



Adeptus Astartes - Scions of Iron

v1.3.4



Victory Through Heavy Armour

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1.0 Background

They called us weak, betrayers and traitors. But they were wrong. It was not us that were lost and had left the path, but themselves. For they had forgotten the pride of Marines. We are enhanced already. We are the beacon of Mankind and should not be hide away but lead in front. So we turned and walked away from them. Not because we were betraying the chapter, but because by staying we would betray the Emperor.

They call us traitor. but remember that we call them brothers. For us, all the Marines are Emperors chosen. For us, all the Marines are united as Emperors divine instruments. For us, all Marines are brothers.

Book of Accounts, volume I by Chaplain Hael

Chapter I – Birth and the Breakup

Scions of Irons' beginnings is a secret that lives within the Chapter. Official records show that The chapter appeared within the Telgar system with very little power and no base of operation of any kind. Before that there was no mention of the chapter anywhere. The *Scions of Iron* informed that their geneseed comes from the *Iron Hands* chapter and that it was created in the M32. Also records were given that indicate that the *Scions of Iron* lost their Fortress Monastery to Ork Waargh which swept through the system that they were based on. The system however was not named. Since there was no concrete evidence in any direction, it was accepted and archived within the vaults of the Scriptorum. The chapter has not been willing to supply any additional information even though it has been queried many times.

However this was not so.

The *Scions of Iron* was born because of two *Iron Hands* Marines. Brother Ulgarvus, Techmarine, and brother Hael, Iron Father. Brother Hael was first to feel the that something was wrong. He had served the *Iron Hands* chapter for a long time, but started to harbour thoughts that the chapter might not be on the proper path. In his mind the space marines were the extension of Emperor Divine Will. In addition to that *Iron Hands* seemed stopped in time and isolated due to their primarchs death and that perhaps was a mistake. This feeling of unease grew in decades and centuries of service to feeling of failure towards the Emperor. That was not acceptable in his mind. It took more than a decade after this to bring resolution to his mind on what was required. Thus for perhaps the first time after Horus Heresy a crack within a marine chapter was formed and in time that crack would widen.

Hael started carefully probe new recruits and full fledged marines of their feelings towards the isolation. Due to being Iron Father it was easier for him to talk about these things with others as it would also serve as spiritual guidance during prayer time. Slowly but surely he started to find others that had similar feelings and thus his network grew one quietly little by little. The most important event was the meeting of a young scout named Ulgarvus. Ulgarvus was showing great promise even as scout and soon became a battle brother. Hael could find the tiny slivers of same feelings that he had felt all those years ago. But the more important part of it was that Ulgarvus was selected to become a Techmarine and as such was being sent to be taught by the Adeptus Mechanicus. This was important as Hael knew that outside support would be needed later. So he bent on task to recruit Ulgarvus.

The slivers that Hael had felt were indeed there and before Ulgarvus was sent to be taught he had become an ally of Hael. However Ulgarvus had another reason why he wanted to join Hael. Ulgarvus believed that the Marines shouldn't spoil themselves with mechanical implants. Marines were perfect with their biological ones and only weak humans would need artificial limbs to replace flesh with steel. Doing so was like trying to prove Emperor to be wrong when he chose biological enhancements over mechanical when creating Astartes in the first place. He accepted the use of mechanical limbs to replace those that were lost in battle, but not what was done to replace undamaged tissue.

While in training he tried to find all information that he could about the way Marines are created and enhanced. For him this was most important. He did not however fall back on the normal studies, but continued to show the insight which had got him sent here. When the training was nearing completion he had made several connections within the Adeptus Mechanicus hierarchy. While none of these were very high, they would suffice for what he had in mind. Also during the training he had quietly and carefully found out about the other Marines he was training with. For he searched the for the ones that might share or accept his beliefs over those of *Iron Hands* chapter.

When returning as Techmarine, he had gained some allies from his brothers-in-training. Within another decade Hael and Ulgarvus started to have over 100 marines agreeing to their ideals. They decided to call themselves 'Sons of Steel'. Their goal to split away from the *Iron Hands* and start a new chapter that would not waste it's existence away from the Imperium. However the growing number also meant that the secret was harder to keep and eventually the *Iron Hands* Chapter Council found out about Hael and his Sons of Steel. They ordered him to be detained and questioned on charges of Heresy. When this happened Ulgarvus and

others knew that their time was now or never. For even a Chaplain like Hael would not last long under the interrogation of the chapter.

Few nights later the Sons of Steel had members on posts responsible for evening battle practises rosters. This allowed them to make a roster that would put all of them into one huge practise. Practise was planned to be of air assaulting with Thunderhawks and Drop Pods, which would allow them to take command of several of the crafts without any problems. It would also supply them with a Battle Barge "Irons' Devastation". While other *Iron Hands* were on training the Sons moved. Their mission was two pronged. First was to free Hael, second was to take command of enough spacecrafts that would enable them to leave in order to start the new chapter. For both of those the Thunderhawks would be valuable.

The group that was going to get Hael included 15 Marines. They were fully armed, but reasonably sure that the weapons weren't needed. All marines carried Power Mauls in addition to their normal gear. This would allow them to stun any possible opposing marine as long as they weren't wearing helmets. Hael was held within the lower levels of the Monastery within the interrogation and holding area. The strike team got quite far without much problems, for one would not assume that ones brother marines would be moving against the chapter. Outside of the Hael cell were two marines, but they didn't have helmets so they were stunned quite easily. Then they moved Hael out in chains and acted as guard detail moving a prisoner. Without further interruptions they were able to get to the landing area where the Thunderhawk was waiting.

The other mission had several crafts targeted for retrieval. Battle Barge 'Irons' Devastation' was already included. Then there was medical ship 'Apothecary Insertion' that was the most important addition. It was required in order to start recruitment once they were out of the *Iron Hands'* sphere of influence. In addition to those two vessels there was several support crafts and a single Strike Cruiser. To facilitate this the Sons of Steel managed to get their members within the ships crews on various reasons. Techmarines were useful for this as they could be part of inspection teams or maintenance crews rotations. The Sons managed to get the 'Apothecary Insertion', but not the Strike Cruiser they wanted. In the end there was four smaller frigates or destroyers in addition to the Battle Barge and medical ship. When the Crafts started to move out some of them were ordered to turn back as their order logs failed the checks. However neither side wanted to open fire on each other so they managed to enter the Warp Space without further trouble.

