born, had given their lives before the shattered walls.

Though the Battle of Gate Forty-Two was counted a victory by (and indeed for) the Warmaster, its effects were far reaching.

The Legion's numbers were sorely depleted, leaving only 80,000 Legionaries under the Primarch's command and making it the smallest of the Legiones Astartes. Corax removed himself and his Legion from his brother's command, swearing bitterly never to serve alongside the Warmaster again.

One last consequence of the Battle of Gate Forty-Two lingers still. In its aftermath, those line officers who, before the coming of the Primarch, had served for so long under Horus' command were gone, and so the Warmaster was able to exert little in the way of influence over the Raven Lord's Legion. Many of these Terrans had been inducted into the warrior lodges, and with their deaths these unseen bodies all but vanished from the Raven Guard. It has been claimed by his detractors that in assigning the Terran-born Legionaries to the assault wave that would suffer the greatest losses, Corax did his Legion a service, consolidating his power and paving the way for a future more in line with his own vision. As a result, the Legion was largely spared the wave of insurrection that was transmitted through so many of the Legions by the hidden auspices of the lodges.

### THE SCOURING OF THE SCALLAND SECTOR

A two year engagement through a sector of space claimed by the remnants of the broken Eldar race, the Scalland Campaign was to serve as the original field test for the first thousand sets of prototype armour that would later come to be designated as MkVI; though at the time it bore the provisional designation MkV. Small numbers of the MkV armour had already been submitted to the Iron Warriors and Salamanders Legions, and both had expressed reservations about the lack of heavy plating when compared to earlier marks, pushing for the MkV to be revised for a heavy assault role. It was deemed that a mass combat trial was required to determine the effectiveness of the original design before potentially abandoning it. Internal politics within the various Legion commands saw this honour bestowed upon the Raven Guard, depleted in number after the bloody fighting in the Akum-Sothos Cluster. Speculation at the time suggests that a faction amongst the Primarchs and Legion commanders, led by Perturabo, intended this assignment to an under-strength Legion to be the death-knell of the MkVI armour, leading to its replacement by a sturdier design.

If this was so then the plan was to backfire spectacularly, for the Raven Guard performed admirably in the verdant Eldar seed worlds of the Scalland Sector, utilising the advanced auto-senses and agility of the new armour to hound the Eldar in a series of strike-and-fade attacks that decimated their already battered military forces. Such was the success of the fighting in the sector, which eventually saw the expulsion of the Eldar and the Imperium claim its rich worlds, that not only was the MkVI armour approved for final development, but the majority of the improvements suggested by the Raven Guard were adopted. The new armour, later dubbed 'Corvus' armour in honour of the Raven Guard, was placed into full scale production only a few months before the outbreak of Horus' rebellion against the Emperor, re-designated as MkVI to account for the inclusion of the many stop-gap field modifications and repairs into the Legiones Astartes order of battle.

#### DELIVERANCE AND KIAVAHR

The home world of the Raven Guard Legion is the barren moon now known as Deliverance, itself the largest satellite of the world of Kiavahr. Ruled throughout Old Night by ruthless and entrenched guilds that controlled every aspect of Kiavahr's society, the surface of that world was long ago scoured to blasted wastes by centuries, probably millennia of industrial exploitation. It was inevitable that the ruthlessly oppressed worker population would rebel against such treatment, and so those who spoke out against the guilds were dispatched to a prison facility on the world's largest moon, called at that time Lycaeus, to live out what remained of their lives in forced labour. Soon after the establishment of the prison moon, a wealth of mineral deposits was discovered beneath its surface and so the prisoners became slaves, their every effort devoted to feeding the industries of the world they had been exiled from and furthering the staggering wealth of its ruling elite. It was into the midst of the ruthlessly oppressed and maltreated slave caste of Lycaeus that Corvus Corax came, and it was by his hand that the guilds were cast down. Rallying the slaves against the guilds, Corax first liberated the moon of Lycaeus and soon after brought the guilds to their knees by unleashing upon them a portion of the atomic arsenal stored on the moon's surface.

Soon after the liberation of the prison moon, Kiavahr assumed Compliance and the moon of Lycaeus was renamed Deliverance in honour of its liberation under Corax's leadership. The central

mountain keep of the prison, named the Raven's Spire, became the headquarters of the Legiones Astartes Raven Guard. Its rocky outer skin was clad in battleship grade armour and its craggy flanks mounted with sufficient firepower to bring down an enemy war fleet.

