

Imperial Fists Datasheets (v.1.0.1)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- After failing a morale test for any Imperial Fists unit, roll one D6. On a 4+ it's passed instead
- Adeptus Astartes. You can repaint/kitbash non-character Ultramarines units or other Adeptus Astartes units to become Imperial Fists units and play by their original rules

Leaders

Third Captain Tor Garadon Move 10" **Save 3+** Wounds 3 **Morale 3+** Control 1
(1 model)

Unit abilities

- Character (max. one copy per army)
- Each time this model makes an attack that targets a Monster or Vehicle unit, improve the Armour Penetration characteristics of that attack by -2

JOYTOY x WARHAMMER



JoyToy Imperial Fists Third Captain Tor Garadon, 275pts

Ranged weapons	Range	Att	Sk	AP	Features
Artificer Grav Gun	36"	1	2+	-1	Each attack deals 3 damage, but only to one model
Melee weapons	Range	Att	Sk	AP	Features
Hand of Defiance	Melee	4	2+	-2	-

Add abilities to the model	Cost
<ul style="list-style-type: none"> • Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn 	+100pts


Captain (1 model) Move 12" **Save 3+** Wounds 3 **Morale 3+** Control 1

JOYTOY x WARHAMMER



JoyToy Imperial Fists Primaris Captain, 255pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Replace Bolt Rifle with	Cost
 Bolt Pistol (Range 24", Att 1, Sk 2+, AP 0)	-80pts

Add abilities to the model	Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Lieutenant (1 model) Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Weapons equipped by models in this model's unit automatically wounds the target on Critical hits (Save rolls for such hits are automatically failed)

JOYTOY x WARHAMMER



JoyToy Imperial Fists Lieutenant with Power Sword, 445pts

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	-



JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors Primaris Lieutenant Naviaz, 460pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	-

Model abilities

- This model has Save 2+



Infantry

Agressors (3 models) Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

JOYTOY x WARHAMMER



JoyToy Imperial Fists Aggressor Brother Sergeant Lycias, 225pts per model (675pts per unit)

Ranged weapons	Range	Att	Sk	AP	Features
Auto Boltstorm Gauntlets	36"	1	3+	-1	-
Fragstorm Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Twin Power Fist	Melee	3	3+	-4	-



Assault Intercessors (5-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When Charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors Brother Sergeant Sevito, 95pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	2	3+	-4	-

Replace Bolt Pistol with	Cost
Astartes Chainsword (Melee, Att 2, Sk 3+, AP -1)	+30pts

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors Brother Marine 02, 65pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors (version with bolt rifle included), 65pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors (version with heavy bolt pistol and without bolt rifle), 70pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Bladeguard Veterans (3-5 models) Move 12" Save 2+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Imperial Fists Bladeguard Veteran, 125pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Imperial Fists Veteran Brother Thracius, 125pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



Heavy Intercessors (3 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move
- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Imperial Fists Heavy Intercessor Polad Lyclad, 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolter	60"	3	4+	-1	Critical hits deal one extra hit (only original hits can be counted as Critical)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JOYTOY x WARHAMMER



JoyToy Imperial Fists Heavy Intercessor Rogfried Pertanal, **115pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Rifle	60"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Intercessors (3-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors Brother Sergeant Sevito, **90pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	2	3+	-4	-

Replace Bolt Pistol with	Cost
Astartes Chainsword (Melee, Att 2, Sk 3+, AP -1)	+20pts

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors Brother Marine 02, **100pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Imperial Fists Intercessors (version with bolt rifle included), **100pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Relic Terminators (3-5 models)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JoyToy x WARHAMMER®
The Hobby Store



JoyToy Imperial Fists Legion Cataphractii Sergeant with Power Sword, 235pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Phobos-pattern Combi-bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-1	Critical hits get AP(-4)



