

**IMPERIUS  
DOMINATUS**

IRON HANDS



# IRON HANDS GENRAL RULES

(FACTION VALUE 400)


To hit value 5+

**Medusan Immortals** – After a successful round of close combat where the opponent formation has fallen back, the immortals gain a bonus shooting attack against the retreating formation (immediately resolved). Can damage buildings at -1 save modifier.

**Gorgon Terminators.** Gain +1 to damage table rolls.

**Spearhead Centurion Casrmen Orth.** May only be attached to a heavy vehicle (or higher) squadron. All vehicles in the formation commanded receive a bonus +1 to the damage tables (cumulative).

**Iron-Father Autek Mor** – must be army commander if primarch is not present. Vehicle formations in command receive +1 to damage table rolls (cumulative).



# IRON HANDS

## Characteristics

The Iron Hands Legion has the following characteristics:

**Inviolable Armor.** The Iron Hands Legion intimate ties to the Mechanicum and their deep understanding of technology lead to many advances in armor construction. Iron Hand Legionnaires (infantry only) receive a +1 armor save bonus or +1 to invulnerable save if it has one.

**Rigid Tactics.** An Iron hand Legion must always have more infantry companies than cavalry formations. May not have duplicate companies cards for every 4000 points played.

**Iron Father.** All Command sections of company level or higher are also Techmarines (possess Mechanicus ability)

**Iron Scions.** The Iron Hands Legion may add Legio Cybernetica-automata Maniples as support cards.

**Librarius.** Ferrus Manus was against the use of the Librarius in the Council of Nikea. Therefore then Iron Hand Legions does not use the Librarius.

**Cortex controller.** May attach Legio Cybernetica battle maniples as an extra support card directly attach to his command (total of 2 formations).

**Iron Father.** All Command sections of company level or higher are also Techmarines (possess mechanicus ability) .

**Iron Scions.** The Iron Hands Legion may add Legio Cybernetica-automata Maniples as support cards.

**Librarius.** Ferrus Manus was against the use of the Librarius in the Council of Nikea, therefore Iron Hand Legions does not use the Librarius.

## UPGRADE BLESSED AUTOSIMULACRA

Vehicle formation(s) Gains Mechanicus ability with +1 bonus.

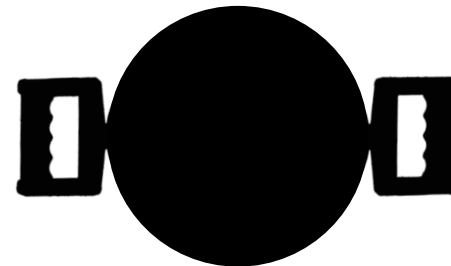


Point Value 50/100  
+1 VP



## UPGRADE BREACHER CHARGE

Gains -3 save modifier versus buildings and +2 bonus on structure damage table.

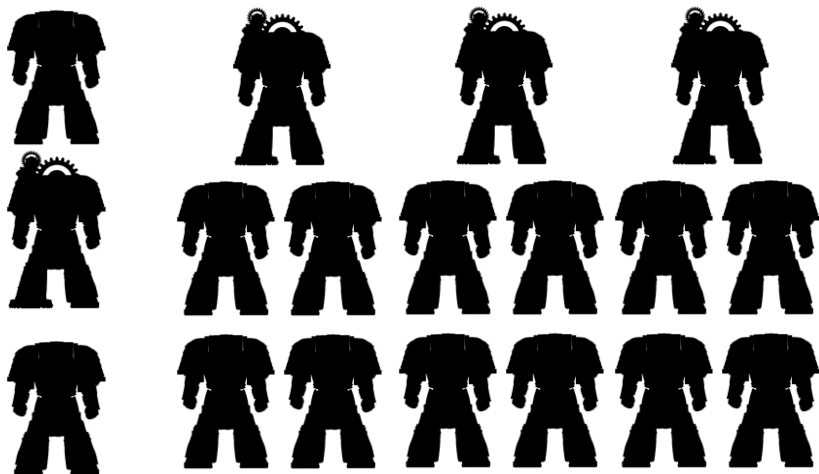
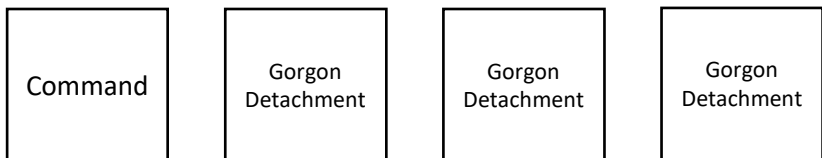


Point Value 50/100  
+1 VP



# GORGON TERMINATOR FIRST COMPANY

The Gorgon Terminator First Company consists of 1 Command detachment of 2 Gorgon Veteran Stands and 1 Gorgon Centurion Stand and three detachments of 1 Gorgon Decurion Stand 4 Gorgon Stands



Point Value 1100



# GORGON TERMINATOR FIRST COMPANY

**Break Point 13:** The Gorgon First Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion or Gorgon stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4+:** Gorgons have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