As the Great Crusade ground ever onwards, Kiavahr assumed its position in the Emperor's Imperium of worlds. While its output was not equal to that of a fully-fledged Forge World of the Mechanicum, with the aid of the Tech-Priests of Mars, its forges and manufactories produced and exported vast quantities of matériel as well as a number of the more specialised machines and weapons required by the Raven Guard Legion. The guild artificers attempted to retain their closest secrets from the Mechanicum with some small measure of success, and clung on to their independence from Mars. Having remained self-sufficient throughout the lonely dark ages, Kiavahr remained unwilling to cede its secrets to outsiders, the only authority it recognised that of the Raven Guard. Of all of the Mechanicum's subsidiary domains, Kiavahr maintained relations with only one – Gryphonne IV. The terms of this relationship remain unclear, but because the Legio Gryphonicus fought alongside the Raven Guard throughout several of its larger scale campaigns, it can be assumed that some manner of reciprocal pact was, and perhaps still, remains in place.



## UNIT ORGANISATION AND STRUCTURE WITHIN THE LEGION

The XIX<sup>th</sup> Legion was founded according to the Emperor's far reaching vision for the armies of humanity laid down in the strictures of the *Officio Militaris*. The Legion was divided into chapters, chapters into battalions, battalions into companies and companies into squads. Most Legionaries considered themselves members of a given company rather than a chapter, the company being the preferred level for most independent operations. From its earliest formation, the Legion's officers devolved command responsibility towards the lower echelons, allowing sub-commanders to take the initiative and make tactical decisions according to immediate needs without interference from higher up the chain of command. This mindset was a direct result of the practises of the Xeric tribes, who conducted their wars against far more numerous foes and were therefore well practised in a wide spectrum of unconventional tactics. Individual units tended towards the smaller end of the scales set down by the architects of the Emperor's armies, but each was a tightly-knit band of warriors trained and equipped to operate on their own for extended periods. They were well able to live off of the land, taking what few resources they needed from their environment or when opportunity or necessity dictated, from defeated enemies.

As the Legion expanded, its ranks were swelled with the full panoply of war machines created for the Legiones Astartes. While its sub units remained relatively compact, the XIX<sup>th</sup> integrated numerous other formations into its structure, allowing it to take its place in the hosts of the Great Crusade and to confront the countless enemies of Mankind that would deny the Emperor's manifest destiny to rule the stars. While retaining its expertise in stealth and infiltration, the XIX<sup>th</sup> integrated formations of battle tanks, super-heavy war machines, artillery, assault vehicles and fleet assets, mastering each with the skill engineered into them by the genius of the Emperor. Nonetheless, the XIX<sup>th</sup> favoured a style of war that focused on rapid strike, outflanking, mobility and, where possible and desirable, stealth.

In terms of specialised units, there were certain formations the XIX<sup>th</sup> favoured over others. The Legion is noted in several accounts as fielding more Legion Reconnaissance squads than many others,

every Legionary being cross-trained to fulfil his usual role, as well as that of the recon units. Indeed, the line between Tactical squad and Reconnaissance squad seems to have become blurred, the two often operating using similar tactics and even specialised equipment.

From its earliest days, the Legion employed more Moritats than did many others. The individuals assigned to this duty were often those considered extreme in their methods even by the cold-blooded Xeric and they were often used—willingly—to undertake missions from which they were not expected to return. It is likely that the Raven Guard engaged in far more assassination and sabotage operations than is widely known to the Order of Remembrancers. Invariably, the increasing numbers of remembrancers accompanying the Expeditionary fleets were only allowed to bear witness to the Legion's victories after they had been won, the imagists, historians and poets denied the opportunity to record the Raven Guard as they waged war on the Imperium's foes.

In the aftermath of the Council of Nikaea, which history does not record Corax attending, the Raven Guard obeyed the command to renounce the employment of psykers and to disband its Librarians. Most of the Legion's Librarians were reassigned to the line companies to serve in conventional roles, although some may have served in the Seeker squads or as Vigilators or Moritats. Whether or not these individuals obeyed the Decree of Nikaea when operating independently on missions not committed to any archive must remain unknown and it is likely that most were slain upon the bloody battleground of the Urgall Depression.

#### LEGION COMMAND HIERARCHY

Upon assuming command of his Legion, Corvus Corax took steps to codify the methods of warfare he had employed against the slaver-lords of Lycaeus into a series of tactical and strategic maxims by which the Raven Guard would operate. In the main, these doctrines meshed well with those the XIX<sup>th</sup> had already been operating under throughout the Great Crusade, easing

#### THE DELIVERERS

Even in the days before the coming of Corvus Corax, the XIX<sup>th</sup> Legion was renowned for its skill at fast strikes and hit-and-run raids. As with many Legions, this skill quickly became ingrained into the nascent Legion as they came to be employed more and more in these roles, eschewing the massed battles and attritional warfare favoured by other Legions. As well as moulding the tactics of the XIX<sup>th</sup> Legion, this tendency also affected the Legion's armoury, which swiftly found itself biased towards light attack vehicles and those marks of armour that favoured agility and stealth over bulkier plating.

