Hi guys.

This is my first attempt at actually creating a fandex, so please be gentle… For this little project, I’ve chosen the Iron Hands because, to my mind, they are definitely the most hard-done by of the original Legions. First they get smashed at Isstvaan V and they suffer the loss and unholy desecration of their Primarch by the freshly possessed Fulgrim, a single day of such brutality that it nigh on breaks the back of the entire Legion. Then, ten thousand years later they are actually looked down on by their own brother-chapters for their progressive approach to technology. Then, the final injustice; they don’t get a special character in the Space Marines Codex. They don’t even get a decent chapter description. They, as a venerable First Founding chapter, get as much attention as the Mentors or the Aurora Chapter. This will not stand!

This fandex is my potentially lackluster attempt to give them a bit of love and recognition as the innovators and stubborn, tough-as-nails buggers that they always have been.

Most of the fandex, for simplicity’s sake, is culled from a variety of the Marine Codices, with a few Iron Hand touches to give them a bit of a unique flair on the field. I really had little idea of the intricacies of creating a unit from scratch, so there aren’t many true scratch-builds here, which is a shame, but I felt that sticking to established norms was probably the most effective way of maintaining some balance in what I have tried to assemble. So, without further ado, here is my entry:
CODEX: IRON HANDS
Special Rules

And they shall know no fear: The Iron Hands are Space Marines, and their response to peril is as cool as calculating any other Chapter. Rule works as per the Space Marine Codex.

The flesh is weak!: The Iron Hands are known for their love of technology, which is in part the result of their loathing of the weakness that comes with flesh. As a result, it is a rare Iron Hands battle-brother that doesn’t sport bionic implants, upgrades and replacements, some elective, others as a result of injury, which is unfortunately common amongst the Chapter, as their stubbornness makes them reluctant to cower behind cover and defences when they can be taking the fight to the enemy. Models with The Flesh Is Weak! special rule gain a 6+ Invulnerable save, but cannot gain improvements to Cover Saves when going to ground.

The flesh is inferior!: Injuries in warfare are common place and, when combined with the morbid pathology of the Iron Hands, lead to many Veterans expunging the weaknesses of the flesh with extensive bionic implants and machinery. Models with The Flesh is Inferior! special rule gain a 5+ Invulnerable Save, but cannot gain improvements to Cover Saves when going to ground.

The flesh is redundant!: Occasionally, so much modification is done to an Iron Hands battle-brother that he truly becomes more machine than man. Models with The Flesh is Redundant! Special rule has a 4+ Invulnerable Save and the Slow and Purposeful special rule, but cannot gain improvements to Cover Saves when going to ground.

Field repairs: There are many advantages to replacing flesh with steel, not least of which is the relative ease of repair by a skilled Techmarine. When accompanying a unit, a model with this special rule allows the re-rolling of any failed The Flesh is Weak, The Flesh is Inferior or The Flesh is Redundant Invulnerable Saves. Note that models with this rule may not repair themselves.

Not one step back: The Iron Hands are famously stubborn and intransigent, quite often holding onto a position against untenable odds, even to their own detriment. A model with Not One Step Back special rule is Stubborn, and passes Stubborn onto any unit he joins.

Venerable: The Dreadnought may re-roll any vehicle damage result he may suffer. He must accept the second result.

Blessing of the Omnissiah: A model with this rule is in base-to-base contact with a damaged vehicle in the shooting phase then he may attempt to repair it instead of shooting. Roll a D6. If the result is 5 or higher, then he may repair one immobilized or weapon destroyed result. The repaired weapon will be ready to fire in the next shooting phase. Add 1 to the role if the repairing model is equipped with a servo-harness and add 1 to the roll for each servo-arm equipped servitor in the model’s unit.

Combat squads: As per Space Marines Codex.

Generic disclaimer

Unless otherwise mentioned, all special rules and equipment are the same as per the big rulebook and the Space Marines Codex.
**Warleader**

The Warleader fills the same niche as that of a Space Marine Captain, both overseeing the battle and actively participating from the front lines. Experienced in every theatre of war in a long and brutal career, the Iron Hands Warleader brings a level head, a cold-eyed determination and the greatest tactical acumen to battle.

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*SPECIAL RULES:*  
And They Shall Know No Fear, Not One Step Back, Independent Character,  
The Flesh is Inferior!

**Dread Commander**

Only in death does duty end. This holds true of even the most grievously wounded Iron Hands. For those whose will is strong enough will be done the incalculable honour of being interred in the sarcophagus of one of the many Dreadnoughts that the Iron Hands command. That way the skill, wisdom and martial ability of the Chapter’s greatest warriors may survive, and wreak a bloody toll on the enemy.

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*SPECIAL RULES:*  
Venerable

**Iron Father**

The Iron Hands have no Chaplains. Instead the role of spiritual leader is given to the most senior Iron Priest, whose skill with the machine spirits demonstrates his faith and devotion to the Emperor as Omnissiah. The Iron Father is no less skilled in battle, able to turn the tools of maintenance and creation into weapons of war with a mere thought, his mechadendrites and servo-arms setting about him in flurry of lethal activity.

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*SPECIAL RULES:*  
And They Shall Know No Fear, Not One Step Back, The Flesh is Inferior!,  
Blessing of the Omnissiah, Field Repairs, Independent Character
LIBRARIAN

Unlike the Librarians of other chapters, the Iron Hands codicier are also students of the hidden lore of the Adeptus Mechanicus, a covenant that is only grudgingly tolerated by the techpriests of Mars. Using his prodigious psychic talents and mechanical knowledge, the Iron Hands Librarian is able to warp and twist machine spirits to his will, augmenting those of allies or sending forth malevolent and mischievous sprites to vex the technology of their opponents. This path is fraught with peril, even more so than most others, for the mind of the Librarian has to contend with not just the eternal voices of Daemons, but also the static and feedback of the myriad machine spirits bound to him and more than one Librarian has fallen to madness trying to resist both.

**Special Rules:**

- **And They Shall Know No Fear, The Flesh Is Inferior!, Independent Character, Psyker**

**Options:**

- **Smite:** The Librarian sends arcs of lightning flying from his outstretched hands, frying all who dare oppose him through even the thickest armour. This is a psychic shooting attack that has the following profile: 18” range, Strength 4, AP 2, Assault 4.
- **Machine Curse:** The Librarian can momentarily commune with an enemy Machine Spirit, suppressing it and forcing the enemy war machine to momentarily hesitate or betray its crew. This is a psychic shooting attack the only affects vehicles. 24” range. If it hits, it causes an automatic glancing hit.
- **Spirit Augmentation:** Cast at the beginning of the turn, before the movement phase. Upon passing a psychic test, all friendly vehicles within 6” of the Librarian gain Power of the Machine Spirit special rule until the beginning of the next Iron Hands turn.
- **Communications Breakdown:** The Librarian uses his technological and psychic abilities to break into enemy communications and implants conflicting orders, white noise and psychic suggestion. This power is used at the start of turn, before movement. If the psychic test is successful, pick an enemy unit within 24” of the Librarian and roll a D6 and add the Librarian’s leadership. The opponent rolls a D6 and then adds the highest leadership in the targeted squad. If the opponent wins, there is no effect. If the Librarian wins, he may then move the squad up to 6” in any direction, testing for difficult/dangerous terrain where applicable.
- **Empathetic Vexation:** The Librarian sends forth an array of vindictive machine spirit gremlins to plague the weaponry of his enemies. This is a psychic shooting attack with a range of 24”. If it hits, all ranged weapons in the target enemy unit have the Gets Hot! Special rule until the beginning of the next Iron Hands player turn.
- **Nullzone:** The Librarian reaches out around himself with his mind and his machine spirits, interfering with protective energy fields and magicks, causing them to malfunction. This power is used at the start of the Iron Hands shooting phase. All enemy units within 24” of the Librarian must re-roll successful invulnerable saves until the end of the Iron Hands turn.