When they were on their way the intentions were broadcasted to the ships one by one. This was required as not all the Marines were fully part of the Sons plans. Also the serfs of the ships could be problematic as they could refuse to take orders that would be against the

Iron Hands chapter. Marines in the end didn't fight the insurrection, but accepted one of the smaller ships, a destroyer 'Dark Night', in order to return to chapter. On frigates there was fights as some amount of serfs refused to accept the rule of Sons and attacked in frenzy instead. In the end there was some casualties, but mostly on the side of ship serfs. Some of those who didn't die were sent back in the 'Dark Night'.

And thus the new chapter was started. After sending back those that refused to join in forming a new chapter, a council was selected to lead the new chapter. It was decided that five marines would form it and they would be from the main branches of the Astartes. The brother Ulgarvus would serve as one member and be the Master of the Forge. Chaplain Hael was second selection and his was the position of Master of Sanctity. Third was Banelor, oldest of the Librarians, who would be the Chief Librarian. Fourth was Dunstan, a veteran sergeant of the Terminators, and he would be High Tactician. The final and fifth place was given to Apothecary Dronj and the position was Master of Apothecarion. It was accepted that the Master of Forge would act as spoke man for the chapter. The first job of the Council was the naming of their chapter.

The *Scions of Iron* was born.

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Chapter II – The Search

First the *Scions of Iron* made away from the *Iron Hands* at full speed. While individual Marines would hesitate to fire at their brothers, they had no expectations that the *Iron Hands* council would do the same. So using contacts that the Ulgarvus had made in the Adeptus Mechanicus they got supplied in few places out of sight which made their journey faster. Officially the Mechanicus didn't even know about the *Scions of Iron*.

During this time the new Council for *Scions of Iron* convened. Now as they sped away from the *Iron Hands* they had to change the fleet from being part of *Iron Hands* into *Scions of Iron* fleet. The armours of the individual marines and all vehicles were all stripped and repainted easily. Equally easy was it to change the identification codes of the spacecrafts. Battle Barge would now be called 'Hammer of the Emperor' and medical ship was renamed to 'Deaths Liberation'.

Next issue was the organisation of the chapter. They decided to follow the codex more strictly than the *Iron Hands* and thus the *Scions of Iron* planned for 10 companies. However since they lacked marines to create all only few companies were created. 1st company was formed from the small amount of veterans that they had (mainly power armoured marines but few terminator suited ones as well). Battle companies 2 and

3 were created from the main body of marines as there was too many Devastator marines to fit into one company. Some scouts had joined the group as well so a small 10th company was made.

After nearly quarter of Imperiums space was between *Scions of Irons'* fleet and *Iron Hands* did the council finally decide to make contact with outside of their new chapter. When they jumped in a Dioneles system, they found that the inhabited planet in it was being attacked by an Dark Eldar raiding force. The Dark Eldar realising that a Battle Barge and several smaller marine ships were inbound decided to split without further fight and while the Marines gave chase they were unable to catch the faster moving Dark Eldar. However the new chapter was given right to use the shipyards to dp maintenance on their ships. In addition small amount of recruitment was done on the planet to get the chapter growing. However it was decided that they wouldn't spend too much time yet in a one place and soon after the work was done on spacecrafts, the *Scions of Iron* departed.

However as the distance between the *Iron Hands* and *Scions of Iron* kept on growing did the council finally decide to start searching for a system which they intended to take control of. First two systems they visited were not something that they wanted. One was a highly agrarian world mainly producing and exporting food. Such would not do. Second was an old hive world, which did not show very much interest in the Marines.

Third system they entered was engulfed in a rebellion. The planet was scarred by the Planetary Defence Forces fighting one another with all the weapons in their arsenal. There was also several spacecrafts fighting in the system for what ever fuelled the insurrection seemed to draw chaos fleets as well. This caused a problem for the council. With strong indication that their twisted brothers were on the planet, Chaplain Hael felt that they should attack immediately. However Ulgarvus argued that they didn't have the capacity to fight a war in this scale. There was a bitter row in the council as arguments overheated. But within two hours, before any of the fleets had chance to catch the *Scions of Iron*, the chapter withdrew from the system.

The fleet went to a system after another during a few decades, but were unable to find a suitable planet. In one system they entered into a middle of an smaller Ork Waargh. Once more there was argumentation if they should risk the chapter to fight an enemy, but this time it was decided that they had to enter into battle. They were in need of supplies of all kinds. So the few ships of *Scions of Iron* started to move inwards against the Ork fleet. There weren't that many Ork crafts functional after the systems defence ships and planetary defence lasers, but the marines were outnumbered none the less. They attacked in a tight wedge aiming for centre of the Orks. However just before they entered into a weapons range the Marines used their more manoeuvrable to quickly accelerate to side of the Ork crafts to engage the enemy from the flank.

At close range the bombardment cannons did huge amount of damage, but they were unable to stop the Orks ships completely as they manoeuvred to bring their ships to bear. Several of the smaller crafts rammed one of the Frigates, which started drifting as it's engines were badly damaged. This caused the other three smaller vessels to fall back and defend the damaged one in order to prevent it from being destroyed. At the same time the Battle Barge 'Hammer of the Emperor' swung to engage the main part of the Ork Kroozers. At point blank range firing into a tight cluster of ships caused enormous damage. Even more destruction was caused as one of the ships exploded scattering debris around it, which damaged further the nearby ships. However the Orks would not stop. Two of the Crafts managed to crash against the 'Hammer of the Emperor' and from there poured Orks to the ship. In the bloody ship to ship fighting the Orks were finally beaten back and the main section of the fleet destroyed. Around the damaged Frigate fighting still continued, but without the larger Kroozers the orks could not fight back at the fast moving marine crafts. In the final battles however second Frigate 'Anvil of Stars' suffered heavy damage as the Orks continued to ram the Marines vessels. Entire sections were depressurised as the Marines fought to keep the Frigate operational. But it would not be usable for warp travel without major repairs.