The earliest marks of Terminator armour were no exception. Despite the favour shown to the Tactical Dreadnought Armour project by Horus himself, who acted as patron to the XIX<sup>th</sup> Legion in the absence of their Primarch, many of the warriors of the XIX<sup>th</sup> were ill-disposed towards the slow and bulky Cataphractii suits. Some did adopt their use, mainly those chapters who had long served in the shadow of the Luna Wolves siege and heavy assault companies, becoming adept at close range shock assault from both aerial transport and teleport deployment.

The Legionaries of the XIX<sup>th</sup> Legion came to refer to these detachments as Deliverers, both for the carnage they brought to the enemy and for their tendency to be deployed when the daring assaults favoured by the XIX<sup>th</sup> Legion floundered and threatened to fail. Horus himself is known to have honoured the Deliverers attached to the Pale Nomads Chapter for the ferocity of their counter-attack at the Siege of Novas-Praxim, including them as part of his personal entourage until the Raven Lord claimed command of his Legion.

In the wake of Corvus Corax's return, the Deliverers were rarely called upon by the Primarch. Most were assigned to distant Crusade fleets and those who remained at Corax's side became the avatars of his carefully controlled anger, loosed when an enemy proved itself worthy only of utter destruction.

### A SHATTERED LEGION

In the aftermath of the Dropsite Massacre, the number of Raven Guard Legionaries under the direct command of Corax numbered no more than 4,000. These grim survivors were mostly those raised into the ranks of the Legiones Astartes from the warriors of Deliverance, those who had fought through the hell of Isstvan V and those who had come to rescue them. In addition to these Space Marines, there were several chapters of the Raven Guard attached to distant Crusade fleets and various small garrison units scattered throughout the Imperium, mainly Terran warriors of the old XIX<sup>th</sup> Legion who would take months to return to bolster the Legion.

As the Raven Lord had no intention of retiring from the fight against the arch-Traitor, he re-organised the tattered remnants of his Legion in an attempt to keep them combat capable at a strategic level. Unable to maintain the standard chapter division of the old Legion days, he instead chose to separate his surviving warriors into divisions marked by their combat specialisation. The assembled tactical companies were named the Talons, assault companies became the Falcons, and light vehicle squadrons and air support were renamed the Hawks. In the campaigns to come this structure proved to be highly flexible, playing to the Raven Guard's innate strengths and allowing them to quickly redistribute their firepower and tactical capabilities to meet the threat of much larger enemy formations, though for many of their contemporaries it would no doubt have proven impractical.

that particular aspect of the Primarch's assumption of command. It is notable that as soon as he was able, Corax ensured that most of his senior commanders were drawn from Deliverance. Indeed, several of the Primarch's closest advisors had served alongside him as young freedom fighters during the Lycaean Uprising, having later undergone the implantation and conditioning process to turn them into warriors of the Legiones Astartes. After the costly Battle of Gate Forty-Two, the numbers swung in favour of those born of Deliverance still further, with only a handful of Terrans still serving in positions of high command.

The Primarch maintained a comparatively loose chain of command, and was known to value candid and honest counsel from his officers. His bearing made it clear he did not expect to be treated in the manner many of his brother-Primarchs demanded as their birthright. When he was their leader during the slave uprising on Lycaeus, Corax's peers insisted he was watched over by a bodyguard lest the overlords or some other rogue element attempt to assassinate him. While he resented this, Corax allowed it, as much for his followers' peace of mind as for his own safety. Having joined his Legion, the bodyguard followed, being formed into an honour guard known informally as the Shadow Wardens. It was said that they were ever present, though often unseen when their Primarch went to war, and that none could avoid their gaze. Indeed, only one individual was ever able to do so, and that

was Corax himself, giving rise to the wry saying that Corax was able to slip his own shadow should he choose to do so.

Perhaps more than any other Primarch, the Raven Lord frequently operated alone, or otherwise led very small bands of handpicked warriors who, of all his sons, possessed skills comparable to his own—the Mor Dretha or Shadowmasters. This predilection must at least in part derive from his time as a freedom fighter, where circumstances dictated small cells of rebels were often more effective than larger numbers. It was not unusual for Corax to himself conduct extensive reconnaissance prior to a battle, while most Primarchs would leave such tasks to their warriors. Corax is also known to have led small forces on deep infiltrations far behind enemy lines, striking directly at the heart of an enemy force, leaving his line officers to conduct the overall operation. Frequently, the actions of the main force were in fact a ploy to draw the enemy's attentions away from the Primarch's own mission, allowing him to strike the final blow and win the battle.