**Stats:**

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**SPECIAL RULES:**

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Elites

Morlocks
The members of the Iron Hands First Company are referred to as the Morlocks and are cold, calculating killers to a man. Each equipped with a deadly suit of tactical dreadnought armour, the veterans of the First Company are battle-tested and honed to a razor’s edge, each equal to a score of mere mortal men.

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Special rules: And They Shall Know No Fear, Stubborn, The Flesh Is Inferior!

Apex Marines
Eventually, there may come a point in an Iron Hands’ life that he has been modified, upgraded and bionically integrated to such a degree that he no longer truly counts as living. Not for him, the cold embrace of a dreadnought sarcophagus or the echelons of command. Apex Marines instead are the embodiments of the Omnissiah’s craft through his appointed priesthood of Techmarines; once battle-brothers of flesh and bone, now mechanical constructs of steel and servo, Machine Spirits in their own right. These warriors do not serve within the sight of marines from other Chapters or the Ecclesiarchy, as their nature or lack thereof would surely raise cries of heresy and blasphemy from the masses unenlightened in the ways of the Machine God.

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Special rules: And They Shall Know No Fear, The Flesh is Redundant!, Not One Step Back, Combat Squads

Venerable Dreadnought
The legendary stubbornness and tenacity of the Iron Hands combined with their considerable technical abilities and close ties with the Adeptus Mechanicus results has resulted in the chapter having an exceptionally high quantity of Dreadnoughts in which to house their fallen heroes. Amongst the phalanx of the enshrined ancients, there dwell a few who tower over even these metal behemoths. These few are the Venerable Dreadnoughts. Mighty in life, unstoppable in death; these colossi wage an endless war against the enemies of the chapter.

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Special rules: Venerable: The Dread Commander may re-roll any vehicle damage result he may suffer. He must accept the second result.
**MASTER OF THE FORGE**

**100OPTS**

With greater links with Adeptus Mechanicus than any other chapter, it is no surprise that the Iron Hands chapter has a disproportionately large quantity of these sanctified battle-engineers, as well as the technological stockpiles with which to equip them. Where any other chapter may only have one Master of the Forge for each Company, and confine them to the armouries, it is rare indeed for the Iron Hands to depart for even small scale encounters without at least one of their tech experts accompanying them. This is not just for military reasons, however, for as part of their close working relationship with the Mechanicus, they must be ever-ready to analyse and recover lost archeotech and search for the fabled standard template constructs; not only for the strength of their chapter, nor for the Adeptus Mechanicus, but for the glory of the Omnissiah himself.

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**Special rules:** And They Shall Know No Fear, The Flesh is Inferior!, Independent Character, Blessing of the Omnissiah, Field Repairs

**TROOPS**

**CLAN INITIATES**

The Iron Hands’ homeworld of Medusa is a harsh, barren planet, plagued with endless violent tectonic activity. Massive volcanoes dot the landscape, spewing plumes of ash and smoke into the angry leaden skies. A clear fifth of the planet’s surface is perpetually shrouded in smoke and constant ashfall. This inhospitable area is referred to by the Medusans as the Shadowlands, rumored to be populated only by the ruins of past and the ghosts of the dead. It is into these cursed lands that aspirants must journey to be selected as fresh members of the chapter. Should they display the fortitude, resourcefulness and determination to survive and find the wandering forge-monasteries of the Iron Hands, then there is a small chance they will be accepted into their ranks. Few ever make it that far, falling victim to the choking ash, barren wastes or sudden geothermal fumaroles. Even after initiation, the life of a young Iron Hands scout is fraught with peril. The initiates are formed into large warparties to undergo their training, having to survive the unforgiving landscape and the cruel live fire exercises of the Iron Hands clan brothers, designed to teach them one thing: that you cannot entrust your survival to stealth or cover, but only to yourself, your resolve and the Emperor.

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**Special rules:** And They Shall Know No Fear, Combat Squads
**Clan Brothers**

Those who survive their initiation become full-fledged battle brothers and are blessed with their first bionics, typically replacing their right hands with a high quality mechanical prosthesis. In this they take their first steps towards venerating the Omnissiah and improving their combat prowess through bionic augmentation. Their lessons learned as initiates still with them, the clan brother eschews the notion of cover, their natural stubbornness refusing to allow them to cower behind barricades and rubble, instead advancing relentlessly, felling their enemies with a hail of bolter fire.

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**Special Rules:**  And They Shall Know No Fear, Combat Squads, The Flesh is Weak!

**Techmarine**

The Iron Hands and their successor chapters make no secret of their approach towards technology and embrace it with enthusiastically, without the suspicion that marks many other marine chapters in the galaxy. In fact, so great is the Iron Hands propensity for technology that they alone account for nearly 9% of all Techmarines trained by the Adeptus Mechanicus on Mars, a statistic which singles them out amongst their peers, forever tainting them with suspicion and distaste amongst their brother chapters, whilst reinforcing the Iron Hands’ own stubborn aloofness and reclusion.

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**Unit Size:** 1

**Special Rules:** And They Shall Know No Fear, The Flesh is Weak!, Independent Character, Field Repairs, Blessing of the Omnissiah

**Servitor**

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**Special Rules:** Mindlock (roll a D6 at the beginning of any turn in which this unit is not accompanied by a Techmarine. On a roll of 3 or less, they are unable to make any moves or actions this turn, although they may fight normally in close combat).
**FAST ATTACK**

**CESTUS OUTRIDERS**

The Medusan landscape is vast and barren, choked with loose dust and volcanic ash. These factors make any sort of speeder or jump pack usage extremely difficult and hazardous, as the quantity and composition of the natural pollutants interfere with the delicate workings of the anti-gravatic drives and clog cooling ports as well as vastly increasing ablative wear on these complex devices. In response to this, the Iron Hands rely instead on simple, more rugged transportation, tailored to suit this hellish environment. Amongst the most commonly used Iron Hands military vehicle is the Cestus Outrider, a small, solidly constructed buggy, equipped with high-powered, cell-charged engine, a weighty dozer blade to clear paths through rough terrain and two heavy weapon ports allowing it to fulfill a variety of battlefield uses.

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**SPECIAL RULES:** Fast, Scout

**TELEPORT ASSAULT SQUAD**

Teleportation in the 41st millennium is a dangerous affair under even ideal conditions. A single miscalculation or sudden change of circumstance can literally make all the difference between survival and a gruesome death. The use of teleportation in other chapters is highly restricted, with usually only those with the added failsafe systems and protection of tactical dreadnought armour being deployed by such means. Some chapters, most notably the Space Wolves, eschew its use completely. The Iron Hands however have no such compunction, and teleport assaults form the core of many an effective attack plan for the chapter. Nowhere is this more evident than with the Teleport Assault Squads. These clan brothers are geared for close combat hefting bolt pistol and chainsword as well as advanced teleporter relays, allowing them to travel through the Immaterium to their target coordinates as safely as can be made possible. This is often combined with intensive forward scouting by recon-skulls and detailed topographical scans of the deployment areas to allow for staggeringlly fast close assaults from an otherwise land-based chapter, full squads appearing out of nowhere to rend their enemy to bloody scraps before disappearing to leave nothing behind bar the carrion.

