

Iron Hands Chapter Army List v1.0

Space Marine Army Champion: Not Jimmy Zimms ©

Rational:

This is a list attempting to create a walker and Titan heavier astartes list as exemplified by the Iron Hands chapter's defense of its homeworld during the 13th Black Crusade and Index Astartes entry. It slightly favors ground slogger or Drop Pod 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 commander led 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+.

Iron Hands Core			
(You may have any number of Iron Hands Clans but must take at least one)			
Clan	Core Units	Upgrades	Cost
Iron Hands Clan	4 Tactical units 2 Devastator units 1 Veteran Sargent (plus transport)	Dreadnought, Hunter, Armoured Support, Assault Transports, Commander, Morlock, Demi-company	300 points
0-1 Clan Mobile Fortress	1 Clan Mobile Fortress	None	600 points
Dreadnought Assault Talon	4 Dreadnoughts in any combination (may drop pod +0 points)	Commander, Dreadnought, Morlock, Armoured Support, Hunter, Demi-company	200 points
0-1 Great Council Retinue	4 Morlock units 1 Iron Lord character	Commander, Dreadnought, Armoured Support, Hunter, Assault Transports	450 points

Iron Hands Detachments			
(An Iron Hands army may contain 2 Iron Hands Detachments per Core formation taken)			
Formation	Units	Upgrades	Cost
Scout	4 Scout units plus transport	Commander, Dreadnought, Sniper, Assault Transports (May not be equipped with Land Raiders)	150 points
Predators	4 Predators (Annihilator and/or Destructor in any combination)	Commander, Hunter, Armoured Support	275 points
Assault	4 Assault units	Commander	175 points
Vindicators	4 Vindicators	Commander, Hunter, Armoured Support	225 points
Whirlwind	4-6 Whirlwinds	Commander, Hunter	300 points (+75 for each additional Whirlwind)
Strike Cruiser	1 Strike Cruiser	Battle Barge	200 points

Iron Hands Restricted Formations			
(You may not have more restricted formations than Iron Hands Clans.)			
Formation	Units	Upgrades	Cost
Land Speeder	5 Land speeders	Commander	225 points
Thunderhawk	1 Thunderhawk Gunship	None	200 points
Storm Talon Gunship	2 Storm Talon Gunships	Typhoon Pods	200 points
Landing Craft	1 Landing Craft	None	350 points
Warlord Titan	1 Warlord Titan (any variant)	None	850 points
Reaver Titan	1 Reaver Titan (any variant)	None	650 points
Warhound Pack	2 Warhounds (One of each variant)	None	500 points

Warhound	1 Warhound (any variant)	None	275 points
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Iron Hands Upgrades		
(Up to two upgrades may be taken per formation. No upgrade may be taken more than once.)		
Formation	Units	Cost
Commander	Add 1 of the following to the formation: Iron Father, Iron Captain, Veteran Sargent	+50 points for Iron Father or Captain +25 points for Veteran Officer
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Dreadnought	Add 1 or 2 Dreadnoughts or Venerable Dreadnoughts	+50 points for each Dreadnought +100 points for each Venerable Dreadnought
Hunter	Add 1 Hunter	+75 points
Assault Transports	Add any number of Land Raiders and/or razorbacks, up to the number required to transport the formation	+25 points per Razorback (+75 for 4) +75 points per Land Raider
Sniper	The Scout formation gains the Sniper ability	+50 points
Morlock	Add 2 Morlock units and 0-2 Land Raiders	+125 points +75 points per Land Raider
Armoured Support	Add 1 or 2 of the following Vindicators, Predator Destructor, Predator Annihilator (in any combination)	+50 points each
Typhoon Pods	Add Typhoon Missile pods	+50 points
Demi-company	Add 2 Tactical or Devestator units	+75 points for Tactical +125 points for Devestator

SPECIAL RULE - Flesh is Weak

Iron Hands Marines have undergone extensive bionic modification, replacing their weak biologic components with machinery. Iron Hands INF units will not automatically take damage inflicted by blast markers when broken; a unit that is allocated a hit in this way may attempt to save it at a -1 penalty.