### WAR DISPOSITION

At the time of the Isstvan III atrocity, the Raven Guard Legion was committed almost in its entirety to ongoing operations in the Thetos-Groton binary star system. When at last prevailing conditions in the Warp made it possible for Lord Dorn on Terra to contact his brother-Primarch by way of astro-telepathy and inform him of the dire

events unfolding in the Isstvan system, Corax ordered his fleet to make way at once. Not all of the Legion departed for the Isstvan system however, the Primarch determining that a portion must return to Deliverance in order to guard it against counter-attack. None of the senior commanders wished to be absent when the Traitors were brought to justice, and so lots were drawn to decide who would return. Thus, around 1,000 Legionaries alongside their Imperial Army allies of the Therion Cohort, departed for Deliverance, leaving a little under 80,000 to confront the Warmaster Horus and his allies at Isstvan V.

As with most of the Legions, there were other elements detached to serve elsewhere. A small number, mostly Terrans of the Legion of old, had been assigned to serve beyond the fringes of the Imperium, some in independent 'nomad predation' fleets, others attached to various Rogue Traders Militant or other so-called 'lone wolves'. One of these fleets was in fact commanded by the Legion's former commanding officer – Shade Lord Arkhas Fal – on the direct order of the Primarch when Corax took over the Raven Guard. What became of the Shadow Lord, his fleet and the other elements may never be known, and the fact that Corax appears to have made no effort to recall them suggests they were considered a body apart from the bulk of the Legion.

When the Raven Guard committed to the Isstvan V drop, they did so in numbers approaching their full strength, with all assets, both surface and space borne, in attendance. The events of the Battle of Gate Forty-Two had left the Raven Guard as the smallest of the Legions, but they would be operating alongside six of their brother Legions, or so they had every reason to believe. The truth, as described elsewhere in this account, was otherwise. The Raven Guard were to lose tens of thousands of Legionaries during the betrayal that was the Isstvan V Dropsite Massacre, and by the end of the ninety-eight days that followed, could muster but a fraction of their former strength. Leaving aside the unknown numbers operating alone in the outer darkness, the Raven Guard must now number barely 4,000, including those despatched to garrison Deliverance.

For the first time in their glorious history, the Raven Guard were truly laid low. What the future would hold for the Legion would be a time of trial and misfortune.

## RAVEN GUARD LEGION TACTICAL MARKINGS



Tactical Line Unit Icon



Tactical with Legion Icon



Reconnaissance with Legion Numeral



Assault Vanguard



Destroyer Designation



Support Unit



Special Unit Designation



Legion Elites with Legion Numeral



Veteran Honour Personal Variant



High Command with Legion Icon



Command Variant



Command Variant Personal Heraldry



Tactical Line Unit Variant



Line Command



Legion Reconnaissance



Veteran with Legion Numeral

### RAVEN GUARD HELM MARKINGS

Helm markings are used to facilitate the quick identification of key individuals in the chain of command during the anarchy of war. They serve as a vital back-up should more sophisticated power armour systems be rendered inoperative by battle damage.



Veteran Sergeant



Talon Leader



Section Leader



Veteran



Captain



Vehicle Crew

# XIX<sup>TH</sup> LEGION TACTICAL LEGIONARY

UNKNOWN LEGIONARY  
7<sup>TH</sup> BATTALION  
PRE-JOVIAN CAMPAIGN

This image has been compiled from a pict-capture of a Legionary of the Unification-era XIX<sup>th</sup> Legion as he appeared immediately before the conquest of the Jovian Range. Records do not indicate if this unnamed Legionary took part in the costly Battle of Lysithea, which saw the Emperor's forces wrest control of the tenth moon of Jupiter from the domination of its vile xenos overlords, or if he fought alongside warriors of a brother-Legion.

The Legionary's MkII 'Crusade' power armour, however, bears several symbols which do provide clues to his identity. The skull and lightning bolt icon on his left knee armour in particular marks him as a veteran of the Terran Unification War. It is known that some of the 7<sup>th</sup> Battalion survivors of the Battle of Lysithea were assigned to duties with a so-called 'Nomad Predation' fleet dispatched with sealed orders into the outer darkness around the time that the XIX<sup>th</sup> Legion was united with its Primarch. If this Legionary survived the Jovian Campaign, he may have been assigned to such an expedition.