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**SPECIAL RULES:** And They Shall Know No Fear, Deep Strike, The Flesh Is Weak!, Teleport Assault (as the squad arrive from reserves via deep strike rules, they may elect to perform a teleport assault and forego their shooting phase in order to make an assault move. Any Morlocks accompanying the squad also benefit from the, although independent characters do not.)
**MYRMIDON SHOCK VEHICLE**

One of the many fearsome and novel engines of destruction housed in the chapter’s hangars are the Myrmidon Shock Vehicles; large drill-tipped transports, designed to burrow underground and erupt unexpectedly in the enemy’s back lines. It is with this vehicle that the Iron hands show their ingenuity and technical acumen, as a burrowing transport would normally be slow and unwieldy, prone to overheating and early detection by enemy systems. However, the Myrmidon uses more than the adamantium-sheathed earthquake drill mounted upon its front. It also bears a host of melta burners, able to soften the rock to a more malleable consistency and to reduce its surface area in preparation for the advance. Banks of small teleportation arrays and kinetic repulsors reorganise and displace the debris cause by the burrowing to speed the process and lessen the tremors that would normally result. All these devices allow the Myrmidon to move silently and quickly. That is, until it breaks the surface. Then, all those systems can be repurposed in a split second. The drill can bore through plasteel and rockrete as easily as through the ground. The melta burner can reduce not only rock to molten slag. The teleporter banks and repulsors can fling stony debris away from the vehicle at supersonic speeds, creating a hail of shrapnel as lethal as any bolter fire. The tunnels the Myrmidon created collapse with a deafening shockwave, miring vehicles in impassable terrain and flinging troops aside in cacophonous uproar. Then the Iron Hands emerge...

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<td>4</td>
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**Special Rules:** Tank, Deep Strike, Power of the Machine Spirit, Burrow, Cataclysmic Entrance

**Burrow:** Provided it is still mobile, at the beginning of the movement phase the Myrmidon may elect to burrow. If it does so, remove it from the board. It is then treated as if it is in reserve (i.e. roll for its arrival as you would any other reserves on that turn). It will re-enter using the Deep Strike Rules.

**Cataclysmic Entrance:** When the Myrmidon enters by Deep Strike, place a large blast marker at the target location and roll for scatter as normal. Any units (vehicle or non-vehicle) hit by the blast marker must take difficult and dangerous terrain tests should they move next turn. The central hole of the marker represents a direct point of impact. If a non-vehicle unit is under the hole, treat this as a tank shock (complete with opportunity for Death or Glory). If a vehicle is hit, treat it as being rammed by the Myrmidon at cruising speed (12”). After these results have been applied, move all models the minimum possible distance to legally accommodate the Myrmidon.

**ATTACK BIKE SQUADRON**

Attack bikes are very much a mainstay of the Iron Hands war caravans, able to provide heavy firepower at a moments notice. They can combine with bike squads, to greatly improve their tactical versatility or they can work alongside the Cestus outriders for devastating excursive strikes and raids. Often, they are used in their own small squadrons laying down a torrent of firepower far larger than their compact nature would suggest.

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<tr>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4(5)</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>3+</td>
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**Special Rules:** And They Shall Know No Fear, The Flesh Is Weak!
IRON HANDS BIKE SQUAD

The Iron Hands maintain a large number of bikes; their simple, easily reparable design and rugged durablility, combined with their speed, make them ideal for vehicle escort and scouting excursions, as well as providing an effective responsive force on the battlefield.

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<tbody>
<tr>
<td>Iron Hands Biker</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4(5)</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>8</td>
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<tr>
<td>Iron Hands Attack Bike</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4(5)</td>
<td>2</td>
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<td>2</td>
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SPECIAL RULES: And They Shall Know No Fear, The Flesh Is Weak!, Combat Squads

HEAVY SUPPORT

PREDATOR

The Predator is the ubiquitous armoured vehicle of the Space Marines, able to combine impressive firepower with resilience and mobility. The Iron Hands embrace these virtues as readily as any of there brother chapters. Upon elevation from Techmarine to Master of the Forge, it is a common rite of passage for the aspirant to assemble a working Predator tank and imbue it with a Machine Spirit of his own creation. It is seen as an extremely poor omen should a Master’s Predator be destroyed, often interpreted as foreshadowing the Master’s own demise.

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<th>BS</th>
<th>Front Armour</th>
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SPECIAL RULES: Tank

VINDICATOR

The destructive might of a Vindicator’s demolisher cannon is unquestioned. Whenever a horde of foes begins to swarm or a mighty fortification blocks the Iron Hands advance, the chapter’s fleet of Vindicators is put to use. Their hefty shells can sweep away a tide of foes or reduce even the most redoubtabel bastions to rubble, all without even breaking the Iron Hands’ stride.

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SPECIAL RULES: Tank
**Thunderfire Cannon**

The Thunderfire Cannon is a technological marvel of the 41st millennium and hold pride of place in any Master’s armoury. In battle, its extreme range and versatility of payload allow it to fulfill any role it may be put to. Whether disrupting enemy movements with subterranean shell, flushing cowards out of cover with airburst rounds or crippling horde and transport alike with heavy shot, it performs excellently, efficiently and mercilessly.

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<td>1</td>
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<td>2+</td>
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**Special Rules:**
- And They Shall Know No Fear, The Flesh is Weak!
- Independent Character
- Field Repairs, Blessing of the Omnissiah

**Tarantula Squadron**

The chapter’s close ties with the Adeptus Mechanicus, whilst looked on as being untoward and suspicious by others, has certain undeniable advantages. One of these is access to the Tarantula Standard Template Construct, a device of unimaginable value, located and recovered by Iron Father Gdolkin in M40.831. Tarantulas are small mobile weapons platforms operated by a network of semi-sentient Machine Spirits under the auspices of a single operator. This makes for a small but lethal base of firepower. The Iron Hands guard their secrets jealously, and few have ever seen one of these lethal contraptions in action.

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**Special Rules:**
- And They Shall Know No Fear, The Flesh is Weak!
- Independent Character
- Field Repairs, Blessing of the Omnissiah

**Name** | **BS** | **Front Armour** | **Side Armour** | **Rear Armour**
---|---|---|---|---
**Tarantula** | 3  | 10 | 10 | 10

**Special Rules:**
- Slow and Purposeful
- **Sentient Weapons Platform:** The Tarantulas are treated as artillery for the purpose of allocating shooting hits and are ignored in close combat. They are treated as infantry for all other purposes. If the Techmarine is killed, the Tarantulas are rendered inoperable and destroyed.

**Iron Brothers Squad**

Iron Hands are nothing if not survivable. Their extensive bionics of the grievously wounded allow for easier and more successful rebirths of the injured as Dreadnoughts, a combination of a hulking engines of destruction and a life-support machine. Indeed, due to these vastly increased odds of successful dreadnought integration, it is not uncommon for the Iron Hands to field squadrons of these behemoths. Once clan brothers in life, they cleave to one another in death and work together as seamlessly as any living unit.

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</table>
**Special Characters**

**Iron Father Gdolkin**

Iron Father Gdolkin has had a long and storied past. Instrumental in thwarting the plans of the Word Bearers Legion during the 13th Black Crusade, he was also responsible for the uncovering of the Tarantula STC and its subsequent handover to the Adeptus Mechanicus. This act earned him the greatest of honours; an engrammic reliquary. The preservation of his personal spirit engrams engraved upon sanctified psycho-reactive silicon wafers, to be stored in the Holy Sanctum of the Omnissiah, deep in the heart of Mars itself.

It was therefore a momentous and terrible day for the Iron Hands in the year M41.102, when he was struck down by the Daemon Lord Ki’inus Threx during the Coraluzian Infestation. His body and earthy remains were never truly recovered, torn completely asunder by the Daemons, so cruel and ferocious had been their assault. In an unparalleled move of honour and mutual grieving, the Adeptus consented for his engrammic wafers to be removed for the Shrine of the Omnissiah. They were transferred from Mars to Medusa by a coterie of Techpriests and Magi in a mournful pilgrimage lasting over three years. Upon reaching Medusa, it was then installed into a fitting new home for the departed hero; a specially constructed shrine built of the husk of a titanic Dreadnought. No sooner had the installation been completed than the shrine began to stir of its own accord.