After the battle the *Scions of Iron* split their fleet into two. The two damaged Frigates would stay back along with the destroyer. While the 'Hammer of the Emperor' and the 'Deaths Liberation' would continue to planet with most of the marines.

When arriving to the planet the Orks were attacking ferociously against the planetary defence forces. While the Imperials had superiority in numbers they were losing as the Orks assaulted with their usual ferocity and kept pushing back the Imperial forces. Coupled with their unusual reproductive cycle, the number superiority would soon be lost. The Waargh was lead by a warlord Gorath, a mighty Ork which seemed to possess an unusual cunning as well. Many army groups had been lost in the ambushes directed by him. However Orks weren't counting on loosing their remaining spacecrafts and this seemed to slow them down.

When the *Scions of Irons* fleet were divided one of the first things they had done was to establish a communications with the planet. When the crafts after few days arrived above the planet they had very accurate detail on the situation in the surface. The council decided that they would need to use all advantages they had and thus strike a decisive strike at the Orks. They informed the planets governor that they needed very accurate information on the location of the Warlord and of the Ork movements in that area. The plan was to drop with all the force the Marines could muster and kill the Warlord and the biggest Nobz near him. This would hopefully stem the Ork Waargh back and allow the local forces to go on offensive. They also

requested that any drop forces that they had near the Warlord would be ready to take off at a moments notice and come to support the Marines once they made their drop, this included any nearby Navy squadrons as well.

For Marines nearly all forces were to be included in the drop. Two thirds would go down in drop pods while the rest of would come down with Thunderhawks. The few vehicles that they had would be brought down by Thunderhawk Transports right behind the Thunderhawks gunships. The drop would be given 10 minutes to destroy as much of the air defences as possible so that the Thunderhawks and Thunderhawk Transports would encounter as little incoming fire as possible. Terminators would stand by and prepare to be teleported once the Warlord would be in sight or if there would other surprises where they would be needed. The drop pod assault would be lead by the Chaplain Hael. Thunderhawks troops would be under Techmarine Ulgarvus and Captain Dunstan would lead the Terminators.

The assault started fine. Dropping in the middle of the largest Ork horde the Marines were able to inflict heavy casualties within the first few minutes. Devastators destroyed nearby flak wagons with high accuracy and rest of the forces dealt with the Orks around them. But after few minutes the Orks seemed to rally far sooner than expected and start pushing back with their innate ferocity. It was as if they expected the marines orbital assault. Also soon it became apparent that the Warlord was not in fact within the Ork force that they had dropped in. Quickly however the Thunderhawks roared above ground and landed into the carnage firing with all their weapons and the tide begun to turn again. The Marines poured out lead by Ulgarvus and soon the Ork hordes back was broken and they turned to run. However the lull lasted only for a moment as second Ork force started close in on the Marines position. The Marines started to organise defences when they were attacked by fast moving Kults of Speeds and Fighta-Bommaz. Imperial Navy engaged the Ork aircrafts but were unable to stop them from wreaking havoc in the Marines armour and before the defences were ready, the main Ork army arrived to attack the Marines.

As the Orks closed in the Marines called in airstrike by Thunderhawk, but they were forced to withdraw when two of the Marine crafts were shot down by hidden flak wagons. The Battle Barge also lent it's surprisingly powerful bombardment cannons to the task of slowing the Orks advance. But *Scions of Iron* were surprised as the Orks attacked from the east over the rough hills with buggies and wagons. The Marines had expected to see infantry attacking from that direction and had sent scouts to act as lookouts. They had lost contact to some of them and thus were prepared for enemy, but not motorised and for a second surprise it was found out that Warlord Gorath was leading them. Ulgarvus overseeing the eastern front had set up defences but they were unable to stop the attack of the motorised Orks. The Terminators were ordered to teleport in on

Ulgarvus location when the Warlord was spotted as the Orks swarmed over the defences and into close combat. But even the teleportation was not fast enough as when the Terminators appeared to the battlefield the Warlord Gorath had managed to kill Ulgarvus. The Terminators were able to avenge the Ulgarvus and managed to kill the Warlord and soon after the Imperial air lift arrived the Orks were broken and beaten. The plan had worked, but had carried a heavy cost. 32 Marines were killed and nearly 50 injured to lesser and greater degree during the combat on planet and in space.

Afterwards the Marines were able to use the local shipyard to fix their damaged spacecrafts. *Scions of Iron* decided to stay in the planet for a while and were able to recruit new marines as well as construct some new vehicles. However since the planets degree of development was not sufficient to the level of *Scions of Iron* they decided to leave after few years and continue their search.

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Chapter III – Founded

For nearly a century *Scions of Iron* had sought a world they could claim as their own, before coming to the Telgar system. Telgar VI was an ancient hive-world within a solar system that was rich in mineral deposits. But Telgar VI had something else as well. They seemed to be able to construct surprisingly advanced technologies and Adeptus Mechanicus hadn't been able figure out how. However they were intending to find out.

Year ago a Techno Magus named Bandarion had been assigned to find out about the secrest behind the Telgar system. Bandarion was a man who was in a rise of his career and had risen quite much past few years. Seeing this as a stepping stone to glory once more he accepted gladly and make a vow that he would find out the truth behind the planet. After that he spent nearly half a year to gather data on the planet from Imperial Archives as well as the Mechanicuses own sources. When the data search was finally complete Bandarion left the Mechanicus base in the sector and headed for the planet. He arrived to the planet with his personal entourage few months before the *Scions of Iron* would come and started to push for the information from the planets governor. In addition to putting pressure on the ruling elite he used the Tech adepts he brought with him to find out everything they could from other sections of the government and suitable enterprices that could have information.