## Panoply of War

1. **Mars-Proteus Pattern Power Axe:** Records suggest that this class of weapon was commonly gifted to squad leaders to mark acts of valour, a tradition harking back to the culture of the Xeric tribes which fell out of favour after the Primarch took control of the XIX<sup>th</sup> Legion.
2. **Phobos Pattern Boltgun:** Note bird of prey heraldry, prefiguring the coming of the Raven Lord.



# RAVEN GUARD ASSAULT LEGIONARY

LEGIONARY GHELT  
SQUAD LYSO, ASSAULT COMPANY  
4<sup>TH</sup> BATTALION, 5<sup>TH</sup> CHAPTER  
AFTERMATH, ISSTVAN V DROPSITE MASSACRE - DAY 4

Legionary Ghelt was a veteran of two decades service to the Raven Guard and marked for ascension to the position of squad sergeant at the time of the Isstvan V operation. That ascension came far quicker than anticipated, as his immediate superior, Sergeant Lyso, fell in battle during the Dropsite Massacre, slain by the abominations known as the Gal Vorbak of the Traitor Word Bearers Legion. Ghelt took command of what remained of his squad and led his brother Legionaries in the breakout from the Urgall Depression, commanding them until he himself fell in glory around Day 28.

Legionary Ghelt wears late production MkIV 'Maximus' power armour with the XIX<sup>th</sup> Legion numeral prominently displayed on the chest and the assault identifier on the right knee. Also note artificer-applied surface etching. The white applied to his shoulder, forearm and gauntlet plates was an informal practice amongst veteran assault squads which became much more common after the Legion's return to Deliverance.

## Panoply of War

1. **'Thunder Edge' Pattern Chainsword:** Decorated with Raven Guard Legion icon.
2. **Tigris Pattern Bolt Pistol:** Note 'Corvus Calvariam' Veteran's Honour.
3. **Melta Bomb, Krak Grenade and Fragmentation Grenade:** Standard Legion assault squad issue.



# RAVEN GUARD VETERAN SERGEANT

SERGEANT KHALEN  
SQUAD KHALEN, RECON COMPANY  
2<sup>ND</sup> CHAPTER

**AFTERMATH, ISSTVAN V DROPSITE MASSACRE – DAY 7**  
Legionary Khalen is depicted here as he deployed to the surface of Isstvan V and records indicate that he survived the ninety-eight days aftermath of the Dropsite Massacre. He wears pre-production, trial power armour issued to him during the Scalland Campaign, which was still undergoing trials with veteran Raven Guard units at that time. The armour is known to have served Sergeant Khalen well, its shielded power-routing systems especially suited to recon operations and its multiple redundancies allowing several key components to be replaced as they sustained heavy damage. Khalen's accounts of the armour's performance contributed to several later improvements being included in the final MkVI 'Corvus' armour battle plate.

Sergeant Khalen's power armour bears the Raven Guard Legion's icon, as well as the lightning flash symbol identifying him as serving in a Legion reconnaissance squad – the white faceplate is thought to be an informal identifier for a squad sergeant. The numeral on his chest plate is that of the 2<sup>nd</sup> Chapter, and in addition to this he bears the Corvus Calvariam Veteran's Honour.

## Panoply of War

1. Umbra Pattern Boltgun.

2. Ryza 'Sunspite' Pattern Plasma Pistol:  
Individual issue to veteran status line officers.



1.



2.

# RAVEN GUARD RECONNAISSANCE LEGIONARY

LEGIONARY SALLAHN  
SQUAD NUMAS, 31<sup>ST</sup> SHADOW COMPANY  
AFTERMATH, ISSTVAN V DROPSITE MASSACRE – DAY 51

Legionary Sallahn's reconnaissance squad began the Isstvan V operation serving in the 31<sup>st</sup> 'Shadow Company'—a formation directly under Legion Command instead of serving in the line. The 31<sup>st</sup> suffered such heavy losses at the height of the Dropsite Massacre that when the breakout order was issued, Squad Numas was one of only a handful of units capable of responding. Legionary Sallahn was instrumental in identifying viable extraction vectors and communicating these back to what remained of Legion Command, covering the Legion's withdrawal throughout and saving the lives of hundreds of his brother Legionaries. Much later, Squad Numas would receive the praise of Corax himself for the pivotal role it played in the Legion's survival through that darkest hour.

Legionary Sallahn's MkIV recon-modified power armour is depicted here with its cameo field disengaged, the surface taking on a flat, ash-grey finish in its passive state. When activated, the armour's surface mirrors ambient lighting conditions, allowing its wearer to blend into their surroundings.