Some whisper of blasphemous tech-use by the Iron Hands, altering and modifying the Dreadnought husk to use the engrammic wafers instead of a live operator. Others proclaim it a miracle, a physical embodiment of the Omnissiah’s will and an undeniable expression of Iron Father’s worthiness. Either way, Gdolkin lives again, ready to lend his aid to his clan, his chapter and all mankind.

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**Special Rules:**

- **Venerable**
- **Repair:** As per the Rhino special rule
- **Two Servo-arms:** Bonus attacks already included in profile, counts as Dreadnought close combat weapons both with built in heavy flamers
- **Blessing of the Omnissiah:** May only repair other vehicles with this ability.
Master Sapper Xandrei Kimmel

In M40.858, the strike craft Hochstadt was ambushed by a chaos raiding fleet during an emergency repair stop after successfully prosecuting the cleansing of Ramadh. The ship-to-ship firefight and subsequent vicious boarding action resulted in the destruction of the Hochstadt with all hands. All hands bar one.

The Techmarine Xandrei Kimmel had been enacting hull repairs on the Hochstadt upon the arrival of the splinter fleet and had escaped his ship’s destruction by the only the narrowest of margins. Analysing the luminous assault being carried out in front of him, the techmarine knew that the Iron hands could not win the engagement. They would resist, they would not falter, but they would lose. After crippling the Hochstadt, the flagship of the raiding party, the frigate ‘Shriek of Gomorrah’ closed in for boarding. It was then that Kimmel embraced his only slim chance of survival, detached the magnetic clamps holding him to his beloved craft and drifted towards the Shriek. Any sorrow he felt at the destruction of the Hochstadt and his brothers still aboard were soon swallowed up in a cold fury. The raiding party soon fled the sector, with the exception of the Shriek of Gomorrah, which had claimed the wreck of the Hochstadt as its spoils. Still attached to the hulk of Hochstadt, the chaos crew crudely ripped out what they could use and discarded the rest. The crew of the Shriek reveled in their victory for a solid week. A solid week that Kimmel spent raging, plotting and setting about his revenge.

When the Shriek finally detached from the ruined Hochstadt, it prepared for transition into the warp. It never got any further. Whilst the cultists had been celebrating, defiling the Hochstadt and praising their blasphemous gods, Kimmel had set about on a systematic series of sabotage raids, crippling the warp drives, weakening the hull in strategic points and introducing Machine Spirits of his own devising into the corrupted ship’s essence. It did not take the cultists long to realise that it was no quirk of fate that they were unable to move, but by then it was too late. Bulkheads blew, shortcircuited and flushed entire sections into space. Core containment was lost on the starboard plasma drive, resulting in a misdirected emergency vent that flooded entire decks. The internal comms blasted an Invocation to the Omnissiah at maximum volume on an infinite loop. Internal defence systems turned on those whom once they protected. The internal air supply in various areas began to vent millions of tonnes of oxygen into space. In others, they vented excess oxygen inside the ship. It took only one small fire to spread and soon the hyper-oxygenated atmosphere inside the ship was entirely aflame. Panicked crew rushed to evacuate, only to find the pods non-functional. Indeed, only one escape pod departed from the cursed ship. Its sole occupant was a Techmarine...

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<tr>
<td>Xandrei Kimmel</td>
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Special Rules: **And They Shall No Know No Fear, Independent Character, Blessing of the Omnissiah, Field Repairs, Not One Step Back, The Flesh Is Inferior!**

**Structural Weakening:** Using pre-emptive strikes, seismic torpedoes and tectonic mines, Kimmel can destabilize buildings, massively decreasing their tactical value. Before the game, Kimmel can select one ruin to destabilize. Any cover save provided by this ruin is reduced by 1 and the ruin now counts as dangerous terrain.

**Destructive Analysis:** Kimmel can identify a vehicle’s structural weak points at a moment’s notice and advise his fellow Iron Hands precisely where to strike for maximum destructive effect. Any ranged attacks made by Xandrei Kimmel or a squad he joins gain the Tank Hunter special rule.
Warleader Kuria Kinn

The Iron Hands are infamous for many reasons; their love of technology, their close links to the Adeptus Mechanicus, their cleaving to the Omnissiah and their ruthless combat pragmatism. No Iron Hands Marine more embodies any of these traits more than the Warleader Kuria Kinn. A giant of a man, even by Space Marine standards, the Warleader Kinn is the leader of clan Sorgol and is almost totally bionic. All his limbs, most of his torso and the majority of his face are gleaming, sanctified metal. Only his brain remains untouched by bionic implants, although there is no telling for how long that will last. Whether this extensive bionic modification is due to injuries or due to Iron Hands own particular loathing of the flesh is not known, but what is know is that Kinn is a terrifying foe on the battlefield, able to tear men and tanks asunder with his mighty thunder hammer and survive even the most lethal weapon impacts in return. Whilst Kinn’s martial prowess and capabilities are beyond reproach, his most lethal attribute is his mind. Although not officially trained by the priesthood of Mars, he nonetheless displays a remarkable ability with all manner of weaponry, even going so far as to craft his own. In his left hand, the Warleader carries his thunder hammer Menik, but in his right he totes a gun of his own devising, the plasma fusil. This mighty apparatus fires a volley of plasma bolts with every pull of the trigger, outstripping the firepower of the standard plasma gun by 200% at extreme range. However, the weapon is so heavy, complex and potentially dangerous to the user that none bar the Warleader himself can ever hope to use it effectively in battle.

Kuria Kinn’s other great technological achievement is that of the teleporter attack, known by Kuria and his clan as ‘Wide Dispersal’. Wide Dispersal uses the teleporter arrays of a starship as a weapon, firing a deliberately malfunctioning teleporter signal at a specific target, scrambling the components parts of the target, fusing men with their armour and destroying the delicate workings of machinery. Wide Dispersal has also been used to flush enemies out of highly fortified areas, often by forcibly teleport the occupants in the walls and each other, the end result of which is scene so horrific that few bar the Iron Hands ever have the stomach to witness it and remain entirely sane.

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<tr>
<td>Kuria Kinn</td>
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SPECIAL RULES: And They Shall No Know No Fear, Independent Character, Not One Step Back, Slow And Purposeful, Eternal Warrior, The Flesh Is Redundant!

Wide Dispersal: If Warleader Kuria Kinn has not moved during the movement phase, the he may elect to use Wide Dispersal instead of the plasma fusil this shooting phase. Place the large blast template using barrage weapon rules and roll for scatter as normal (no BS reduction if the target is out of line of sight. When the final position of the attack is found, all models under the template take an armour save. Every model that passes its armour save takes one wound automatically, which ignores armour and cover saves. Invulnerable saves may be taken as normal. Vehicles touched by the template take on automatic glancing hit.

Plasma Fusil: Range: 24" Strength 7, AP 2, Heavy 3
IRON HANDS ARMY LIST

HQ

WARLEADER

UNIT COMPOSITION: 1 Warleader
UNIT TYPE: Infantry
WARGEAR: Power armour, chainsword, bolt pistol, frag and krak grenades
SPECIAL RULES: And They Shall Know No Fear, Independent Character, Not One Step Back, The Flesh is Inferior!

