

## Iron Hands Chapter Army List v0.4.8 Proposed

Space Marine Army Champion: Not Jimmy Zimms ☺

Rational:

*This is a list attempting to create a walker, machine/armour heavier astartes list as exemplified by the Iron Hands chapter. It slightly favors ground slogger and Tactical/Devastator detachments over Warhound + Thunderhawk A-GO-GO air assault play-styles. In addition, attempts to provide a reason to take dreadnoughts in an assault force. Tactical flexibility of the army as a whole is more limited than Codex Marines though fewer but larger formations provide greater resiliency.*

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

<b>Iron Hands Core</b>			
<i>(You may have any number of Iron Hands Clans but must take at least one)</i>			
Clan	Core Units	Upgrades	Cost
<b>1+ Iron Hands Clan</b>	4 Tactical units with 1 Commander plus transport, plus 1-2 of the following options (in any combination):  -2 tactical units plus transport +75 points -2 Devastator units plus transport + 125 -2 Veteran Officer units +125 points	Great Council Retinue, Dreadnought, Venerable Dreadnought, Hunter, Vindicator, Assault Transports	250 points
<b>0-1 Clan Mobile Fortress</b>	1 Clan Mobile Fortress	None	850 points
<b>Dreadnought Phalanx</b>	4-6 Dreadnoughts in any combination	Commander, Venerable Dreadnought, Veteran Officers, Great Council Retinue	200 points (+50 for each additional dreadnought)

<b>Iron Hands Detachments</b>			
<i>(An Iron Hands army may contain 2 Iron Hands Detachments per Core formation taken)</i>			
Formation	Units	Upgrades	Cost
<b>Heavy Infantry</b>	2 Tactical units, 4 Devastator units plus transport	Commander, Veteran Officers, Dreadnought, Hunter, Vindicator, Assault Transports	325 points
<b>Light Recon</b>	4 Scout units plus transport	Commander, Dreadnought, Sniper	150 points
<b>Fast Armour Support</b>	4 Predators (Annihilator and/or Destructor in any combination)	Commander, Vindicator, Hunter	250 points
<b>Close Quarters Support</b>	4 Vindicators	Commander, Hunter	225 points
<b>Bombardment Support</b>	4 Whirlwinds	Commander, Hunter	300 points

<b>Strike Cruiser</b>	1 Strike Cruiser	Battle Barge	200 points
<b>Assault</b>	4 Assault units	Commander	175 points

### Iron Hands Restricted Formations

*(No more than 1/3 of the army's points may be spent on Iron Hands Restricted Formations. Mechanicum Allies and upgrades to these formations count towards this total.)*

Formation	Units	Upgrades	Cost
<b>Bike</b>	5 Bikes	Commander, Attack Bike	200 points
<b>Land Speeder</b>	5 Land speeders	Commander	225 points
<b>Thunderhawk</b>	1 Thunderhawk Gunship	None	200 points
<b>Thunderhawk Saturation Bomber</b>	1 Thunderhawk Bomber	None	250 points
<b>Thunderhawk Interdictor</b>	1 Thunderhawk Interdictor	None	300 points
<b>Landing Craft</b>	1 Landing Craft	None	350 points
<b>Warlord Titan</b>	1 Warlord Titan (any variant)	None	825 points
<b>Reaver Titan</b>	1 Reaver Titan (any variant)	None	650 points
<b>Warhound Pack</b>	2 Warhounds (any variant)	None	500 points
<b>Warhound</b>	1 Warhound (any variant)	None	275 points

### Iron Hands Upgrades

*(Up to two upgrades may be taken per formation. No upgrade may be taken more than once. The Great Council Retinue does not count towards this total)*

Formation	Units	Cost
<b>0-1 Great Council Retinue</b>	Add Supreme Commander ability to any clan formation. Can only be applied to a Veteran Officers or Venerable Dreadnought stand.	+100 points
<b>Commander</b>	Add 1 of the following to the formation: Iron Father, Captain, Librarian	+50 points
<b>Veteran Officers</b>	Add 1-2 Veteran Officers unit	+75 points each
<b>Battle Barge</b>	Replace Strike Cruiser with Battle Barge	+150 points
<b>Dreadnought</b>	Add 1 or 2 Dreadnoughts	+50 points each
<b>Venerable Dreadnought</b>	Add 1 Venerable Dreadnought to a formation	+100 points
<b>Hunter</b>	Add 1 Hunter	+75 points
<b>Assault Transports</b>	Add any number of Land Raiders and/or razorbacks, up to the number required to transport the formation	+25 points per Razorback +75 points per Land Raider
<b>Vindicator</b>	Add 1 or 2 Vindicators	+50 points each
<b>Sniper</b>	1 Scout unit gains the Sniper ability	+25 points

**SPECIAL RULE - Cult of the Machine**

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

**SPECIAL RULE - Flesh is Weak**

**Once per turn, one formation with a Leader character or Venerable Dreadnought as part of the formation may invoke the Flesh is Weak special rule when engaging in an assault. For the rest of the turn the formation will be considered to have the Fearless ability. The Flesh is Weak rule must be declared *IMMEDIATELY BEFORE* undertaking the activation role. The presence of a Supreme Commander *ON THE TABLE* allows an additional use on *ANY* formation.**