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.

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, Morlock, 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, Fire Support Configuration	WE	20cm	4+	3+	3+	2x Apocalypse Missile Launcher Apocalypse Missile Launcher	60cm 60cm	3BP, Disrupt, Fwd 3BP, Disrupt, FxF	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. On a roll of a 1 the Titan is destroyed and all units within 5cm of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
Reaver Titan, Battle Configuration	WE	20cm	4+	3+	3+	2x Turbo Laser Destructor Apocalypse Missile Launcher	60cm 60cm	4x AP5+/AT3+, Fwd 3BP, Disrupt, FxF	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. On a roll of a 1 the Titan is destroyed and all units within 5cm of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
Warhound Titan, Support Configuration	WE	30cm	5+	4+	4+	Inferno Gun Vulcan Mega-Bolter	30cm 45cm	3BP, Ignores Cover, Fwd 4x AP3+/AT5+, 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).
Warhound Titan, Standard Configuration	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, Deathstrike Configuration	WE	15cm	4+	2+	3+	Apocalypse Missile Launcher Deathstrike missile Gatling Blaster Power Fist	60cm unlimited 60cm (base contact)	3BP, Fwd, Disrupt MW2+, one shot TK(D6) 4x AP4+/AT4+, Fwd (Assault weapon), EA (+1), TK (D6)	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 phase of every turn. On a roll of a 1 the Titan is destroyed and all units within 5cm of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
Warlord Titan, Battle Configuration	WE	15cm	4+	2+	3+	2x Turbolaser Destructor Gatling Blaster Volcano Cannon	60cm 60cm 60cm	4x AP5+/AT3+, Fwd 6x 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 phase of every turn. On a roll of a 1 the Titan is destroyed and all units within 5cm of the Titan receive a hit on a 5+. On a 2-3 the Titan suffers an extra point of damage. On a 4-6 the Titan is repaired and the Critical Hit will cause no further trouble.
Iron Hands 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, Bike, Attack Bikes and Dreadnoughts. Morlock 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.
Iron Hands 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+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 Space Marine infantry units, Bike, Attack Bike, Morlock and Dreadnought. (Morlock 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.
Storm Talon Gunship	AC	Fighter	5+	n/a	n/a	Twin Assault Cannon Twin Heavy Bolter OR Twin Typhoon Missile	30cm 15cm 30cm	AP4+/AT4+/AA5+, Fwd AP4+/AA5+, FFw AP3+/AT5+	A Storm Talon is armed with one weapons option, not both - select one option before the game
Iron Hands 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: 8 Space Marine infantry units, Bike, Morlock 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.
Iron Hands 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: 8 Space Marine infantry units, Bike, Morlock 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)

Clan Mobile Fortress (Capital Imperialis - Medusa Pattern)	WE	20cm	4+	3+	3+	Behemoth Cannon 2x Quad Las Cannon 2x Quad Las Cannon Anti-Personnel Weapons Array Electrified Shell AA Battery	90cm 45cm 45cm (15cm) (base contact) 30cm	4BP, Forward arc, Indirect, MW AT3+ Right AT3+ Left (small arms), EA(+1) (Assault Weapons), EA(+1), First Strike AA5+	DC6, 4 Void Shields, Reinforced Armour,, Thick Rear Armour, Improved Coms, Fearless. Transport: (May carry 10 Space Marine infantry units, Bikes, Attack Bikes and Dreadnoughts. Morlock 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). Up to 5 embarked INF units may shoot and also use their FF values in an Assault, count as in cover if targeted, and may counter charge, 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 suffer a MW hit on a roll of 4+. Any units onboard are automatically destroyed with no save allowed.
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