

⚠ 1850 Pts - Iron Hands - Mike Taylor 3rd Overall Adepticon 2017

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Fist of Medusa Strike Force (39 ⚔, 1445 pts)												
Battle Demi-Company	1	Core, ☒										865
(CAA:SM, pg. 174); Captain; Command Squad; Land Speeders; Devastator Squad; Objective Secured; Tactical Flexibility												
Captain	1	☒	6	5	4/8	5	3	5/1	3	10	2+4(i)	[200]
(CAA:SM, pg. 130); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Artificer Armour; Power Fist (x1); The Gorgon's Chain; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; The Flesh is Weak; Space Marine Bike; Warlord												
<i>The Gorgon's Chain</i>	1	(See Clan Raukaan Supplement / Angels of Death, pg. 89).										[45]
<i>Space Marine Bike</i>	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Command Squad	4	☒	4	4	4	5	1	4	2/3	9	3+3(i)	[210]
(CAA:SM, pg. 138); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Chainsword (x2); Storm Shield (x4); Equip with Space Marine Bikes; Grav-gun (x2); Apothecary; Twin-Linked Boltgun (x4); And They Shall Know No Fear; It Will Not Die; The Flesh is Weak												
Apothecary	1		4	4	4	5	1	4	2/3	9	3+	[15]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Bolt Pistol; Chainsword; Space Marine Bike; Twin-Linked Boltgun (x1); And They Shall Know No Fear; It Will Not Die; Machine Empathy; The Flesh is Weak												
Tactical Squad	4	☒	4	4	4	4	1	4	1	8	3+	[125]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[35]
(CAA:SM, pg. 158); Machine Empathy; Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System; It Will Not Die												
Tactical Squad	4	☒	4	4	4	4	1	4	1	8	3+	[110]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Flamer; And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[35]
(CAA:SM, pg. 158); Machine Empathy; Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System; It Will Not Die												
Tactical Squad	4	☒	4	4	4	4	1	4	1	8	3+	[105]
(CAA:SM, pg. 135); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[35]
(CAA:SM, pg. 156); Machine Empathy; Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; It Will Not Die; Repair												
Land Speeders	1	Grp: ☒ BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[45]
(CAA:SM, pg. 155)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Land Speeder	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[45]
		Machine Empathy; Vehicle (Skimmer, Fast); Heavy Bolter; Deep Strike; It Will Not Die; Jink										
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[70]
		(CAA:SM, pg. 160); Chapter Tactics (Iron Hands); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; It Will Not Die; The Flesh is Weak										
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
		Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; It Will Not Die; Machine Empathy; The Flesh is Weak										
Librarius Conclave	1	Comm:										305
		(CAA:SM, pg. 182); Librarian; Librarian; Librarian; Empyric Channeling										
Librarian	1		5	4	4/8	5	2	4/1	2/3	10	3+	[125]
		(CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Increase Mastery Level (x1); The Mindforge Stave; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 2); The Flesh is Weak; Space Marine Bike; Biomancy ; Daemonology: Sanctic Powers ; Divination ; Fulmination ; Geokinesis ; Librarius ; Technomancy ; Pyromancy ; Telekinesis ; Telepathy										
<i>The Mindforge Stave</i>	1	(See Clan Raukaan Supplement / Angels of Death, pg. 89).										[15]
<i>Space Marine Bike</i>	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
		Twin-Linked Boltgun (x1)										
Librarian	1		5	4	4/6	5	2	4	2/3	10	3+	[115]
		(CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 2); The Flesh is Weak; Melta Bombs; Space Marine Bike; Biomancy ; Daemonology: Sanctic Powers ; Divination ; Fulmination ; Geokinesis ; Librarius ; Technomancy ; Pyromancy ; Telekinesis ; Telepathy										
<i>Space Marine Bike</i>	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
		Twin-Linked Boltgun (x1)										
Librarian	1		5	4	4/6	4	2	4	2/3	10	3+	[65]
		(CAA:SM, pg. 131); Chapter Tactics (Iron Hands); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; And They Shall Know No Fear; Independent Character; It Will Not Die; Machine Empathy; Psyker (Mastery Level 1); The Flesh is Weak; Biomancy ; Daemonology: Sanctic Powers ; Divination ; Fulmination ; Geokinesis ; Librarius ; Technomancy ; Pyromancy ; Telekinesis ; Telepathy										
Raptor Wing	1	Auxilia:										275
		(Kauyon - The Rules, pg. 49); Incoming Support; Priority Target Received										
Land Speeders	1	Grp:	BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -									[45]
		(CAA:SM, pg. 155)										
Land Speeder	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[45]
		Machine Empathy; Vehicle (Skimmer, Fast); Heavy Bolter; Deep Strike; It Will Not Die; Jink										
Stormtalon Gunship	1	Grp:	BS: 4 FA: 11 SA: 11 RA: 11 HP: 2 Save: -									[115]
		(CAA:SM, pg. 159); Machine Empathy; Vehicle (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; It Will Not Die; Strafing Run; Vectored Afterburners										
Stormtalon Gunship	1	Grp:	BS: 4 FA: 11 SA: 11 RA: 11 HP: 2 Save: -									[115]
		(CAA:SM, pg. 159); Machine Empathy; Vehicle (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; It Will Not Die; Strafing Run; Vectored Afterburners										
Fist of Medusa Strike Force	1	Grp: Detachment										0
		(Angels of Death, pg. 86-87); Logical Commander; Reject the Flesh, Embrace the Machine; Roused Machine Spirits										

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Allied Detachment (11 +, 325 pts)												
Saint Celestine (HQ) [SoB]	1		7	7	3/5	3	5	7	5	10	2+/4(i)	200
(GSI: Fall of Cadia, pg. 122-123); Jump Infantry (Character); Frag Grenades; Krak Grenades; The Ardent Blade; The Armour of St. Katherine; Act of Faith; Adamantium Will; Eternal Warrior; Fearless; Healing Tears; Hit & Run; Independent Character; Martyrdom; Miraculous Intervention; Sainly Blessings; Shield of Faith; The Emperor's Vengeance												
Geminae Superia [SoB]	2		5	4	3	3	2	4	2/3	10	3+/4(i)	[0]
(GSI: Fall of Cadia, pg. 122-123); Jump Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol; Power Sword; Act of Faith; Adamantium Will; Divine Guardians; Fearless; Martyrdom; Shield of Faith												
Ministorum Priest [SoB]	1		3	3	3	3	1	3	2/3	7	5+/4(i)	40
(Codex: Imperial Agents, pg. 61); Infantry (Character); Frag Grenades; Krak Grenades; Rosarius; Close Combat Weapon; Laspistol; Litanies of Faith; Independent Character; War Hymns; Zealot												
<i>Litanies of Faith</i> [SoB]	1	(See Codex: Imperial Agents, pg. 80).										[15]
Ministorum Priest [SoB]	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
(Codex: Imperial Agents, pg. 61); Infantry (Character); Frag Grenades; Krak Grenades; Rosarius; Close Combat Weapon; Laspistol; Independent Character; War Hymns; Zealot												
Battle Sisters Squad (Troops) [SoB]	4		3	4	3	3	1	3	1	8	3+/6(i)	60
(Codex: Imperial Agents, pg. 63); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Act of Faith; Adamantium Will; Shield of Faith; Light of the Emperor												
Sister Superior [SoB]	1		3	4	3	3	1	3	1	8	3+/6(i)	[0]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; Act of Faith; Adamantium Will; Shield of Faith; Light of the Emperor												
Allied Detachment [SoB]	1	Grp: Detachment										0
Total Cost:											1770	