JoyToy x WARHAMMER®
The Hobby Store



JoyToy Imperial Fists Legion Cataphractii Sergeant with Heavy Flamer, 225pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Flamer (max. one per unit)	24"	X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



JoyToy x WARHAMMER®
The Hobby Store



JoyToy Imperial Fists Legion Cataphractii Sergeant with Chainfist, 225pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Phobos-pattern Combi-bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Chainfist	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model



JoyToy x WARHAMMER®
The Hobby Store



JoyToy Imperial Fists Legion Cataphractii Sergeant with Lightning Claws, 145pts per model

Melee weapons	Range	Att	Sk	AP	Features
Dual Lightning Claws	Melee	4	3+	0	Critical hits get AP(-4)



Mounted

Invader ATV (1 model)

Move 20" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Mounted. Can't use Defensive stance. To indicate Stunned stance, place the gunner hunkered down. The Move characteristic of a Stunned Primaris Invader ATV unit is halved

JOYTOY x WARHAMMER

JoyToy Imperial Fists Primaris Invader ATV + 2 Intercessors, 490pts



Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-
Twin Bolt Rifle	48"	2	3+	-1	-
Onslaught Gatling Cannon	48"	4	3+	-1	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	3	3+	0	-

Replace Heavy Bolt Pistol with Bolt Pistol (Range 24", Att 1, Sk 3+, AP 0)	Cost
	-5pts

Outriders (3 models)

Move 20" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Mounted. Can't use Defensive stance. To indicate Stunned stance, remove the rider and place him nearby hunkered down, weapons down. The Move characteristic of a Stunned Outriders unit is halved

JOYTOY x WARHAMMER

JoyToy Imperial Fists Combat Bike + Intercessor, 215pts per model



Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-
Twin Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Replace Heavy Bolt Pistol with Bolt Pistol (Range 24", Att 1, Sk 3+, AP 0)	Cost
	-5pts

Vehicles / Monsters

Leviathan Dreadnought (1 model) Move 16" Save 2+ Wounds 12 Morale 3+ Control 4

Unit abilities

- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")

JoyToy x WARHAMMER®
The Game of Thrones



JoyToy Imperial Fists Leviathan Dreadnought with Cyclonic Melta Lance and Storm Cannon, 1030pts

Ranged weapons	Range	Att	Sk	AP	Features
Cyclonic Melta-Lance	36"	2	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons
Storm Cannon	60"	4	3+	-1	-
Twin Heavy Flamer	24"	X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover
Phosphex Discharger	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	3+	-1	-

Relic Contemptor Dreadnought (1 model) Move 12" Save 2+ Wounds 9 Morale 3+ Control 3

Unit abilities

- The first time this model is destroyed, remove it from play. Then, at the end of this turn, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within 2" horizontally and 10" vertically of any enemy units, with one wound remaining.
- When this model is destroyed a second time, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")

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The Game of Thrones



JoyToy Imperial Fists Contemptor Dreadnought, 1095pts

Ranged weapons	Range	Att	Sk	AP	Features
Kheres-pattern assault cannon	48"	6	2+	-2	Critical hits get AP(-4)
Graviton blaster	36"	1	2+	-1	Each attack deals 3 damage, but only to one model
Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	2+	-1	-
Gravis power fist	Melee	4	2+	-4	-

Redemptor Dreadnought
(1 model)

Move 16" Save 2+ Wounds 12 Morale 3+ Control 4

Unit abilities

- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")



JoyToy Imperial Fists Redemptor Dreadnought, 1255pts



Ranged weapons	Range	Att	Sk	AP	Features
Twin Storm Bolter	48"	2	3+	-1	-
Heavy Onslaught Gatling Cannon	48"	6	3+	-2	Critical hits get AP(-4)
Onslaught Gatling Cannon	48"	3	3+	-1	Critical hits get AP(-4)
Icarus Rocket Pod	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Improve AP by -3 against Flying units

Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	3+	-1	-
Redemptor Fist	Melee	4	3+	-4	-