Note helm-mounted sensor and communications array. Also note subdued Legion and tactical markings, and winged raven skull icon indicating the 31<sup>st</sup> Shadow Company's direct attachment to higher echelon Legion Command.

## Panoply of War

1. Tigris-Exitus Pattern Modified Boltgun:  
Master Armourer-modified, issued to majority of reconnaissance squads in 31<sup>st</sup> Shadow Company.

2. Deliverance Pattern Shotgun: Alternative issue to approximately one in five recon units designated to operational security role.



1.



2.

# RAVEN GUARD LEGION TERMINATOR SERGEANT

TERMINATOR SERGEANT HEKLAN  
SQUAD HEKLAN, ASSAULT COMPANY  
1<sup>ST</sup> BATTALION, 5<sup>TH</sup> CHAPTER

**AFTERMATH, ISSTVAN V DROPSITE MASSACRE – DAY 78**  
Sergeant Heklan's squad fought with honour throughout the Legion's operations on Isstvan V and is noted to have fought alongside the Lord Primarch himself on several occasions, in particular during all three major engagements with the forces of the Iron Warriors Legion attempting to hunt the Raven Guard across the Urgall Wastes. Sergeant Heklan fell in glory the very day the Legion was delivered from Isstvan V, he and his warriors willingly selling their lives at enormous cost to the World Eaters as the Traitors closed in upon the Raven Guard's final position at the edge of the Gular Salt Plains.

Sergeant Heklan's Cataphractii armour is adorned with a mass of subtle motifs derived from the decorative arts of the Lycaean slave-miners, a constant reminder to the bearer and his peers of the Legion's roots. On his right shoulder he bears the symbol of an elite Legion formation, on the left the numeral of the 5<sup>th</sup> Chapter, surrounded by a sergeant's laurel of command.

## Panoply of War

1. Artificer-wrought Power Sword.
2. Tigris Pattern Combi-melta.



## ANCIENT KRAHEN

17<sup>TH</sup> CHAPTER

**AFTERMATH, ISSTVAN V DROPSITE MASSACRE – DAY 3**

Ancient Krahen was once a Legion Moritat in the 3<sup>rd</sup> Battalion of the 4<sup>th</sup> Chapter, and well known for his particularly dark demeanour and callousness in battle. He was laid low by a hideous xenos horror while scouring a space hulk threatening systems along the coreward marches of the Segmentum Solar, and subsequently interred within the armoured sarcophagus of a Contemptor Dreadnought. Though no longer able to pursue the mission of a Legion Moritat, Krahen adapted to his new existence well, and instead of lone assassinations, Krahen soon led savage frontal assaults, seeking out and striking down the mightiest of enemies.

Ancient Krahen survived the murderous violence of the Dropsite Massacre, leading a combined force of the remnants of several dozen different companies north-eastward, smashing aside countless enemy formations before linking up with the Primarch on Day 3. He then led countless attacks throughout the Raven Guard's ninety-eight days on Isstvan V, but he was not to be counted amongst the ranks of those liberated on the final day. Instead, he gave his life in battle against a Sons of Horus Legion death squad so that his brother Legionaries might fight on and, ultimately, endure.



I.



2.

# RAVEN GUARD ARMoured FORCES

Though best known for the skills of its warriors in rapid assault, reconnaissance and infiltration protocols, the Raven Guard Legion possessed and utilised the full range of engines of war produced for the Legiones Astartes by the genius of the Mechanicum. The Raven Guard maintained entire battalions of heavy armour of all types, the Legion Armoury and Fleet Reserve held hundreds more, and individual companies were assigned individual war engines as and when required.

