

Iron Hands Datasheets (v.1.0.1)

The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- After failing a morale test for any Iron Hands unit, roll one D6. On a 4+ it's passed instead
- Adeptus Astartes. You can repaint/kitbash non-character Ultramarines units or other Adeptus Astartes units to become Iron Hands units and play by their original rules

Leaders

Iron Father Feirros (1 model) Move 10" Save 3+ Wounds 6 Morale 3+ Control 2


Unit abilities

- Character (max. one copy per army)
- Once per activation, if within 6" of a wounded Vehicle model, you may remove D3 wounds from that model. Until the end of the turn, next time that Vehicle model makes an attack, add 1 to the Hit roll.

JOYTOY x WARHAMMER



JoyToy Iron Hands Iron Father Feirros, 750pts

Ranged weapons	Range	Att	Sk	AP	Features
Gorgon's Wrath	60"	4	2+	-1	Critical hits deal one extra hit (only original hits can be counted as Critical)
Melee weapons	Range	Att	Sk	AP	Features
Harrowhand	Melee	5	3+	-2	-
 Medusan Manipuli	Melee	2	3+	-2	-

Model abilities

- While this model is within 6" of one or more friendly Vehicle units, this model can only be selected as the target of a ranged attack if the attacking model is within 24"

Add abilities to the model

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

Cost

+100pts

Captain in Terminator Armour (1 model) Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARHAMMER



JoyToy Iron Hands Captain in Terminator Armour, 465pts

Ranged weapons	Range	Att	Sk	AP	Features
Combi-melta	48"	2	2+	0	Gains AP(-4) against Infantry units

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	2+	-4	-



Add abilities to the model

Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Infantry

Assault Intercessors (5-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When Charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Iron Hands Assault Intercessors Sergeant Kalock, 70pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

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



Replace Heavy Bolt Pistol with

Cost

Plasma Pistol (Range 24", Att 1, Sk 3+, AP -4)

+10pts

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Gravak, 65pts per model

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

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Ignar, 65pts per model

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

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Sergeant Bantus, 65pts per model (unit superior)

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

Intercessors (3-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Sergeant Bantus, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-


JOYTOY x WARHAMMER



JoyToy Iron Hands Assault Intercessors Sergeant Kalock, 75pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

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

 Replace Heavy Bolt Pistol with Plasma Pistol (Range 24", Att 1, Sk 3+, AP -4)	Cost +20pts
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JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Gravak, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-




JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Ignar, 165pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Astartes Grenade Launcher (max. one per unit)	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
 Close Combat Weapon	Melee	1	3+	0	-