

Raven Guard 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 Raven Guard 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 Raven Guard units and play by their original rules

Leaders

Kayvaan Shrike (1 model)

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

Unit abilities

- Character (max. one copy per army)
- 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
- Flying. May go through obstacles and other units, ignores terrain effects when moving
- At the end of your opponent's turn, if this model's unit is not within 2" horizontally and 10" vertically of any enemy models, you can remove it from the battlefield and place it into reserves

JOYTOY x WARHAMMER



JoyToy Raven Guard Chapter Master Kayvaan Shrike, 350pts

Ranged weapons	Range	Att	Sk	AP	Features
Blackout	36"	2	2+	-1	When attacking units consisting of a Leader and a Bodyguard, if a Leader model is visible to the attacking model, can allocate that attack to the Leader, bypassing the Bodyguards

Melee weapons	Range	Att	Sk	AP	Features
The Raven's Talons	Melee	4	2+	-2	When attacking units consisting of a Leader and a Bodyguard, if a Leader model is visible to the attacking model, can allocate that attack to the Leader, bypassing the Bodyguards

Model abilities

- Enemies get -1 to hit rolls when shooting at this model from over 18" away

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

Infantry

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 Raven Guard Intercessors Sergeant Ashan, 70pts per model (unit superior)

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	-

 Replace Heavy Bolt Pistol with Plasma Pistol (Range 24", Att 1, Sk 3+, AP -4)	Cost +15pts
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JOYTOY x WARHAMMER



JoyToy Raven Guard Intercessors Sergeant Rychas, 65pts per model (unit superior)

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 Raven Guard Intercessors Brother Nax, 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 Raven Guard Intercessors Brother Colvane, **65pts** per model (unit superior)

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	-

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 Raven Guard Intercessors Sergeant Rychas, **100pts** per model (unit superior)

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 Raven Guard Intercessors Sergeant Ashan, **75pts** per model (unit superior)

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	-

Replace Heavy Bolt Pistol with Plasma Pistol (Range 24", Att 1, Sk 3+, AP -4)	Cost
	+20pts

JOYTOY x WARHAMMER



JoyToy Raven Guard Intercessors Brother Nax, **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 Raven Guard Intercessors Brother Colvane, 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	-