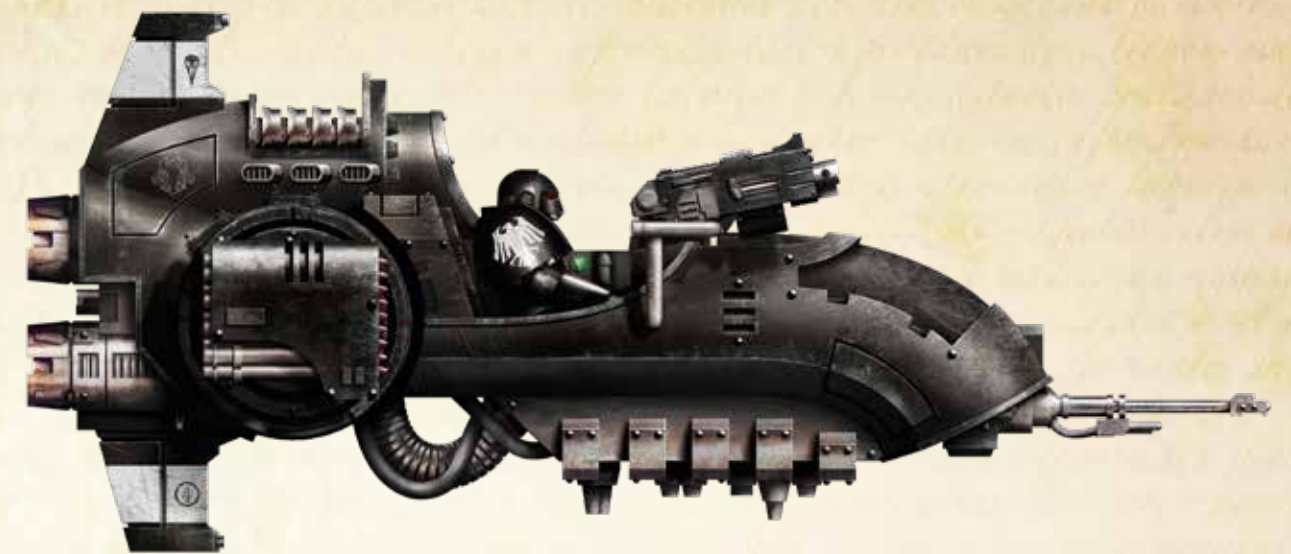
The Raven Guard Legion deployed every heavy armour formation it could muster to Istvan V, committing the majority to a wide flanking manoeuvre launched along the base of the Lerghan Ridge against Sons of Horus units guarding the extreme left flank of the Traitors' lines. Entire wings of Javelin Attack

Speeders and Skyhunter Jetbike squads roamed ahead of the slower moving tank companies, isolating enemy positions and harrying them mercilessly until the heavier units arrived to grind them into dust. When the Night Lords, Iron Warriors, Alpha Legion and Word Bearers revealed their treachery upon the Urgall Depression, most of these formations were cut off from the bulk of the Legion and ambushed by Night Lords units as they attempted to fight their way back to their Primarch's side.

Very few of the Raven Guard's heavier armoured formations were able to withdraw from the Dropsite Massacre, although those that did played a vital role in holding back the enemies' pursuit in its immediate aftermath. Later on, all but the lightest formations were disbanded and their crews

re-assigned to fight on as infantry, the survival of every last Legionary deemed of far more importance to the future of the Legion than maintaining its vehicles.

Long after the Istvan V Dropsite Massacre, it would be discovered that the Traitors recovered a large number of the vehicles left upon the black sands of the Urgall Depression and turned them against their erstwhile masters. Many also appear to have been crippled by Mechanicum war machines using ultra-high yield neutron weaponry so that, while the crews were slain by radiation deadly even to a superhuman Space Marine, the war engines themselves remained intact. Were it needed, this provides further evidence of the dark genius and far-reaching stratagems of the Warmaster.



**Javelin Attack Speeder:** The Raven Guard value reconnaissance and the dissemination of battlefield intelligence very highly, and so even the heaviest armoured formation was often accompanied by swift-moving outrider units such as this Javelin Attack Speeder. Such units also served in the roles of close defence and target identification.



The laurel wreath icon is commonly employed by the Raven Guard and other Legiones Astartes to denote an upper echelon command unit. In this instance, the marking indicates the vehicle is the personal transport of a battalion commander.



**Legion Spartan Assault Tank 'Valravn':** This vehicle was deployed to the Istvan V drop operation with the Legion's 48<sup>th</sup> Heavy Company, an armoured vanguard assault unit whose infantry were extensively equipped with Tactical Dreadnought Armour. The *Valravn* was lost assaulting Sons of Horus positions on the Warmaster's extreme left flank, but would later reappear having been salvaged by the Traitor Night Lords.

## WINGS OF THE RAVEN

The Legiones Astartes Raven Guard make extensive use of a wide range of atmospheric, orbital and void-capable craft, from the heavily armed Fire Raptor gunship to the mighty Stormbird dropship. Many are equipped with unique stealth systems produced by the guilds of Kiavahr, allowing them to penetrate deep into enemy controlled territory in order to deploy Raven Guard strike forces and to provide fire support once their passengers are on the ground.