If you include a War Commander as an HQ choice, you may include (only) one unit of Morlocks as a Troops choice

OPTIONS
Replace bolt pistol/chainsword with:
- Boltgun.............................................free
- Storm bolter......................................+3pts
- Combi-flamer, -melta or –plasma............+10pts
- Storm shield, lightning claw, power sword or plasma pistol.............+15pts
- Iron fist...........................................+20pts
- Power fist........................................+25pts
- Relic blade or thunder hammer..........+30pts
Replace power armour with artificer armour..............+15pts
Take melta bombs..................................+5pts
Take a teleporter array..........................+15pts
Take digital weapons............................+10pts
Take auxiliary grenade launcher...............+15pts
Replace all current equipment with Terminator armour with power sword and storm bolters..........................+40pts
Replace Terminator armour’s storm bolters with:
- Combi-flamer, -melta or –plasma.............+5pts
- Lightning claw....................................+10pts
- Thunder hammer..................................+20pts
Replace Terminator armour’s power sword with:
- Lightning claw....................................+5pts
- Power fist or storm shield....................+10pts
- Thunder hammer or chainfist................+15pts
If Terminator armour is not chosen, may be mounted on a Space Marine bike.............................................+35pts

DREAD

COMMANDER

UNIT COMPOSITION: 1 Dread Commander
UNIT TYPE: Vehicle (Walker)
WARGEAR: Multi melta, dreadnought close combat weapon with built-in storm bolter, smoke launchers, searchlight
SPECIAL RULES: Venerable
DEDICATED TRANSPORT: The Dread Commander may select a Drop Pod as dedicated transport.
The Dread Commander may join an Iron Brothers Squad for +20pts. He is treated in all regards like a member of the squadron.

OPTIONS
Replace storm bolter with heavy flamer..........................+10pts
Replace multi-melta with:
- Twin-linked heavy flamer........................free
- Twin-linked heavy bolter..........................+5pts
- Twin-linked autocannon..........................+10pts
- Assault cannon or plasma cannon.............+10pts
- Twin-linked lascannon.........................+30pts
Replace Dreadnought close combat weapon with:
- Twin-linked autocannon or missile launcher+10pts
May install additional shoulder mount armed with:
- Heavy flamer....................................+10pts
- Missile launcher..................................+20pts
- Assault cannon.................................+30pts
May take:
- Extra armour.....................................+10pts
IRON

FATHER ........................................................................................................... 150PTS

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<tr>
<td>Iron Father</td>
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UNIT COMPOSITION: 1 Iron Father
UNIT TYPE: Infantry
WARGEAR: Servo-harness, artificer armour, bolter or bolt pistol, frag and krak grenades
SPECIAL RULES: And They Shall No Know No Fear, Independent Character, Blessing of the Omnissiah, Field Repairs, Not One Step Back, The Flesh Is Inferior!

If you chose an Iron Father as an HQ choice, you may upgrade any unit with The Flesh Is Weak! special rule for +3pts per model.

LIBRARIAN .................................................................................................... 100PTS

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<tr>
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UNIT COMPOSITION: 1 Librarian
UNIT TYPE: Infantry
WARGEAR: Force weapon, power armour, psychic hood, bolter or bolt pistol, frag and krak grenades
SPECIAL RULES: And They Shall No Know No Fear, Independent Character, Psyker, The Flesh Is Inferior!

Upgrade to an Epistolary...........................................................................+50pts
替换爆弹步兵和冲锋枪为:
- Storm bolter.................................................+3pts
- Combi-flamer, -melta or -plasma...............+10pts
- Plasma pistol.............................................+15pts

May replace power armour, bolt and frag and krak grenades with Terminator armour and:
- No additional equipment.........................+25pts
- Storm bolter.............................................+30pts
- Combi-flamer, -melta or -plasma..............+35pts
- Storm shield............................................+40pts

May take a teleporter array for 20pts
If neither Terminator armour nor a teleporter array are taken, the Librarian may be given:
Space Marine bike........................................+35pts

IRON FATHER

G Dolkin.................................................................................................. 250PTS

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UNIT COMPOSITION: 1 Iron Father Gdolkin
UNIT TYPE: Vehicle (Walker)
WARGEAR: Conversion beamer, 2 servos arms with built-in heavy flamers, Dreadnought close combat weapon with built-in storm bolter, smoke launchers, searchlight
SPECIAL RULES: Venerable, Blessing of the Omnissiah, Repair

MASTER SAPPER XANDREI

KIMMEL ................................................................................................. 180PTS

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<td>Xandrei Kimmel</td>
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UNIT COMPOSITION: 1 Xandrei Kimmel
UNIT TYPE: Infantry
WARGEAR: Servo-harness, artificer armour, bolt pistol, breeching drill (as iron fist), frag and krak grenades
SPECIAL RULES: And They Shall No Know No Fear, Independent Character, Blessing of the Omnissiah, Field Repairs, Not One Step Back, The Flesh Is Inferior!
Repairs, Not One Step Back, The Flesh Is Inferior!,

**WARLEADER KURIA KINN**

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**UNIT COMPOSITION:** 1 Warleader Kuria Kinn
**UNIT TYPE:** Infantry
**WARGEAR:** Artificer armour, thunder hammer, plasma fusil, frag and krak grenades

**SPECIAL RULES:** And They Shall Know No Fear, Independent Character, Not One Step Back, Wide Dispersal, Eternal Warrior, Slow and Purposeful, The Flesh is Redundant!

---

**ELITES**

**MORLOCKS**

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</table>

**UNIT COMPOSITION:** 3 Morlocks
**UNIT TYPE:** Infantry
**WARGEAR:** Terminator armour, storm bolter, power sword
**SPECIAL RULES:** And They Shall Know No Fear, Stubborn, The Flesh Is Inferior!

Before battle, each Morlock has the option to be split off from his squad and assigned to lead any squad from the following list: Clan Brothers, Teleport Attack Squad, Apex Marine Squad. Only one Morlock may be assigned to each squad in this manner. The **Stubborn** special rule is not passed on to his new squad.

**DEDICATED TRANSPORT**
May select any Land Raider variant as a dedicated transport

---

**MASTER OF THE FORGE**

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<tr>
<td>Iron Father</td>
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</table>

**UNIT COMPOSITION:** 1 Iron Father
**UNIT TYPE:** Infantry
**WARGEAR:** Servo-harness, artificer armour, bolter or bolt pistol, frag and krak grenades
**SPECIAL RULES:** And They Shall No Know No Fear, Independent Character, Blessing of the Omnissiah, Field Repairs, Not One Step Back, The Flesh Is Inferior!

**OPTIONS**
Replace servo-harness and bolter with:
- Conversion beamer………………………….+20pts
Replace bolter with:
- Storm bolter……………………………….+3pts
- Combi-flamer, -melta or --plasma………….+10pts
- Plasma pistol………………………….+15pts
Take digital weapons……………………………….+10pts
Take teleporter array……………………………….+20pts
Take teleport homer……………………………….+15pts
May take:
- Power axe……………………………….+15pts
- Iron fist……………………………….+20pts
- Thunder hammer………………………….+30pts

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**VENERABLE DREADNOUGHT**

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**UNIT COMPOSITION:**
**UNIT TYPE:**
**WARGEAR:**
**SPECIAL RULES:** And They Shall Know No Fear, Independent Character, Blessing of the Omnissiah, Field Repairs, Not One Step Back, The Flesh Is Inferior!
**Venerable Dreadnought**

**Unit Composition:** 1 Venerable Dreadnought

**Unit Type:** Vehicle (Walker)

**Wargear:** Multi melta, dreadnought close combat weapon with built-in storm bolter, smoke launchers, searchlight

**Special Rules:** Venerable

**Dedicated Transport:** The Venerable Dreadnought may select a Drop Pod as dedicated transport.

**Options**
- Replace storm bolter with heavy flamer: +10 pts
- Replace multi-melta with:
  - Twin-linked heavy flamer: free
  - Twin-linked heavy bolter: +5 pts
  - Twin-linked autocannon: +10 pts
  - Assault cannon or plasma cannon: +10 pts
  - Twin-linked lascannon: +30 pts
- Replace Dreadnought close combat weapon with:
  - Twin-linked autocannon or missile launcher: +10 pts