The local Governor and a council of rulers however resisted all attempts, both over and covert that Bandarion put out. None the less they were slowly but surely being forced to reveal what ever secrets the planet seemed to hold. At first the Governor wasn't that

interested as he didn't think that they would be able to help with Bandarion. But when he was informed that the fleet was a last vestige of a Adeptus Astartes Chapter who were looking for a world to build their monastery on everything changed. For with the arrival of the *Scions of Iron* the Governor saw his chance. He quietly contacted the emerging marine fleet in order to not to draw the attention of the Bandarion to the matter. The Techno Magi had been informed of the ships, but he had ignored it as an external matter and not something that would have to do with the secrets he hoped to uncover.

When the *Scions of Iron* arrived to the planet, the secret representatives of the governor moved to meet the Chapter Master of the Astartes. They met with the spokesman of the Council, Master of the Forge Kulvor. The governors representatives had been given the right to offer their system as the home base for the chapter, on the grounds that they would receive the Space Marines' protection against any attempts to rule them by the Adeptus Mechanicus and any other force outside of the Imperium. Kulvor informed the representatives that the Chapter would need to deliberate on this. While the *Scions of Iron* had no special relationship with Adeptus Mechanicus, they did not want to cause undue schism between themselves and the Astartes. The representatives left an information package to Kulvor and asked to be contacted on the matter after their deliberations.

The information package contained information about the planet. There was all kinds of information that the Governor and the Council had deemed to be important. It also included the production capabilities as well and estimates on how they can be upgraded to suit the needs of an Adeptus Astartes Chapter. Of this the *Scions of Iron* were very interested and liked what they saw. There was some amount of debate in the Council of what the deal would mean between Mechanicus and the chapter, but eventually it was decided that the chapters need for a base world overrode all negative impact it would have for the Adeptus Mechanicus. So after a week of orbiting the planet they invited the Governor to come up and finalise the deal. Once the agreement was made it was time to let the Techno Magus Bandarion to find out about it and then have the planet be informed about it as well.

Taking the first moon of Telgar VI to build the great Fortress Monastery upon it, the *Scions of Iron* claimed the system as their own. There was some amount of debate on the matter between *Scions of Iron*, some other Adeptus Astartes chapters and Adeptus Mechanicus. The Adeptus Mechanicus felt that the secret behind the planet was not important enough to start pushing the Astartes too much. However as *Scions of Iron* weren't a fully grown chapter and before this hadn't had much contact with the rest of the Imperium the chapter was unable to affect many incursions of Imperiums governing bodies and Telgar VI was not left completely alone. The tithes that was decreed by Munitorum for Telgar system were great in terms of

equipment and war material as it was told that the planet could support much more than what was recorded earlier.

The real cause behind growing of the tithes was however the Techno Magi Bandarion. He felt that the *Scions of Iron* had mortally insulted him. His quest to find out the secret of the planet had been a failure and he was forced to go back on his vow. Even more insulting was that his peers didn't seem realise the importance of the system. When the Munitorum started looking at the tithes, they requested updates to their information from Adeptus Mechanicus. This request found it's way to Bandarion as he was the highest official of Mechanicus that had been to the planet. He knew quite well about the capabilities of the system to outproduce the estimates done earlier and because of the wrath he felt, the estimates that he sent back were much larger than the true numbers. For if he could not pressure the secrets out of the system, he were going bleed them all that he could.

The tithes caused a surge in the system to enlarge the forges while leaving the *Scions of Iron* almost without the benefits for awhile. The council accepted this with a quiet anger, but knew full well that the new chapter could not do anything about it. They got only very few forges that could be to used and all the new forges that were to be constructed would not be for them for a while. The lines were put to good use though and soon the almost non existed vehicles and gear were started to be replenished. However he managed to press ahead for creation of new ship yards around the fifth planet which could be used to construct the future fleet for the chapter. The council also sent some of it's ship serfs and Techmarines to start small mining operations to the planet.

Then instead of getting much new vehicles and ships, the *Scions of Iron* turned to gathering new recruits from the planet and enlarge the ranks of the Astartes. Thus while they would lack in terms of transports and other support armour, they would have marines to make up for it. Now the effects of the Ulgarvuses insistence for 'Deaths Liberation' started to show. The Scout company started to grow quite fast as the Apothecarion started to use the geneseed that was stored during the search. Many of the current members of the scout company were moved to battle companies as they could now start to get new armours from the forges that were given to the chapters use.

Within few years the *Scions of Iron* had managed to recruit enough that the overgrown scout company was supplying troops to create 4th battle company as well. After a decade they had started to join small campaigns near the Telgar system. By this time they had all four battle companies filled out. However they still lacked the vehicles for the companies but that would soon be over as the planetary council had finally started to make some headway over the tithes given to them.

However that lack of vehicles was soon going to cost the chapter more than they could ever imagine. As a huge Ork Invasion in form of "Waaagh Gorgar" moved into the system.

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Chapter IV – Invasion of Telgar VI

When the Telgars long range scanners started picking up signs from an approaching Ork fleet the calls for an Imperial Fleet was sent out. At the same time the Telgars Governor and *Scions of Iron* prepared for an inevitable fighting that was going to happen. They all knew that even very quickly mobilised army would not arrive before the Orks would be on the ground. But both the Astartes and the planetary council hoped that they would arrive soon after and help to eliminate the Orks.

The systems own defence ships were no match for the Orks huge fleet and neither could the *Scions of Iron* fleet hope to stop it. They dispatched the fleet none the less in hopes of distracting and slowing the Orks down. Any crude Ork Kroozers disabled or destroyed would also prevent those same green skins from reaching the planet. But the combined fleet was unable to much slow down the Ork Kroozers as they moved in to the system.

The marines attacked the Ork fleet from sides as much as they could and then accelerated away from the fleet, before Orks managed to make an efficient counter attack. However during the fighting they lost several destroyers as well as a newly built Strike Cruiser 'Deliverer' was lost. The Orks managed to ram the ship and damage it's main drive. As the enemy closed in on the helpless cruiser the captain of the ship overloaded the ships fusion power core and the Orks as well as the 'Deliverer' were lost in a bright miniature sun that bloomed for only a few seconds. The Imperials harassed Orks for nearly a week before they reached the Telgar VI and the moon with the *Scions of Irons* Fortress Monastery.

