

Iron Hands Datasheets (v.1.0.4)

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. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- *Know No Fear*: After failing a morale test for any Iron Hands unit, roll one D6. On a 4+ it's passed instead. This ability does not apply to morale tests during Fall Back
- *Space Marines*: You can combine models from different Loyalist Space Marine Legions, but with the same unit name, in one unit

Leaders

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

Unit abilities

- *Character*: Maximum one copy per army
- *Master of the Forge*: Once per activation, if this model is within 6" of a wounded friendly Vehicle unit, you may remove D3 wounds from that unit. Next time that Vehicle unit attacks, add +1 to the Hit rolls
- *Iron Father*: While this model is within 12" of one or more friendly Vehicle units, enemy units suffer a -1 to hit rolls when shooting at this model from more than 18" away

JoyToy x WARHAMMER



JoyToy Iron Hands Iron Father Feirros, 590pts

| Ranged weapons | Range | Att | Sk | AP | Features |
|------------------|-------|-----|----|----|--|
| Gorgon's Wrath | 60" | 3 | 2+ | -1 | Critical hits deal one additional non-critical hit |
| Melee weapons | Range | Att | Sk | AP | Features |
| Harrowhand | Melee | 4 | 3+ | -2 | - |
| Medusan Manipuli | Melee | 2 | 3+ | -2 | - |

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 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

Upgrade unit with ability

Cost

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

+30pts

JOYTOY x WARHAMMER



JoyToy Iron Hands Captain in Terminator Armour, 355pts

| Ranged weapons | Range | Att | Sk | AP | Features |
|----------------|-------|-----|----|----|--|
| Combi-weapon | 48" | 2 | 2+ | 0 | Gains +1 Att. when shooting at enemies within 24". Gains AP(-2) 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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Infantry

Assault Intercessors (2-5 models)

Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- **Shock Assault:** When Charging, Critical hits in melee deal one additional non-critical hit

JOYTOY x WARHAMMER



JoyToy Iron Hands Assault Intercessors Sergeant Kalock, 130pts per model (unit superior)

| Ranged weapons | Range | Att | Sk | AP | Features |
|-----------------------------------|-------|-----|----|----|---|
| Plasma Pistol (max. one per unit) | 24" | 1 | 3+ | -3 | This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit |



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

Replace Plasma Pistol with

Cost

Heavy Bolt Pistol (Range 24", Att 1, Sk 3+, AP -1)

-20pts

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Gravak, 100pts 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, 100pts 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, 100pts 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 (2-5 models) Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- *Assault Weapons:* This unit may shoot even after Advance move

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Sergeant Bantus, 125pts 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, 125pts per model (unit superior)

| Ranged weapons | Range | Att | Sk | AP | Features |
|--|-------|-----|----|----|---|
| Plasma Pistol (max. one per unit) | 24" | 1 | 3+ | -3 | This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit |



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

| Replace Plasma Pistol with | Cost |
|---|---------------|
| Heavy Bolt Pistol (Range 24", Att 1, Sk 3+, AP -1) | -25pts |

JOYTOY x WARHAMMER



JoyToy Iron Hands Intercessors Brother Gravak, 125pts 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, 190pts 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 | - |



Advanced Equipment

If you are playing by the Advanced Rules with the Advanced Equipment module, each model in the following units may be equipped with no more than one Explosive Grenade of your choice (Frag / Krak) and no more than one Utility Grenade of your choice (Smoke / Stun):

- *Infantry:* Assault Intercessors, Intercessors