**Gorgon Terminators.** Gain +1 to damage table rolls.

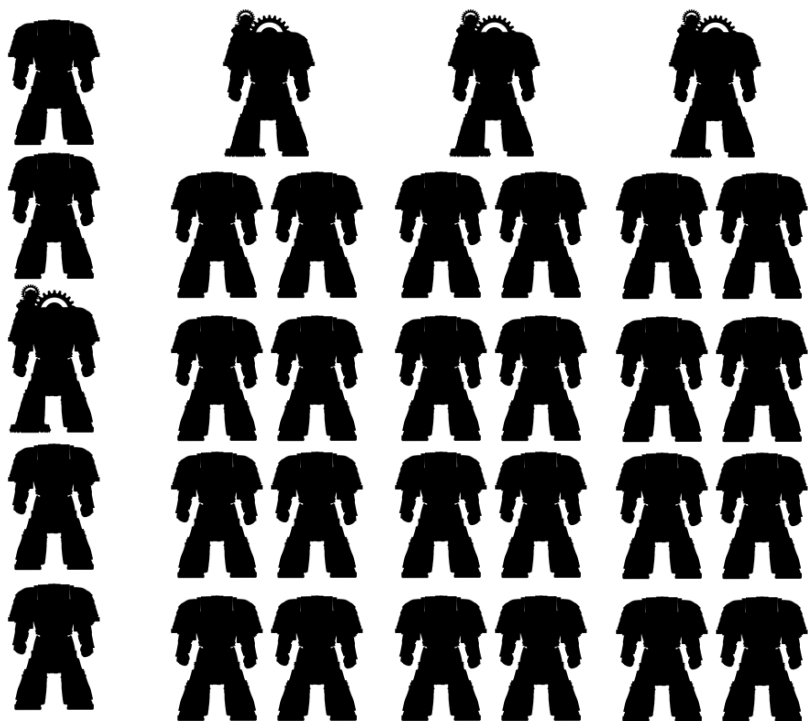
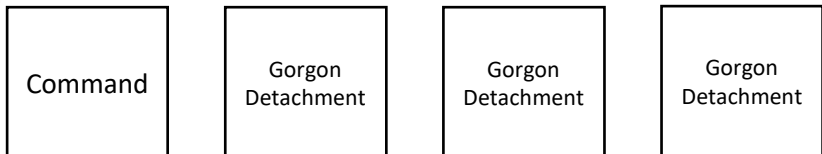
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ1], [V]
Gorgons	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	

**Victory Points 11**

Your opponent gains 6 VP when this Company is broken

# GORGON TERMINATOR FIRST GRAND COMPANY

The Gorgon Terminator First Company consists of 1 Command detachment of 4 Gorgon Veteran Stands and 1 Gorgon Centurion Stand and three detachments of 1 Gorgon Decurion Stand 8 Gorgon Stands



Point Value 1950



# GORGON TERMINATOR FIRST GRAND COMPANY

**Break Point 22:** The Gorgon First Company is broken if it has lost 22 stands either the Centurion, Veteran, Decurion or Gorgon stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4+:** Gorgons have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

**Gorgon Terminators.** Gain +1 to damage table rolls.

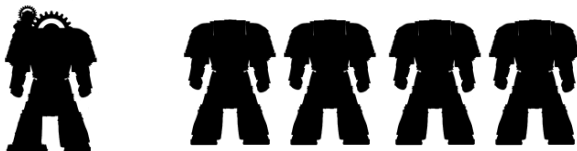
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ1], [V]
Gorgons	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	

Victory Points 20

Your opponent gains 10 VP when this Company is broken

## GORGON TERMINATOR DETACHMENT

The Gorgon Terminator Detachment consists of 1 Gorgon Decurion Stand  
4 Gorgon Stands



Point Value 300



## GORGON TERMINATOR DETACHMENT

**Break Point 4:** The Gorgon First Company is broken if it has lost 4 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Gorgons have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

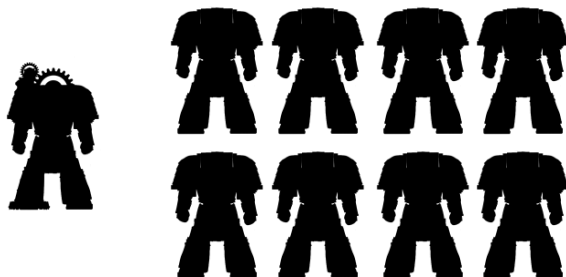
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ1], [V]
Gorgons	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## GORGON TERMINATOR GRAND DETACHMENT

The Gorgon Terminator Grand Detachment consists of 1 Gorgon Decurion  
Stand 8 Gorgon Stands



Point Value 550



## GORGON TERMINATOR GRAND DETACHMENT

**Break Point 6:** The Gorgon First Company is broken if it has lost 6 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Gorgons have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	[HQ1], [V]
Gorgons	10[T]	3[5]+	2/-3	Combi-bolter [Dmg+1]	25	2	-1	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

## MEDUSAN IMMORTALS DETACHMENT

The Medusan Immortal Detachment consists of 1 Immortal Decurion Stand 5 Immortal Stands.