**Apex Marine Squad**

**Unit Composition:** 5 Apex Marines

**Unit Type:** Infantry

**Wargear:** Power armour, bolter, bolt pistol, special issue ammunition, frag and krak grenades, chainsword

**Special Rules:** And They Shall Know No Fear, Stubborn, Slow and Purposeful, The Flesh Is Redundant!

**Dedicated Transport**

May select a Rhino, Razorback or Drop Pod as dedicated transport

**Options**
- May include up to 5 extra Apex Marines for 35 pts per model
- Any Apex Marine may replace his bolter and/or bolt pistol with:
  - Storm bolter: +5 pts
  - Combi-flamer, -melta or -plasma: +5 pts
  - Power weapon or lightning claw: +15 pts
  - Plasma pistol: +20 pts
  - Iron fist: +25 pts

May take melta bombs: 5 pts per model

Two Apex Marines may replace their bolters with:
- Flamer, meltagun, heavy bolter, multi-melta or missile launcher: +5 pts
- Plasma gun, plasma cannon or heavy flamer: +10 pts
- Lascannon: +15 pts

**Troops Clan Initiates**

**Unit Composition:** 5 Clan Initiates

**Unit Type:** Infantry

**Wargear:** Carapace armour, bolter, bolt pistol, frag and krak grenades

**Special Rules:** And They Shall Know No Fear

**Options**
- May include up to 15 extra Initiates for 13 pts per model
- Any Initiate may replace his bolter with:
  - Sniper rifle, combat blade or manstopper shotgun: free

The squad may be equipped with camo cloaks for 3 pts per model

One Initiate may take a teleport homer for 15 pts

For every 10 Initiates, one Initiate may replace his bolter with:
- Heavy bolter with hellfire shells: +10 pts
- Missile launcher: +10 pts

**Clan Brothers**

**Unit Composition:**

**Options**

May include up to 10 extra Clan Brothers for 80 pts per model

Any Clan Brother may replace his bolter with:
- Heavy bolter with hellfire shells: +10 pts
- Missile launcher: +10 pts
**Brother**

**Unit Composition:** 5 Clan Brothers  
**Unit Type:** Infantry  
**Wargear:** Power armour, bolter, bolt pistol, chainsword, frag and krak grenades  
**Special Rules:** And They Shall Know No Fear, The Flesh Is Weak!  
**Dedicated Transport**  
May select a Rhino, Razorback or Drop Pod as a dedicated transport

**Options**

**Techmarine**

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<th>Techmarine</th>
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**Servitor**

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</table>

**Techmarine:**  
May include up to 10 extra Brothers for 16pts per model  
The entire squad may have melta bombs for 5pts per model  
One Clan Brother may take a teleport homer for 15pts  
One Clan Brother can have an iron fist for 20pts  
One Clan Brother may replace his bolter with:  
- Flamer.................................+5pts  
- Meltagun................................+10pts  
- Plasma gun................................+15pts  
If there are 10 or more Clan Brothers in the squad, one additional Brother may replace his bolter with:  
- Heavy bolter, multi-melta or missile launcher..................................+5pts  
- Plasma cannon..............................+10pts  
- Lascannon................................+15pts  
If the squad numbers 15 Brothers, one more additional brother may replace his bolter with:  
- Flamer, heavy bolter, multi-melta or missile launcher.................................+5pts  
- Meltagun or plasma cannon........+10pts  
- Plasma gun or lascannon..............+15pts

**Servitor:**  
May replace servo-arm with servo-harness for 25pts  
May replace bolter with:  
- Storm bolter...............................+3pts  
- Combi-flamer, -melta or -plasma...........+10pts  
- Plasma pistol................................+15pts  
May take:  
- Power weapon...............................+15pts  
- Iron fist....................................+20pts  
- Thunder hammer............................+30pts  
- Teleport homer..............................+15pts  
May include up to 5 servitors for 10pts per model  
Any servitor may replace his servo-arm for:  
- Heavy bolter or multi-melta..............+25pts  
One servitor may replace his servo-arm with:  
- Plasma cannon................................+35pts

---

**Fast Attack**

**Cestus Outriders**

**Unit Composition:** 1 Cestus Outrider  
**Unit Type:** Vehicle (Fast, Open Topped)  
**Wargear:** 2 Heavy bolters, dozer blades

**Options**

May include up to 2 extra Cestus Outriders for 65pts per model  
May replace its heavy bolters with:  
- Heavy flamers................................free  
- Multi-meltas..................................+20pts  
- A cyclone missile launcher..................+30pts
**Teleport Assault Squad**.................................90PTS

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</table>

UNIT COMPOSITION: 5 Teleport Assault Marines

UNIT TYPE: Infantry

WARGEAR: Power armour, bolt pistol, chainsword, frag and krak grenades, teleporter arrays

SPECIAL RULES: And They Shall Know No Fear, Teleport Assault, The Flesh Is Weak!

**Myrmidon Shock Assault Vehicle**..............................210PTS

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<tr>
<th></th>
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<th>Front Armour</th>
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<tr>
<td>Myrmidon</td>
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<td>13</td>
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</tbody>
</table>

UNIT COMPOSITION: 1 Myrmidon Shock Assault Vehicle

UNIT TYPE: Vehicle (Tank)

WARGEAR: Twin-linked multi-melta, earthquaker drill, extra armour, searchlight

SPECIAL RULES: Deep Strike, Burrow, Cataclysmic Entrance, Magma-Proof Plating, Power of the Machine Spirit, Assault Vehicle

TRANSPORT CAPACITY: 10 models (Morlocks count as two models)

**Clan Biker Squad**.............................................75PTS

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<tr>
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<td>4</td>
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<td>Attack Bike</td>
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<td>4</td>
<td>4(5)</td>
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<td>4</td>
<td>2</td>
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<td>3+</td>
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</table>

UNIT COMPOSITION: 5 Teleport Assault Marines

UNIT TYPE: Bike

WARGEAR: Power armour, bolt pistol, frag and krak grenades, Space Marine bike

SPECIAL RULES: And They Shall Know No Fear, The Flesh Is Weak!

**Attack Bike Squad**............................................40PTS

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<td>4</td>
<td>4</td>
<td>4(5)</td>
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</tbody>
</table>

UNIT COMPOSITION: 1 Attack Bike

UNIT TYPE: Bike

WARGEAR: Power armour, bolt pistol, frag and krak grenades, Space Marine bike

SPECIAL RULES: And They Shall Know No Fear, The Flesh Is Weak!

**Options**

Add up to 5 Marines for 18pts per model

For every 5 models in the squad, one Marine may replace his bolt pistol with one of the following:

- Flamer.................................................+5pts
- Meltagun..............................................+10pts
- Plasma pistol/gun...............................+15pts

For every 5 models in the squad, one Marine may replace his chainsword with one of the following:

- Power weapon or lightning claw..............+15pts
- Iron fist.............................................+20pts

The squad may take melta bombs for 5pts per model

**Myrmidon Shock Assault Vehicle**..............................210PTS

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<tr>
<td>Myrmidon</td>
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</table>

UNIT COMPOSITION: 1 Myrmidon Shock Assault Vehicle

UNIT TYPE: Vehicle (Tank)

WARGEAR: Twin-linked multi-melta, earthquaker drill, extra armour, searchlight

SPECIAL RULES: Deep Strike, Burrow, Cataclysmic Entrance, Magma-Proof Plating, Power of the Machine Spirit, Assault Vehicle

TRANSPORT CAPACITY: 10 models (Morlocks count as two models)

**Options**

May take a set of the following sponson weapons:

- Hurricane bolter..................................+15pts
- Heavy flamer......................................+20pts
- Assault cannon..................................+40pts

May take a locator beacon..........................+10pts

**Clan Biker Squad**.............................................75PTS

**Options**

May include up to five extra Clan Bikers for 25pts per model

Up to two Clan Bikers may replace their bolt pistols with:

- Flamer.................................................+5pts
- Meltagun..............................................+10pts
- Plasma pistol/gun...............................+15pts

Add one heavy bolter armed Attack Bike to the squad +40pts

The Attack Bike may upgrade its heavy bolter to a multi-melta for 10pts

The entire squad may be equipped with melta bombs for 5pts per model

**Attack Bike Squad**............................................40PTS

**Options**

Add up to 2 extra Attack Bikes for 40pts per model

Any Attack Bike may upgrade its heavy bolter to a multi-melta for 10pts
HEAVY SUPPORT

PREDATOR

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<td>Predator</td>
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UNIT COMPOSITION: 1 Predator
UNIT TYPE: Vehicle (Tank)
WARGEAR: Autocannon, searchlight, smoke launchers

OPTIONS
Replace autocannon with a twin-linked lascannon…+45pts
May take side sponsons armed with:
- Heavy bolters……………………………….+25pts
- Lascannons………………………………..+60pts
May take any of the following:
- Storm bolter………………………….+10pts
- Hunter-killer missile…………………….+15pts
- Dozer blade………………………….+5pts
- Extra armour………………………….+10pts

VINDICATOR

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<tr>
<td>Vindicator</td>
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UNIT COMPOSITION: 1 Vindicator
UNIT TYPE: Vehicle (Tank)
WARGEAR: Demolisher cannon, storm bolter, searchlight, smoke launchers

OPTIONS
May take any of the following:
- Storm bolter………………………….+10pts
- Hunter-killer missile…………………….+15pts
- Dozer blade………………………….+5pts
- Siege shield………………………….+10pts
- Extra armour………………………….+10pts

THUNDERFIRE CANNON

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<tr>
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UNIT COMPOSITION: 1 Techmarine gunner
1 Thunderfire cannon
UNIT TYPE: Artillery

WARGEAR: Artificer armour, bolt pistol, frag and krak grenades, servo-harness
SPECIAL RULES: And They Shall Know No Fear, Blessing of the Omnissiah, Field Repairs, The Flesh Is Weak!
DEDICATED TRANSPORT: May select a Drop Pod

TARANTULA SQUADRON

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<td>Tarantula</td>
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</table>

UNIT COMPOSITION: 1 Techmarine controller
1 Tarantula weapons platform
UNIT TYPE: Artillery
WARGEAR: Techmarine: Servo-arm, bolt pistol, artificer armour, frag and krak grenades
Tarantula: Twin-linked heavy bolter
SPECIAL RULES: Techmarine: And They Shall Know No Fear, Blessing of the Omnissiah, Field Repairs, The Flesh Is Weak!
Tarantula: Sentient Weapons Platform, Slow and Purposeful

OPTIONS
May upgrade the servo-arm to a servo-harness……+25pts
May include up to two Tarantulas for +30pts per model
Any Tarantula may upgrade its twin-linked heavy bolter to one of the following:
- Twin-linked heavy flamer………………………….+free
- Cyclone missile launcher………………………….+15pts
- Twin-linked assault cannon…………………….+30pts
- Twin-linked lascannon………………………….+40pts
IRON BROTHERS

SQUAD ........................................... 105PTS

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<tbody>
<tr>
<td>Iron Brother</td>
<td>4</td>
<td>4</td>
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UNIT COMPOSITION: 1 Iron Brother

UNIT TYPE: Vehicle (Walker)

WARGEAR: Multi melta, dreadnought close combat weapon with built-in storm bolter, smoke launchers, searchlight

DEDICATED TRANSPORT: If the squad only contains one Iron Brother, then he may take a Drop Pod

Options
May include up to 2 extra Iron Brothers for 105pts per model
Any Iron Brother may:
- Replace storm bolter with heavy flamer……+10pts
- Replace multi-melta with:
  - Twin-linked heavy flamer……………free
  - Twin-linked heavy bolter…………..+5pts
  - Twin-linked autocannon…………….+10pts
  - Plasma cannon……………………+10pts
  - Assault cannon……………………+10pts
  - Twin-linked lascannon…………….+30pts
- Replace Dreadnought close combat weapon with:
  - Twin-linked autocannon…………….+10pts
  - Missile launcher………………….+10pts
- Take extra armour……………………………+15pts

DEDICATED TRANSPORTS

RHINO ............................................. 35PTS

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<tbody>
<tr>
<td>Rhino</td>
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</table>

UNIT COMPOSITION: 1 Rhino

UNIT TYPE: Vehicle (Tank)

WARGEAR: Storm bolter, smoke launchers, searchlight

SPECIAL RULES: Repair

Options
May take any of the following:
- Storm bolter……………………………………+10pts
- Hunter-killer missile……………………….+15pts
- Dozer blade………………………………….+5pts
- Extra armour……………………………………+15pts

DROP POD ......................................... 35PTS

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<tr>
<td>Razorback</td>
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UNIT COMPOSITION: 1 Razorback

UNIT TYPE: Vehicle (Open Topped)

WARGEAR: Storm bolter

SPECIAL RULES: Inertial Guidance System, Immobile, Drop Pod Assault

TRANSPORT CAPACITY: 10 models, 1 Dreadnought or 1 Thunderfire Cannon

Options
May replace storm bolter with deathwind missile launcher……………………………………+20pts
May take a locator beacon……………………………………+10pts

RAZORBACK........................................... 40PTS

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<tr>
<td>Razorback</td>
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</table>

UNIT COMPOSITION: 1 Razorback

UNIT TYPE: Vehicle (Tank)

WARGEAR: Twin-linked heavy bolter, smoke launchers, searchlight

TRANSPORT CAPACITY: 6 models

Options
May replace twin-linked heavy bolter with:
- Twin-linked heavy flamer …………………+25pts
- Twin-linked assault cannon…………….+35pts
- Twin-linked lascannon…………………..+35pts
- Lascannon and twin-linked plasma gun……+35pts
May take any of the following:
- Storm bolter……………………………………+10pts
• Hunter-killer missile ...........................................+15pts
• Dozer blade .......................................................+5pts

• Extra armour .....................................................+15pts

**LAND**

**RAIDER** ............................................................. **250PTS**

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</table>

**UNIT COMPOSITION:** 1 Land Raider

**UNIT TYPE:** Vehicle (Tank)

**WARGEAR:** 2 twin-linked lascannons, twin linked heavy bolter, smoke launchers, searchlight

**SPECIAL RULES:** *Power of the Machine Spirit, Assault Vehicle*

**TRANSPORT CAPACITY:** 12 models

**OPTIONS**

May take any of the following:

• Storm bolter ................................................../10pts
• Hunter-killer missile .....................................+10pts
• Multi-melta ................................................../10pts
• Extra armour ................................................../15pts

**LAND RAIDER** ..................................................... **250PTS**

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front Armour</th>
<th>Side Armour</th>
<th>Rear Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crusader</td>
<td>4</td>
<td>14</td>
<td>14</td>
<td>14</td>
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</tbody>
</table>

**UNIT COMPOSITION:** 1 Land Raider Crusader

**UNIT TYPE:** Vehicle (Tank)

**WARGEAR:** 2 hurricane bolters, twin linked assault cannon, smoke launchers, searchlight, frag assault launcher

**SPECIAL RULES:** *Power of the Machine Spirit, Assault Vehicle*

**TRANSPORT CAPACITY:** 16 models

**OPTIONS**

May take any of the following:

• Storm bolter ................................................../10pts
• Hunter-killer missile .....................................+10pts
• Multi-melta ................................................../10pts
• Extra armour ................................................../15pts

**LAND RAIDER** ..................................................... **240PTS**

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front Armour</th>
<th>Side Armour</th>
<th>Rear Armour</th>
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<tbody>
<tr>
<td>Redeemer</td>
<td>4</td>
<td>14</td>
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<td>14</td>
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</tbody>
</table>