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Captain	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Commander
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapons Smite	(base contact) (15cm)	(Assault weapons), MW, EA+1 (small arms), MW, EA +1	Invulnerable Save, Leader
Iron Father	CH	n/a	n/a	n/a	n/a	Power weapon	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Inspiring
Veteran Officers	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters Assault Cannon Heavy Flamer	(base contact) (15cm) 30cm 15cm	(Assault weapons), MW, EA+1 (small arms) AP+5/AT+5 AP4+, Ignore Cover	Reinforced Armour, Thick Rear Armour. May drop pod.
Iron Hands Devastator	INF	15cm	4+	5+	3+	Bolter 2x Las Cannon	(15cm) 45cm	(Small Arms) AT5+	
Tactical	INF	15cm	4+	4+	4+	Bolter Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	
Thunderhawk Interdictor	WE	Bomber	4+	n/a	n/a	Turbo Laser Destructor 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter 2x Rockets	45cm 30cm 30cm 30cm 30cm	AP5+/AT3+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right AT4+, FxF	DC2, Reinforced Armour Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.
Thunderhawk Bomber	WE	Bomber	4+	n/a	n/a	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 30cm 30cm 15cm	AP4+/AT4+ FFw AP4+/AA5+ FFw AP4+/AA5+ Left AP4+/AA5+ Right 2BP, FFw, Ignore Cover	DC2, Reinforced Armour Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.
Iron Hands Venerable Dreadnought	AV	15cm	4+	3+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm  (base contact) 30cm	AP5+/AT6+ AT4+  (Assault Weapons), MW, EA+1 AP5+, AT5+	Fearless, Reinforced Armour, Walker, Inspiring
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Jump Packs
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	Skimmer, Scout
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm  (base contact) 30cm	AP5+/AT6+ AT4+  (Assault Weapon), MW, EA+1 AP5+/AT5+	Walker. A Dreadnought is armed with a Missile Launcher and Twin Lascannon (Hellfire) OR a Power Fist and Assault Cannon (Tactical), not both - select one option before the game.
Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapon) (Small Arms)	Mounted

Iron Hands Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport: (may carry 1 Veteran Officer unit OR 2 of the following units: Tactical, Iron Hands Devastator)
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+	
Iron Hands Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Lascannon Twin Plasma Guns OR Twin Lascannon	30cm 45cm 15cm 45cm	AP4+ AT5+ AP4+/AT4+ AT4+	Transport (may carry 1 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)  A Razorback is armed with one weapons option, not both - select one option <b>before</b> the game.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Walker
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Iron Hands Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport: (may carry 1 formation that includes only Tactical, Veteran Officers, Iron Hands Devastator and Dreadnought units).  Deathwind: 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 pods may not be used to claim crossfire.

Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo Laser Destructer Rocket Launcher	60cm 60cm	4x AP5+ / AT3+, FWD 3BP, Fx F	DC6, 4 Void Shield, 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: Roll a D6 in the end phase of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4- 6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 5+
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4x AP3+ / AT5+, Fwd 2x MW2+, Slow-Firing, Fwd	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.  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).
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbolaser Destructer Gatling Blaster Volcano Cannon	60cm 60cm 60cm	4x AP5+ / AT3+, Fwd 4x AP4+ / AT4+, Fwd MW2+, TK(D3), Fwd	DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, 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: Roll a D6 in the end every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4- 6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 4+.

Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Marine infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughts take up 2 spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos)  Critical Hit Effect: The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxP AP4+/AT4+, FxP	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Devastator, Scout, Bike, Attack Bike, Terminator and Dreadnought. Terminators and Dreadnoughts take up 2 spaces each.)  Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport: (May carry 60 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board) Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport: (May carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)
Scout	INF	15cm	5+	4+	5+	Bolter Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+	Scout, Infiltrator

Clan Mobile Fortress (Capital Imperialis - Medusa Pattern)	WE	15cm	4+	3+	2+	Behemoth Cannon Las Cannon Las Cannon Anti-Personnel Bolter Array Electrified Shell	75cm 45cm 45cm (15cm)  (base contact)	4BP, MW, Forward arc AT5+ Right AT5+ Left (small arms), EA(+2)  (Assault Weapons), MW, EA(+2), First Strike	DC8, 6 Void Shields, Reinforced Armour, Supreme Commander, Thick Rear Armour, Fearless, May ignore dangerous terrain that is up to 1cm wide.  Transport: (May carry 12 Space Marine infantry units, Attack Bikes and Dreadnoughts. Veteran Officers and Dreadnoughts take up 2 spaces each. In addition, the Mobile Fortress can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos).  This formation takes the place of the Great Council Retinue upgrade (they are assumed to be embarked in the command center) and is included in the price.  Up to 6 embarked INF units may use their FF values in an Assault, count as in cover if targeted, and count as an intermingled formation for resolution purposes.  Critical Hit Effect: Roll a D6 in the end every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 4+
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