Then the Orks invaded Telgar VI as well as attacking the moon with the Fortress Monastery of the *Scions of Iron*. This forced the chapter to split their forces for their pact forced them to defend the planet itself as well. The council of *Scions of Iron* was very concerned about this, but there was nothing to be done. In here they would make their last stand, but they would not break their promise. For if they would do so, there would be no rest even if they won as the planet would have been lost to them in that case. The chapter was very concerned about their troops, but the last years of recruiting had created a lot larger force than they had been decade ago. There was several hundred of marines and that would have to be enough. However after the initial deployment it became clear that there would be no forces for reserve. But even if they would have, there

would be very little transports available as long as the Orks held the space.

When the call for aid was made it soon reached the nearby Adeptus Mechanicus' base and the Imperial Fleet Yard in the same system. The call was rerouted to the head of the Mechanicus base and that was newly assigned Tech Magus Bandarion. The anger that he had felt a decade ago for foiling his plans had not sublimed. Instead it had become a cold fury within him and now reading the message given to him he saw his chance. First he contacted the Astropaths and ordered the logs of the incoming call to be withdrawn. Then he ordered several of the main ships in the fleet to undergo a full systems check and service. That would keep the ships here for a week or two. After this he waited for a several hours savouring the moment. During which the confirmations were sent that all the checks had been started and the ships had been taken offline. Bandarion then logged to the information system. He deftly changed the original order times to few weeks back, just in case someone would start asking questions. Then he contacted the Astropaths and confirmed that the logs were reinstated marking the arrival of the message now. Then smiling to inwardly to himself he waited for a fifteen minutes more, before contacting the fleets' commander of an urgent distress call that they had just received.

The message got the fleet command and it was quickly acted upon. The order to prepare the fleet to move out was sent almost immediately. They also contacted two nearby Imperial Guard garrisons to start loading up some troops for emergency dispatch to aid a system that was being overrun by Orks. The fleet here would move in first and clear any opposing Ork vessel in space and within a week the transports could move unopposed to the planet. However soon after the messages had been sent the information about the system checks started flowing back. The commander of the fleet contacted the Mechanicus base for explanation. Bandarion replied that the checks had been logged weeks ago and that he couldn't have anticipated the need for the fleet. So while he understood the direness of the situation there was nothing to be done until the checks had been completed for they were very important to the machine spirits of the ships. But surely since there was an Adeptus Astartes chapter based in the system that got invaded, there would be a less problem with the defence of the Telgar. As the Marines would fight with greater ferocity to defend their own system. The commander of the fleet had no choice but to accept and start coordinating the nearby garrisons to send their transports here first and them move out together with his fleet. He hoped that they would not arrive too late.

In the moon the few Veterans of the chapter in addition to one of the battle companies fought to defend the routes to the Fortress Monastery. They battled against Orks clad in Mega-Armour in addition to Kanz and Dreadnoughts. Most of the battles at first were found in the rocky outcrops of the moon near the Fortress Monastery. Defence lasers batteries kept the Orks from

attacking the Monastery directly. The Landas were always around moving to deploy Orks to outflank the Marines. As a counter measure the Thunderhawks, to which there was not enough troops for transport, were deployed to make bombing runs against the Ork forces.

The fighting was fierce as Orks seemed to have huge amounts of the machines, while every loss on Astartes was more costly than the one before. More importantly the Orks had the capability to bombard the marines from space almost without any retribution. Unlike the space marines Thunderhawks which got harried by the smaller Ork spacecraft as soon as they attacked. Within a week the fighting had moved near the Fortress Monastery. The marines found hard to prevent the Orks entering into their newly created halls and for another two week the battles raged around the marine stronghold. Near the end the Orks had managed to get within the Monastery itself.

The break came when after nearly a month from the Orks appearance the Imperial fleet finally moved into the system to break the Orks grip in space. First the bombardment was eased as the Orks Kroozers moved to engage the Imperial fleet. In the resulting few days of battles the Orks main fleet was destroyed and this allowed the Imperials to move in. However the transports could not immediately be brought in larger numbers as a lot of smaller Ork spacecraft were still operational and they could destroy an unarmed transport. This slowed the troop convoys to the planet as the cruiser were forced to escort the transports only few a time.

With help of the Imperial spacecraft the Marines eventually defeated and repelled the Orks from the moon, but with large parts of the Fortress Monastery destroyed by the Orks heavy weapons. With now only the Orks on the planet to fight, the Thunderhawks were moved there for they were found effective as pure bombers. However their use was much harder due to amount of Fighta Bommas the Orks had.

On the planet below the Orks fought across the great radioactive deserts, and many more of the foot troops of the chapter were claimed. The Marines were spread out in order to protect the largest of the hives. However battle lines were too thin and that caused the foot troopers were being overrun by Kults of Speed roaming around them with almost impunity. Then what was left of the Marines after the Kults, couldn't any more withstand the slower Ork Stompas or infantry warbands that followed. Only the mighty Land Raiders supported by the long-range fire power of the Whirlwinds and the fast moving columns of Predators were able to fight evenly against the green skinned aliens. When the battle for Moon ended the tide started to turn against the Orks.

With Thunderhawks starting to bomb and destroy even the fastest Kults the Marines and the newly arrived Imperial Guard started to push back the horde. The marines that had survived the combat in the moon were

now used as a reserve to reinforce the Hives where Orks had gained an entry. After few weeks the Imperial Guard started moving in to the system with force and the Orks on the planet could not hope to win the combined forces deployed against them. The deserts of the Telgar VI were an inhospitable place and even the Orks reproductive cycle would not help as there was no places in which they could hide. Eventually they purged the Orks from the world and they were removed from the planet completely. Although it is rumoured that some Orks still live within the darkest deepest corners of the Hives. That however has never been confirmed.

