

# Raven Guard 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

- *Know No Fear*: After failing a morale test for any Raven Guard unit, roll one D6. On a 4+ it's passed instead. This ability does not apply to morale tests during Fall Back
- *Space Marines*: You can combine models from different Loyalist Space Marine Chapters, but with the same unit name, in one unit

## Leaders

**Kayvaan Shrike (1 model)      Move 20" Save 3+ Wounds 6 Morale 3+ Control 1**

## Unit abilities

- *Character*: Maximum one copy per army
- *Flying*: May go through obstacles and other units, ignores terrain effects when moving
- *Echo of the Ravenspire*: At the end of your opponent's turn, if this unit is not within 2" horizontally and 10" vertically of any non-Stunned enemy unit, remove it from the battlefield and place it into reserves. Deploy this unit at the start of your next turn anywhere over 18" horizontally away from all enemy models
- *Shadowmaster*: Enemies get -1 to hit rolls when shooting at this model from over 18" away

## Upgrade unit with ability

- *Deep Strike*: Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+30pts**

JOYTOY × WARHAMMER



## JoyToy Raven Guard Chapter Master Kayvaan Shrike, 525pts

Ranged weapons	Range	Att	Sk	AP	Features
Blackout ( <b>Pistol</b> )	36"	2	2+	-1	May pick any model in the target unit as its individual target, as long as that model is visible to the attacking model, which is resolved as if it was a unit of 1

Melee weapons	Range	Att	Sk	AP	Features
The Raven's Talons	Melee	4	2+	-2	May pick any model in the target unit as its individual target, as long as that model is visible to the attacking model, which is resolved as if it was a unit of 1

## Add abilities to the model

- *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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

## Infantry

**Assault Intercessors (2-5 models)    Move 12"   Save 3+   Wounds 2   Morale 3+   Control 1**

### Unit abilities

- **Shock Assault:** When Charging, Critical hits in melee deal one additional non-critical hit

JOYTOY x WARHAMMER



### JoyToy Raven Guard Intercessors Sergeant Ashan, 130pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma <b>Pistol</b> (max. one per unit)	24"	1	3+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit



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

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

JOYTOY x WARHAMMER



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

Ranged weapons	Range	Att	Sk	AP	Features
Bolt <b>Pistol</b>	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, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt <b>Pistol</b>	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, 100pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Bolt <b>Pistol</b>	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

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

**Unit abilities**

- **Assault Weapons:** This unit may shoot even after Advance move

JOYTOY x WARHAMMER



**JoyToy Raven Guard Intercessors Sergeant Rychas, 125pts 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, 125pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Plasma <b>Pistol (max. one per unit)</b>	24"	1	3+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-
Replace Plasma Pistol with					Cost
Heavy Bolt <b>Pistol</b> (Range 24", Att 1, Sk 3+, AP -1)					<b>-25pts</b>

JOYTOY x WARHAMMER



**JoyToy Raven Guard Intercessors Brother Nax, 125pts 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 Raven Guard Intercessors Brother Colvane, 125pts 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	-

**Terminators (2-4 models)**

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

Upgrade all models with ability

Cost

- **Deep Strike:** Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+15pts per model**

JOYTOY x WARHAMMER



**JoyToy Raven Guard Terminator Sergeant with Power Sword, 185pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	0	-

  

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-2	Critical hits get AP(-4)

JOYTOY x WARHAMMER



**JoyToy Raven Guard Terminator with Storm Bolter, 200pts per model**

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	0	-

  

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

JoyToy x WARRHAMMER



  
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## JoyToy Raven Guard Terminator with Assault Cannon, **285pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Assault Cannon ( <b>max. one per unit</b> )	48"	4	3+	-1	Critical hits get AP(-4)

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

### Advanced Equipment

If you are playing by the Advanced Rules with the Advanced Equipment module, each model in the following units may be equipped with no more than one Explosive Grenade of your choice (Frag / Krak) and no more than one Utility Grenade of your choice (Smoke / Stun):

- *Infantry*: Assault Intercessors, Intercessors