

Iron Hands Army List v1.3

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Rational:

This is a list with an approach to demonstrate a high intensity mechanized ground force with deeper Titan ally capabilities and apply additional walker capabilities as well as relic options.

Iron Hands Space Marine armies have a Strategy rating of 5. All Space Marine and Titan Legion Battlegroups have an initiative rating of 1+.

Iron Hands Core Detachments			
<i>(an Iron Hands chapter army may contain any number of core detachments)</i>			
Formation	Core Units	Upgrades	Cost
Dreadnought Clan	Four Tactical units plus transport, one Veteran Sergeant and any two of the following units: Dreadnought, Hellfire Dreadnought, Siege Dreadnought	Clan Commander, Devastators, Dreadnought, Hunter, Land Raiders, Razorbacks, Veterans, Vindicators	275 points
Mechanized Clan	Four Tactical units plus transport, one Veteran Sergeant, one Razorback, and any two of the following units: Predator Annihilator, Predator Destructor or Vindicator* * If only Vindicators are selected, any Rhinos in the formation may be equipped with Dozer Blades (speed reduced to 25cm and the unit gains the Walker special ability)	Clan Commander, Devastators, Hunter, Land Raiders, Razorbacks, Veterans, Vindicators	325 points

Iron Hands Support Detachments

(Two per core detachment taken)

Formation	Core Units	Upgrades	Cost
Dreadnought Talon	Any four of the following units: Dreadnought, Hellfire Dreadnought, Siege Dreadnought	Dreadnought, Drop Pods, Venerable Dreadnought	225 points
Land Raider	Four Land Raiders	Hunter, Vindicators, Predators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Typhoons	200 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Hunter	250 points
Scouts	Four Scout units plus transport, and at least one Razorback upgrade	Razorbacks	150 points + Razorback(s)
0-1 Strike Cruiser	One Iron Hands Strike Cruiser	Battle Barge	175 points
Vindicator	Four Vindicators	Hunter, Vindicators, Predators	225 points
Whirlwind	Four Whirlwinds	Hunter	275 points
Glaive	One Glaive	None	325 points

Iron Hands Upgrades

(Each upgrade may be taken once per detachment)

Upgrade	Units	Cost
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+125 points
Clan Commander	Choose one of the following options:	
	Replace the Veteran Sergeant with an Iron Hands Captain or a Tech Marine	+25 points
	Replace one Dreadnought with a Venerable Dreadnought	+50 points
	Add a Venerable Dreadnought	+100 points
	0-1 Replace the Veteran Sergeant with a Venerable Dreadnought with the <i>Supreme Commander</i> special	+125 points
Devestators	Replace all Iron Hands Tactical units in the formation with Iron Hand Devestators. The formation requires a Tech Marine to use this upgrade.	+50 points

Dreadnought	Add up to two of the following in any combination:	
	Upgrade a Dreadnought to an Ironclad Dreadnought	+25 points
	Add one Dreadnought, Hellfire Dreadnought, or Siege Dreadnought	+50 points
	Add one Ironclad Dreadnought	+75 points
Drop pods	The formation may deploy via Drop Pod	+0 points
Hunter	Add one Hunter	+75 points
Land Raiders	Add any number of Land Raider variants, up to the number required to transport the formation	Land Raider: +75 points for 1, +125 points for 2 Land Raider Anvilurum: +50 points
Predators	Add up to 4 of the following units: Predator Annihilator, Predator Destructor	+50 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each +75 for 4
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons	+10 points each
Venerable Dreadnought	Replace one Dreadnought with a Venerable Dreadnought	+50 points
Veterans	All infantry units in the formation get the <i>Bionics</i> special rule	+25 points
Vindicators	Add one or two Vindicators	+50 points for 1 +75 points for 2

Titan Legion and Iron Hand Air Forces

(No more than 1/3 of the army's points may be spent on these formations)

Formation	Units	Upgrades	Cost
Storm Talon	2 Storm Talons	None	200 points
Reaver	1 Reaver Class Titan:	None	650 points 675 points
	Fire Support or Standard Close Assault		
Warhound Pack	2 Warhound Class Titans:	None	500 points 550 points
	Fire Support or Standard Tank Hunter		
Warhound Titan	1 Warhound Class Titan:	None	275 points 300 points
	Fire Support or Standard Tank Hunter		
Warlord Titan	1 Warlord Class Titan	None	825 points
	Deathstrike or Standard		

Special Rule - Bionics

The extensive bionic modifications undergone by the Battle-Brothers of the Iron Hands increases their resistance to physical trauma. Units with the Bionics special ability have their armour saves increased to 3+.