**UNIT COMPOSITION:** 1 Land Raider Redeemer

**UNIT TYPE:** Vehicle (Tank)

**WARGEAR:** 2 flamestorm cannons, twin linked assault cannon, smoke launchers, searchlight, frag assault launcher

**SPECIAL RULES:** *Power of the Machine Spirit, Assault Vehicle*

**TRANSPORT CAPACITY:** 16 models

**OPTIONS**

May take any of the following:

• Storm bolter ................................................../10pts
• Hunter-killer missile .....................................+10pts
• Multi-melta ................................................../10pts
• Extra armour ................................................../15pts

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**THE ARMOURY**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault cannon</td>
<td>24&quot;</td>
<td>6</td>
<td>4</td>
<td>Heavy 4, Rending</td>
</tr>
<tr>
<td>Autocannon</td>
<td>48&quot;</td>
<td>7</td>
<td>4</td>
<td>Heavy 2</td>
</tr>
<tr>
<td>Weapon Type</td>
<td>Range</td>
<td>Size</td>
<td>Damage</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>-------</td>
<td>------</td>
<td>--------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>Auxiliary grenade launcher (frag)</td>
<td>12&quot;</td>
<td>3</td>
<td>6</td>
<td>Assault 1, Blast</td>
</tr>
<tr>
<td>Auxiliary grenade launcher (krak)</td>
<td>12&quot;</td>
<td>6</td>
<td>4</td>
<td>Assault 1</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>4</td>
<td>5</td>
<td>Pistol</td>
</tr>
<tr>
<td>Bolter</td>
<td>24&quot;</td>
<td>4</td>
<td>5</td>
<td>Rapid fire</td>
</tr>
<tr>
<td>Conversion beamer</td>
<td>&lt;18&quot;</td>
<td>6</td>
<td>-</td>
<td>Heavy 1, Blast</td>
</tr>
<tr>
<td>Conversion beamer</td>
<td>18&quot;-42&quot;</td>
<td>8</td>
<td>4</td>
<td>Heavy 1, Blast</td>
</tr>
<tr>
<td>Conversion beamer</td>
<td>42&quot;-72&quot;</td>
<td>10</td>
<td>1</td>
<td>Heavy 1, Blast</td>
</tr>
<tr>
<td>Cyclone missile launcher (frag)</td>
<td>48&quot;</td>
<td>4</td>
<td>6</td>
<td>Heavy 2, Blast</td>
</tr>
<tr>
<td>Cyclone missile launcher (krak)</td>
<td>48&quot;</td>
<td>8</td>
<td>3</td>
<td>Heavy 2</td>
</tr>
<tr>
<td>Deathwind launcher</td>
<td>12&quot;</td>
<td>5</td>
<td>-</td>
<td>Heavy 1, Large Blast</td>
</tr>
<tr>
<td>Demolisher cannon</td>
<td>24&quot;</td>
<td>10</td>
<td>2</td>
<td>Ord 1, Large Blast</td>
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<tr>
<td>Dragonfire bolts</td>
<td>24&quot;</td>
<td>4</td>
<td>5</td>
<td>Rapid Fire, Ignores Cover</td>
</tr>
<tr>
<td>Flamer</td>
<td>Template</td>
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<td>5</td>
<td>Assault 1</td>
</tr>
<tr>
<td>Flamestorm cannon</td>
<td>Template</td>
<td>6</td>
<td>3</td>
<td>Heavy 1</td>
</tr>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>5</td>
<td>4</td>
<td>Heavy 3</td>
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<tr>
<td>Heavy flamers</td>
<td>Template</td>
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<td>4</td>
<td>Assault 1</td>
</tr>
<tr>
<td>Hellfire round</td>
<td>24&quot;</td>
<td>X</td>
<td>5</td>
<td>Rapid Fire, Poisoned (2+)</td>
</tr>
<tr>
<td>Hellfire shell</td>
<td>36&quot;</td>
<td>X</td>
<td>-</td>
<td>Heavy 1, Blast, Poisoned (2+)</td>
</tr>
<tr>
<td>Kraken bolt</td>
<td>30&quot;</td>
<td>4</td>
<td>4</td>
<td>Rapid Fire</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>9</td>
<td>2</td>
<td>Heavy 1</td>
</tr>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>8</td>
<td>1</td>
<td>Assault 1, Melta</td>
</tr>
<tr>
<td>Missile launcher (frag)</td>
<td>48&quot;</td>
<td>4</td>
<td>6</td>
<td>Heavy 1, Blast</td>
</tr>
<tr>
<td>Missile launcher (krak)</td>
<td>48&quot;</td>
<td>8</td>
<td>3</td>
<td>Heavy 1</td>
</tr>
<tr>
<td>Multi-melta</td>
<td>24&quot;</td>
<td>8</td>
<td>2</td>
<td>Heavy 1, Melta</td>
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<tr>
<td>Plasma cannon</td>
<td>36&quot;</td>
<td>7</td>
<td>2</td>
<td>Heavy 1, Blast, Gets Hot!</td>
</tr>
<tr>
<td>Plasma fusil</td>
<td>24&quot;</td>
<td>7</td>
<td>2</td>
<td>Heavy 3, Gets Hot!</td>
</tr>
<tr>
<td>Plasma gun</td>
<td>24&quot;</td>
<td>7</td>
<td>2</td>
<td>Rapid Fire, Gets Hot!</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td>12&quot;</td>
<td>7</td>
<td>2</td>
<td>Pistol, Gets Hot!</td>
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<tr>
<td>Manstopper shotgun</td>
<td>12&quot;</td>
<td>4</td>
<td>-</td>
<td>Assault 2</td>
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<tr>
<td>Sniper rifle</td>
<td>36&quot;</td>
<td>X</td>
<td>6</td>
<td>Heavy 1, Sniper</td>
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<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>4</td>
<td>5</td>
<td>Assault 2</td>
</tr>
<tr>
<td>Thunderfire cannon (surface)</td>
<td>60&quot;</td>
<td>6</td>
<td>5</td>
<td>Heavy 4, Blast</td>
</tr>
<tr>
<td>Thunderfire cannon (airburst)</td>
<td>60&quot;</td>
<td>5</td>
<td>6</td>
<td>Heavy 4, Blast, Ignore Cover</td>
</tr>
<tr>
<td>Vengeance round</td>
<td>18&quot;</td>
<td>4</td>
<td>3</td>
<td>Rapid Fire, Gets Hot!</td>
</tr>
</tbody>
</table>

**Iron Hands Wargear**

**Earthquaker Drill:** A massive adamantite-sheathed drill designed for subterranean boring that can rend through and armour just as easily as rock. The sheer size of the device tends to increase the damage dealt to other vehicle to truly catastrophic levels. The Earthquaker drill allows the Myrmidon to ignore difficult terrain in the same way as a Siege Shield and adds +1 to the vehicle damage table roll as a result of a ramming attack.
MAGMA-PROOFED PLATING: Subterranean travel is highly dangerous on stable world, but on Medusa it is nearly impossible without extensive protection against violent tectonic shifting and sudden magmal exposure. A vehicle with magma-proofed plating negates any bonuses to armour penetration caused by the melta special rule.

IRON FIST: A signature weapon of the iron hands; disruptive field generators and high power servos are built into the bionic replacement hand of the owning model, allowing him to tear through armour plating with ease. An iron fist is a power weapon that allows the user to roll an extra D6 for armour penetration in close combat.

TELEPORTER ARRAY: At the beginning of the movement phase, a model or squad with teleporter arrays may chose to activate them and may redeploy elsewhere on the battlefield as per the regular rules for Deep Strike, including all penalties and potential mishaps. A model may not possess both a teleporter array and a teleport homer as the two signals tend to conflict with one another. Models on bikes may not possess teleporter arrays.