* * *

Chapter V – The Aftermath

The Ork invasion had been fought off, but price paid was very high. Most of the chapters veterans were killed. The deserts were littered with the wrecked hulls of the *Scions of Irons* armour. Nearly half of the chapters marines were lost. In addition to this their Fortress Monastery on the moon was partially destroyed. But with the help of Telgar VI, who now could at last start helping the chapter, they would manage to rebuild what was destroyed in the war and more. The Chapter council was however determined to not to let this happen ever again.

It was decided that *Scions of Iron* would change the way they fought. No longer would their forces be allowed to be boxed in by being without transports or other support vehicles. They abandoned most of the traditional Space Marine tactics of infantry with drop pods and air assaults. Drop pod forces could easily be hammered by faster moving enemy. Air assault troops the same as there would be little to help the units after the drop.

The heavy support was changed to be of armour which would be crewed by devastators. Heavy weapons training would be kept limited as it was not expected to be of use. However all the vehicle crews would be trained to use the heavy weapons on foot as well in case of emergency. Armour would also be deployed to support and aid the Tactical marines. The normal infantry combat tactics was kept as the urban warfare would require it.

Most of the assault doctrines were changed. The Orks had shown that even the most trained soldier can be overwhelmed in close quarters by overwhelming numbers. So there was to be no jump packed assault troops. The few assault marines that would be specifically trained in close combat would use either bikes or land speeders. This would allow them to disengage the combat quickly if the battle started to turn against them. Terminators would be used to penetrate the strongest defences with teleportation as decreed by codex. As even the heaviest of armoured vehicles would be of no help within a bunker complex, but Land Raiders should always follow.

The few Dreadnoughts that the chapter had were not to be used in combat unless there was an extremely dire emergency. Rather they would take the role of advisers, planners and keepers of the information. As a result the *Scions of Iron* Dreadnoughts spend much more time awake than the rest of the space marine chapters.

With two space marines doing the job of five or ten others, these tactics were retained even after the chapter rebuilt to full size. The support of the Hive World below ensured that they could build a large fleet of Thunderhawk Transports and Landing Crafts to move their vehicles, as well as the relatively smaller amount of infantry they still field compared to other chapters. Now a full sized chapter they mount a large number of normal Astartes armour as well as rarer vehicles. Such as several of the rare Land Raider Prometheus, and the long-range support of the Land Raider Helios they fight alongside the sides of the other Adeptus Astartes chapters, providing much needed tank support.

The effect of Magus Bandarion was that the *Scions of Iron* would not trust the Imperial Guard or the Imperial Navy to come to their support. The fleet had shown much too late in order to prevent the losses of the chapter. They would help others but not feel compelled to ask for aid themselves. While the Adeptus Mechanicus continued to act normally towards the chapter for it had no grudge, Scions were not entirely satisfied by them either. *Scions of Iron* did not know that it was one man inside the Adeptus Mechanicus that failed them and not the Adeptus Mechanicus as organisation. However the ancient pacts that the Adeptus Astartes and Adeptus Mechanicus had meant that the *Scions of Iron* always showed the proper manner and respect to Mechanicus. While their Techmarines got trained and fleet built by the Mechanicus normally. Within millenias the old wounds would heal, but not close completely.

2.0 Scions of Iron Chapter



“Brothers. In the beginning we were forced to fight without the support of Armoured columns. The Orks forced our hands but we endured the consequences. Never shall we forget that invasion and what was the result of it. Brothers, these vehicles are more than just pieces of plasteel and heavy weapons. These are our base and support. They are our transports and protectors. They are our brothers-in-spirit. Never shall we abandon them and never shall we be forced to fight without them again. Now pray with me and know that the machine spirit will always be there for us.”

Techmarine Puulaen, 3rd Company

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holopages. The Codex Astartes amounts to an authoritative guide to waging war in any number of ways on countless different types of world. The majority of Space Marine chapters follow its teachings as if they were holy writ.

Scions of Iron are an exception to that majority. Due to the Ork Invasion when the Chapters Fortress Monastery was being built the *Scions of Iron* were forced to fight with very few Transports and Armour support. The losses incurred there caused the chapter to diverge from the Codex Astartes and create their own way of forming battle groups. Now days *Scions of Iron* excel in Armoured formations and are never without transports in almost any situation. Most battle formations are based on the vehicles and only in very rare situations do the *Scions of Iron* act without their vehicles.

Scions of Iron regard machine spirit as brother-in-spirit. Rituals for machine repair and maintenance are more complex. But as a result the quality of gear and vehicles used by the chapter is noticeably better. Now days the Machine spirit is revered with nearly similar zeal as other chapters would regard a Primarch.

Special Rule

2.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number.*

2.1 Chapter Organisation

The *Scions of Iron* chapter organisation is based on the Codex Astartes, but it has been changed to suit the armour heavy mind of the chapter. It consists of the same 10 Chapters that the codex decrees. Also it has 1st company for veterans and 10th company for scouts. There is four battle companies (from 2nd to 5th) and four reserve companies (from 6th to 9th). The main differences to Codex chapters are found within the companies. And most importantly the Battle and Reserve Companies.

1st company is very similar to any other Codex decreed veteran company. However the veterans, both terminator armoured and power armoured, are using Land Raiders as transport. Thus the company has no Rhinos available to it. The second difference is the presence of Techmarines to maintain the vehicles.

10th Company is the scout company. Again this is very similar to a regular codex scout company. Only difference is that a single Techmarine is assigned to the company.

Battle Companies

A battle company has larger number of marines than the Codex decrees. Most of the marines are part of Tactical units. Devastators are drivers for the vehicles that the company uses from armoury. Last group is Assault troops mounted on bikes. Battle company is a bit larger than codex company in expense of support companies.

Also each battle company has their own Techmarines in addition to those that tend the Armoury of the chapter. This is because in any deployment there is automatically larger number of vehicles.

Battle companies are always using several vehicles when deployed. A fully deployed battle company uses 8 vehicles which can be Predators, Vindicators or Land Raiders crewed by company devastators. Also all Rhino transports are taken from armoury when deployed.

Reserve Companies

The 6th and 7th companies are armour support companies. These consists only of armoured units and have no infantry of any kind. It's very rare that a support company would fight without any presence of a single battle company. As there are more vehicles, there are also more Techmarines due to amount of vehicles within them. 7th company has Predators of both types, while 8th has Vindicators and Land Raiders.