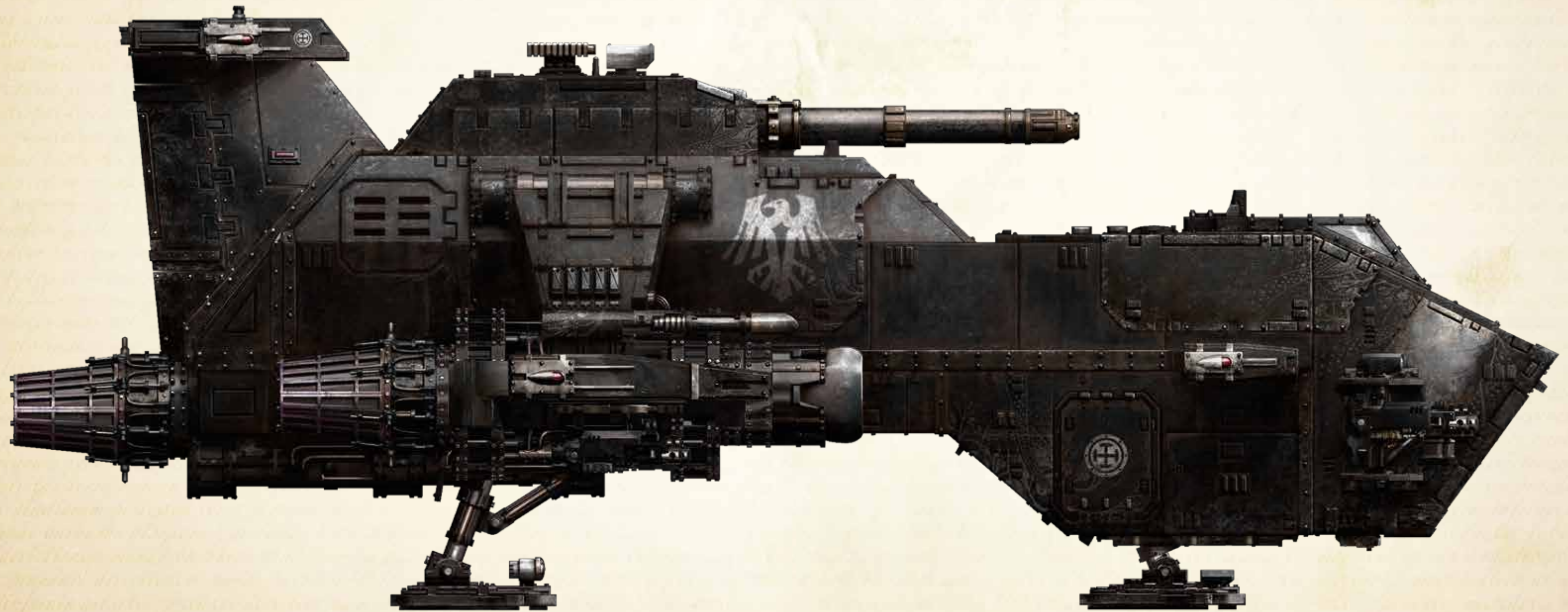
The bulk of the Legion's orbital strike craft were committed to the assault against the Warmaster's rebels, many making repeated runs from ground to orbit as they ferried

thousands of Legionaries to the surface. It is testament to the thoroughness of the Warmaster's treachery that when the second wave of the Loyalist retribution force turned upon the Raven Guard, Salamanders and Iron Warriors of the first wave, the majority of the Legion's Thunderhawks and Stormbirds were on the ground in the process of disembarking warriors and thus at their most vulnerable. When the Iron Warriors opened fire on the landing zones with their super-heavy artillery, the devastation was total – barely a handful of Thunderhawks and Storm Eagles, and not a single Stormbird, escaped the all-encompassing conflagration.

When at last the Raven Guard serving directly under the command of Lord Corax were extracted from Istvan V, it was the Legion's handful of surviving Thunderhawks and Stormbirds that bore them away from certain death at the edge of the Gular Salt Plains. It was thanks to the skill and courage of the crews of Commander Branne Nev's rescue force that the Primarch and the last few thousand of his sons lived to fight on against the treachery of the Warmaster and the fallen Legion Astartes.



**Scimitar Pattern Jetbike:** This Scimitar served in the Raven Guard's 13<sup>th</sup> Company and survived the Dropsite Massacre. It was assigned to the ad-hoc formation known as the Hawks, alongside several dozen other rapid attack units, and was only abandoned when the Raven Guard finally took their leave of Istvan V.



**Thunderhawk Gunship 'Umbra Secundus':** This Thunderhawk Gunship is depicted ready for planetfall on Istvan V. *Umbra Secundus* was assigned to transport three veteran tactical squads of the Raven Guard's 3<sup>rd</sup> Company, as indicated by the cross marking on its tail and flank hatch. The craft was later commandeered by the Raven Guard's Master of Descent Alvarex Maun and used to extract the Primarch himself before succumbing to massive damage from Traitor ground fire.