Point Value 250



## MEDUSAN IMMORTALS DETACHMENT

**Break Point 4:** The Immortal Detachment is broken if it has lost 4 stands either the Decurion or Immortal stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4+:** Immortals have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-2	Volkite Charger [VK]	25	2	-1	[HQ1], [MB], [V], [SA], Special
Medusan Immortals	10	5[7]+	1/-2	Volkite Charger [VK]	25	2	-1	[SA], Special*

\*They may damage buildings in contact with at -1 save modifier.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## MEDUSAN IMMORTALS GRAND DETACHMENT

The Medusan Immortal Grand Detachment consists of 1 Immortal Decurion Stand 10 Immortal Stands.



Point Value 400



## MEDUSAN IMMORTALS GRAND DETACHMENT

**Break Point 8:** The Immortal Detachment is broken if it has lost 8 stands either the Decurion or Immortal stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4+:** Immortals have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-2	Volkite Charger [VK]	25	2	-1	[HQ1], [MB], [V], [SA], Special
Medusan Immortals	10	5[7]+	1/-2	Volkite Charger [VK]	25	2	-1	[SA], Special*

\*They may damage buildings in contact with at -1 save modifier.

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## SPECIAL FORMATION

### SPEARHEAD CENTURION CASRMEN ORTH

Spearhead Centurion Casrmen Orth may only be attached to a heavy vehicle (or higher) squadron.



Point Value 50



## SPEARHEAD CENTURION CASRMEN ORTH

**Break Point +1:** Spearhead Centurion Casrmen Orth adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Spearhead Centurion Casrmen Orth has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spearhead-Centurion Casrmen Orth	10	5[7]+	4/-3	CC weapons	-	-	-	[HQ2]

### Spearhead Centurion Casrmen Orth

All vehicles in the formation in command radius receive a bonus +1 to the damage tables (cumulative).

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## Victory Points +1

Your opponent gains +1 VP when the Company attached is broken



## SPECIAL FORMATION

### IRON FATHER AUTEK MOR

Iron Father Autek Mor consists of 1 Iron Father Autek Mor Stand.



Point Value 100



## IRON FATHER AUTEK MOR

**Break Point +1:** Iron Father Autek Mor adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Iron Father Autek Mor has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Iron-Father Autek Mor	10	2+	4/-2	Volkite charger [VK]	25	2	-1	[HQ3], [MK]

### Iron Father Autek Mor

- **Must** be army commander if Ferrus Manus is not present.
- Vehicle formations in command receive +1 to damage table rolls (cumulative).

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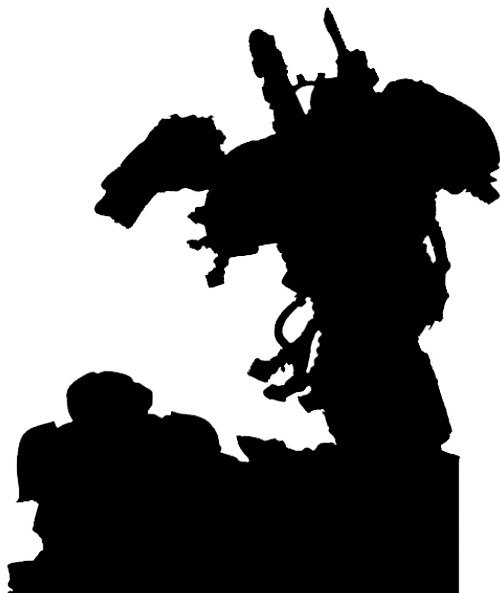
## Victory Points +1

Your opponent gains +1 VP when the Company attached is broken

## SPECIAL FORMATION

### FERRUS MANUS PRIMARCH OF THE IRON HANDS

Ferrus Manus Primarch of the Iron Hands consists of one Ferrus Manus.



Point Value 200



## FERRUS MANUS PRIMARCH OF THE IRON HANDS

**Break Point 1:** Ferrus is only broken when Ferrus Manus Primarch of the Iron Hands is Destroyed.

**Morale Value 4:** Ferrus Manus has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Movement	AV	CAF	Weapons	Range	AD	TSM	Notes
Ferrus Manus [2]	15	2[4]+	7/-5	Heavy flamer [FW]	25	2	-3	[DR2], [MK], Primarch
				CC Special Weapons	-	-	-	

**Sire of the iron Hands** – Infantry and vehicular formations in Command can re-roll failed armor saves (second result stands)

**Master of mechanisms** – As per the Mechanicus ability but has a +3 bonus to the roll.

**Indomitable.** Cannot be pinned by infantry elements he has +1 bonus to damage table rolls.

## Victory Points 2

Your opponent gains 2 VP when this model is destroyed.