8th company is an assault support company as in Codex. For *Scions of Iron* that means that the units are all

mounted. However unlike battle companies which also have bikes the 9th company maintains it's own complement of Attack Bikes and Land Speeders to give the bike units some extra fire power. There is one Techmarine looking out for the vehicles of this company.

9th company is a Custodian company. Custodians are marines whose duty is to crew the vehicles of the armoury. There is no definite size for the company, but it usually stands between 50 and 100 marines. Custodian company marines are never deployed without vehicles.

Chapter armoury has it's own set of vehicles which are for the use of the companies. It has some amount of Predators, Vindicators and Land Raiders to support both veteran and battle companies in need. Also a second set of those vehicles reside in the 6th and 7th "armour support" companies. They handle rest of the chapters support vehicles such as Whirlwinds, Land Speeders and the Land Raider variants. As well as transports Rhinos and Razorbacks. Armoury also takes care of the spacecrafts of the chapter.

ARMOURY	HEADQUARTERS STAFF				LIBRARIUM
Techmarines Servitors Vehicles Spacecrafts	Council of Chapter Senior Officers Administrative Staff Support Personnel				Chief Librarians Epistolaries Codicers Lexicaniums
VETERAN COMPANY	BATTLE COMPANIES				
<u>1st Company</u>	<u>2nd Company</u>	<u>3rd Company</u>	<u>4th Company</u>	<u>5th Company</u>	
Captain Chaplain Apothecary Standard Bearer 4 Techmarines 100 Veteran Marines Land Raiders Land Raider Crusaders	Captain Chaplain Apothecary Standard Bearer 2 Techmarines 4 Tactical Detachments - 80 Tactical Marines - 16 Devastator Marines 2 Bike Detachments - 24 Assault Marines	Captain Chaplain Apothecary Standard Bearer 2 Techmarines 4 Tactical Detachments - 80 Tactical Marines - 16 Devastator Marines 2 Bike Detachments - 24 Assault Marines	Captain Chaplain Apothecary Standard Bearer 2 Techmarines 4 Tactical Detachments - 80 Tactical Marines - 16 Devastator Marines 2 Bike Detachments - 24 Assault Marines	Captain Chaplain Apothecary Standard Bearer 2 Techmarines 4 Tactical Detachments - 80 Tactical Marines - 16 Devastator Marines 2 Bike Detachments - 24 Assault Marines	
RESERVE COMPANIES					SCOUT COMPANY
<u>6th Company</u>	<u>7th Company</u>	<u>8th Company</u>	<u>9th Company</u>	<u>10th Company</u>	
Captain Chaplain Apothecary Standard Bearer 6 Techmarines 10 Armour Detachments - 80 Devastator Marines 20 Predator Destructors 20 Predator Annihilators	Captain Chaplain Apothecary Standard Bearer 6 Techmarines 10 Armour Detachments - 80 Devastator Marines 20 Vindicators 20 Land Raiders	Captain Chaplain Apothecary Standard Bearer Techmarine 6 Bike Detachments - 72 Assault Marines Attack Bikes Land Speeders	Captain Chaplain Apothecary Standard Bearer Techmarine 80 Custodians	Captain Chaplain Apothecary Standard Bearer Techmarine 5 Scout Detachments - 100 Scouts Rhinos	

3.0 Scions of Iron units

Space Marine Land Raider Crusader

The Land Raider Crusader was designed as a close support tank. Its Lascannons are replaced with Hurricane Bolters to fend off infantry, for heavy targets there is Multimelta and Heavy Bolters are replaced with Twin Assault Cannon for anything between. The Crusader variant was first discovered by the Black Templars but is also utilised by other

Chapters. Scions of Iron use the Land Raider Crusader in two roles. First it acts as a support tank for Land Raiders, deployed when the fighting is expected to include close range fire. Their second role is to act as assault transports and heavy close range support for infantry. Both Terminators and regular marines can be deployed with the Land Raider Crusaders when the need arises.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	5+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Hurricane Bolters	(15cm)	Small Arms	Extra Attack (+1)	
Frag Launchers	(Base contact)	Assault weapon	-	
Twin assault cannon	30cm	AP4+/AT4+	-	
Multi-melta	15cm	MW5+	Macro-weapon	
AND	(15cm)	Small Arms	Macro-weapon	



Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry two Terminator units OR three of the following units: Space Marine Tactical, Devastator & Scout units). The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight attack.

Space Marine Land Raider Helios

The Land Raider Helios was first developed by the Red Scorpions chapter. During the "Siege of Helios" the Red Scorpions found that they lacked artillery and consulted their Techmarines for help. They developed the Helios pattern Land Raider as a result. After the Siege the Helios got its place in the Red Scorpions armoury and has then

been replicated by other chapters as well. Scions of Iron has always been interested in building new vehicles for themselves. The Helios found its place in the chapter because of its unusual dual role. It can take the place of Whirlwinds when the situation would be dangerous to deploy them. They can also be used in close range support using the multilauncher as a direct fire weapon supported by the lascannons.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Twin Lascannon	45cm	AT4+	-	
Whirlwind Launcher	45cm	1BP	Indirect Fire	

Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one of the following units: Space Marine Tactical, Devastator & Scout units).

Space Marine Land Raider Prometheus

Rare amongst even the oldest of Chapters the origins of the Prometheus are unknown. None have been sighted in traitor hands so it is possible they were discovered post Heresy, or perhaps simply the maintenance of such sacred vehicles is beyond the twisted workings of a Traitors mind.

Theorised to be created by the Salamanders, due to the number found within the Chapter, they do not have a monopoly on its use. Scions of Iron produce larger number of these vehicles to serve as forward command posts for its commanders. In almost all campaigns a Prometheus is put out to lead the offensive.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
4 x Twin Heavy Bolters	30cm	AP4+	-	

Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units). Allows character in unit to replace '5cm' restriction with 'any formation on table' in Commander and Supreme Commander abilities.

