

## Blood Ravens Datasheets (v.1.0.4)

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. You can also customize the appearance of extra unit superior figures so that they become regular warriors

### Faction abilities

- *See No Evil*: When they caught you stealing, roll one D6. On a 4+ nothing happens
- *Thirst To Steal (optional)*: Before battle begins, any Blood Angels unit can be upgraded with the *Thirst To Steal* ability for additional points. When this unit is Charging, roll one D6: on a 4+ this unit can steal all of the target's weapons
- *Space Marines*: You can steal models from different Loyalist Space Marine Chapters. Such a unit cannot use the optional faction ability for additional points

### Infantry

Intercessors (2-5 models)

Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

### Unit abilities

- *Stolen Weapons*: Blood Ravens Intercessors may shoot even after stealing things

### Upgrade all models with ability

Cost

- *Thirst To Steal*

+5pts per model

JoyToy Blood Ravens Intercessors Brother Stealman, 100pts per model



- What did you expect to see here?  
I've already stolen everything