Special Rule - Cult of the Machine

If ANY friendly Titan or an Iron Hands Venerable dreadnought is destroyed, all Iron Hands formations within 30cm with LOS receive 1 blast marker marking the deep loss it represents to the chapter.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Iron Captain	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	<i>Invulnerable Save, Leader, Commander, Bionics</i>
Tech Marine	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact) (15cm)	(Assault weapons), MW, EA+1	<i>Bionics, Leader</i> An Iron Hands Techmarine allows Hellfire Dreadnoughts, Tacticals, Razorbacks and Predator Destroyers in the same formation to add Graviton guns to the unit profile*
* Graviton Gun 15cm AP5+/AT5+ <i>Disrupt</i>									
Veteran Sergeant	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	<i>Bionics, Leader</i> May only be added to INF units
Iron Hands Devestator	INF	15cm	4+	6+	3+	2x Missile Launcher Heavy Graviton Gun	45cm 30cm	AP5+/AT6+ AP5+/AT5+, <i>Disrupt</i>	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	<i>Scout</i>
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	

Land Speeder	LV	35cm	4+	6+	5+	Muti-melta	15cm AND (15cm)	MW5+ (small arms, MW)	<i>Scout, Skimmer</i>
Dreadnought	AV	15cm	3+	4+	4+	Assault Cannon Power Fist	30cm (base contact)	AP5+/AT5+ (Assault weapons), MW, EA+1	<i>Walker</i>
Iron Hands Hellfire Dreadnought	AV	15cm	3+	4+	4+	1 Missile Launcher OR 1 Heavy Graviton Gun Twin Las Cannon	45cm 30cm 45cm	AP5+/AT6+ AP5+/AT5+ <i>Disrupt</i> AT4+	<i>Walker.</i> Counts as a Dreadnought for the purposes of being transported. Armed with either a Missile Launcher or a Heavy Graviton Gun. Heavy Graviton Guns may only be selected if the formation contains a Techmarine. Select one option before the game.
Siege Dreadnought	AV	15cm	3+	4+	4+	Flamestorm Cannon Heavy Flamer Siege Drill	15cm 15cm AND (15cm) (base contact)	AP3+, <i>Ignore Cover</i> AP4+, <i>Ignore Cover</i> (small arms, <i>Ignore Cover</i>) (Assault weapons), MW, EA+1	<i>Walker.</i> Counts as a Dreadnought for the purposes of being transported.
IronClad Dreadnought	AV	15cm	4+	3+	4+	Hurricane Bolter Siege Drill	(15cm) (base contact)	(small arms, EA +1) (Assault weapons), MW, EA+1	<i>Walker, Reinforced Armour.</i> Counts as a Dreadnought for the purposes of being transported.
Iron Hands Venerable Dreadnought	AV	15cm	4+	3+	3+	Assault Cannon Power Fist	30cm (base contact)	AP5+/AT5+ (Assault weapons), MW, EA+1	<i>Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker.</i> Counts as a Dreadnought for the purposes of being transported.
Land Raider Anvilarum	AV	25cm	4+	6+	4+	Storm Bolters	(15cm)	(small arms)	<i>Reinforced Armour, Thick Rear Armour.</i> Transport May transport 1 Dreadnought or 2 infantry units without <i>Jump Packs</i> . Transported units may fire while transported.
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2x Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	1 Autocannon OR 1 Graviton Cannon 2x Twin Heavy Bolter	45cm 30cm 30cm	AP5+/AT6+ AP5+/AT4+, <i>Disrupt</i> AP4+	Armed with either a Autocannon or a Graviton Cannon. Graviton Cannons may only be selected if the formation contains a Techmarine.

