Space MarineS – Ravenguard

*"From the darkness we strike: fast and lethal, and by the time our foes can react... darkness there and nothing more."*

## Special Rules

Raven Guard

Raven Guard Squads are highly mobile and stealthy. Because of their combat doctrine, they can’t use Terminators or Dreadnaughts.

Raven’s Flight

All units automatically get a Jump Pack (+10cm on *Running*) that doesn’t cost any Gear Points. Because of their constant movements, Raven Guard units can’t use Heavy Weapons and get a malus of -3 to Marksmanship.

Wraith-Slipping

Raven Guards are exceptionally trained in stealth combat, being able to slip through the shadows unseen. While a Raven Guard unit is within 5cm of a Cover, enemy units need to be within 20cm to see the Raven Guard. Units further away than that can’t see the Raven Guard. For a Raven Guard *Commander*, this distance is reduced to 10cm.