Iron Hands Razorback	AV	30cm	5+	6+	5+ (4+)	1 Twin Lascannon OR 1 Heavy Graviton Gun OR 1 Twin Heavy Bolter	45cm 30cm 30cm	AT4+ AP5+/AP5+, Disrupt AP4+	<i>Transport</i> May transport one infantry unit (except a Terminator unit) without <i>Jump Packs</i> or <i>Mounted</i> . Armed with either a Twin Lascannon, Heavy Graviton Gun or a Twin Heavy Bolter. Graviton Guns may only be selected if the formation contains a Techmarine. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(small arms)	May transport two infantry units (except Terminator units) without <i>Jump Packs</i> or <i>Mounted</i> .
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, <i>Ignore Cover</i>	<i>Walker</i>
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, <i>Indirect</i>	
Storm Talon Gunship	AC	Fighter	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+, <i>Fwd</i> AP4+/445+, <i>FxF</i>	
Drop Pod	Special	-	-	-	-	Deathwind	15cm	AP5+/AT5+	<i>Planetfall, Transport</i> May transport one formation of only Dreadnoughts or infantry units without <i>Jump Packs</i> , <i>Mounted</i> , <i>Reinforced Armour</i> or <i>Scout</i> . After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.
Glaive	WE	15cm	4+	6+	3+	Volkite Carronade Quad Lascannon Quad Lascannon Twin Heavy Bolter	45cm 45cm 45cm 30cm	2x MW3+ 2x AT4+, Left 2x AT4+, Right AP4+, <i>FxF</i>	DC 4, Reinforced Armour, Thick Rear Armour Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

Warhound Titan	WE	30cm	5+	4+	4+	<p>(Standard) Vulcan Mega-Bolter Plasma Blastgun</p> <p>(Support) Inferno Gun Vulcan Mega-Bolter</p> <p>(Tank Hunter) Plasma Blastgun Scout Turbo-Laser Destructor</p>	<p>45cm 45cm</p> <p>30cm 45cm</p> <p>45cm 45cm</p>	<p>4x AP3+/AT5+, Fwd 2x MW2+, Slow-Firing, Fwd</p> <p>3BP, <i>Ignore Cover</i> 4x AP3+/AT5+, Fwd</p> <p>2x MW2+, Slow-Firing, Fwd 4x AP5+/AT3+, Fwd</p>	<p>DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</p> <p>Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).</p>
Reaver Titan	WE	20cm	4+	3+	3+	<p>(Standard) 2x Turbo-Laser Destructor Apocalypse Missile Launcher</p> <p>(Support) 2x Apocalypse Missile Launcher Apocalypse Missile Launcher</p> <p>(Close Assault) Close Combat Weapon</p> <p>Melta Cannon Corvus Assault Pod</p>	<p>60cm 60cm</p> <p>60cm 60cm</p> <p>(base contact)</p> <p>30cm</p>	<p>4x AP4+/AT3+, Fwd 3BP, <i>Disrupt</i>, FxF</p> <p>3BP, <i>Disrupt</i>, Fwd</p> <p>3BP, <i>Disrupt</i>, FxF</p> <p>(Assault Weapons), EA+3, TK(D3) MW2+TK(D3)Fwd</p>	<p>DC8, 6 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</p> <p>Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.</p>

Warlord Titan	WE	15cm	4+	2+	3+	(Standard) Volcano Cannon Gatling Blaster 2x Turbo-Laser Destructor (Deathstrike) Deathstrike Missile Gatling Blaster Apocalypse Missile Launcher Titan Power Fist	90cm 60cm 60cm Unlimited 60cm 60cm (base contact)	MW2+, TK(D3), Fwd 6× AP4+/AT4+Fwd 4× AP5+/AT3+FxF MW2+, Indirect, Singleshot, TK(D6) 6× AP4+/AT4+Fwd 3BP, <i>Disrupt</i> , FxF (Assault Weapons), EA+3, TK(D3)	DC6, 4 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
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