Space Marine Thunderhawk (Saturation Bombing configuration)

While most Chapters use Thunderhawk as a primary air transport the Scions of Iron do not. Since regular Thunderhawk is not able to carry vehicles it is viewed as inferior transport. However Scions of Iron do

use Thunderhawk as a Support Weapon. Saturation Bombing configuration is designed to bring additional fire power against masses of enemy infantry. Its wings are laden with bombs that give out maximal effects against troops and a Thunderhawk can carry fearsome amount of them. The effects of this craft has been noted as exceptional against the Orks in the wide open deserts of Armageddon.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	Bomber	4+	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Battle Cannon	75cm	AP4+/AT5+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolters	15cm	AP4+/AA5+	Right Arc	
Twin Heavy Bolters	15cm	AP4+/AA5+	Left Arc	
Bombs	15cm	2BP	Fixed Forward Arc, Ignore Cover	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.

Notes: Reinforced Armour

Space Marine Thunderhawk (Close Air Support configuration)

While most Chapters use Thunderhawk as a primary air transport the Scions of Iron do not. Since regular Thunderhawk is not able to carry vehicles it is viewed as inferior transport. However Scions of Iron do

use Thunderhawk as a Support Weapon. Close Air Support configuration is then used against armoured targets. The Battle Cannon is replaced with Turbo Laser and bombs replaced with Hellfire missiles to give out more fire power. This makes the Close Air Support configuration ideal for hunting enemy vehicles.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	Bomber	4+	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Turbo Laser	45cm	2 x AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolters	15cm	AP4+/AA5+	Right Arc	
Twin Heavy Bolters	15cm	AP4+/AA5+	Left Arc	
2 x Hellfire Missiles	30cm	AT4+	Fixed Forward Arc	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.

Notes: Reinforced Armour

Space Marine Thunderhawk Transporter

Thunderhawk Transport is the main workhorse of any chapter. They are used to ferry marine armour and other support equipment from the orbiting space crafts down to a planets surface. Normally though they

are not used on a hot landing zones as they lack heavier weaponry. The Scions of Iron however cannot afford to leave the Thansporter for only ferry duties. As they lack the Thunderhawks drop capability the Transporters have found themselves in the front with the Landing Craft.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	Bomber	5+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Heavy Bolter	15cm	AP4+/AA4+	Defence Mounts	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk Transporters's control surfaces are damaged. The pilot loses control and the Thunderhawk Transport crashes to the ground destroying all on board.

Notes: Planetfall, Reinforced Armour. Transport (may carry two from the following units: Rhino,

Razorback, Hunter, Predator, Vindicator, Whirlwind or one Land Raider, plus any infantry which are carried in any transported vehicle).

Space Marine Landing Craft

Space Marine Landing Craft are assault vehicles designed to quickly deliver troops to a planet's surface. Like Space Marine Drop Pods they are launched from orbiting spacecraft, the main difference being that a Landing Craft can carry whole detachments of Space Marines plus their supporting vehicles. After the Landing Craft leaves its parent ship, powerful thrusters quickly accelerate it to speeds of several thousands of kilometres an hour, making it next to impossible for defence batteries to target as it plummets through a planet's atmosphere. Then, seconds

before the Landing Craft is about to hit the ground, ballistic charges blow away the disposable heat shields protecting the landing craft and the vehicles transported upon it, and secondary engines and antigrav devices are employed to rapidly slow down and level out the craft's descent, allowing it to touch down safely. Even before it stops, gun turrets swing into action and hatches slam down to allow the troops inside to deploy. Within twenty or thirty seconds of leaving their spacecraft, any troops and vehicles will be on the ground and in action, supported by the gun batteries mounted on the Landing Craft itself.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	Bomber	4+	5+	3+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Twin Lascannon	45cm	AT4+		
3 x Twin Heavy Bolter	30cm	AP4+/AA5+		
Stormbolters	(15cm)	Small Arms		

Damage Capacity 4. Critical Hit Effect: The Drop Ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.

Notes: Fearless, Planetfall, Reinforced Armour, Transport (may carry up to twelve Space Marine infantry units, Attack Bikes or Dreadnoughts. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry four vehicles based on the Land Raider or six based on the Rhino, or one of the following combinations; 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos.).

Space Marine Spacecraft

Space Marine Chapters include their own fleet of Battle Barges and Strike Cruisers that are specifically designed to transport the Chapter's troops to battlefields located anywhere in the galaxy.. During Ghazghkull's invasion of Armageddon, Battle Barges and Strike Cruisers from over two dozen Adeptus Astartes Chapters were called to the sector to assist in the planet's defence, their huge bombardment cannons, normally used for planetary assaults instead turned against the massive Ork invasion fleets. Under the command of the Black Templars

High Marshal Helbrecht, the Space Marine fleet, consisting of over one hundred Space Marine craft was pivotal in the destruction of the Ork hulks Rumbledeth and Rokdroppa. With all of their ground forces committed to the surface of Armageddon, the fleet was then free to assist the remnants of the Imperial Navy for most of the remainder of the war. Those Battle Barges and Strike Cruisers that remained in orbit around Armageddon provided vital support for the Chapter's troops on the ground, either re-supplying them or conducting fire missions with the ship's huge gun batteries, or landing reserve troops straight into battle in drop pods and landing craft.

Space Marine Strike Cruiser

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Spacecraft	N/A	N/A	N/A	N/A
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Orbital Bombardment	N/A	5BP	Macroweapon	

Notes: Transport (may carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Attack Bike, Terminator or Dreadnought units; plus twenty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus six Thunderhawks and enough Drop Pods, Thunderhawk Transporters or Landing Crafts to carry any other units on board).

Space Marine Battle Barge

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Spacecraft	N/A	N/A	N/A	N/A
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Orbital Bombardment	N/A	14BP	Macroweapon	

Notes: Transport (may carry sixty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Attack Bike, Terminator or Dreadnought units; plus sixty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus nine Thunderhawks and enough Drop Pods, Thunderhawk Transporters or Landing Crafts to carry any other units on board).

3.1 Space Marine units

Space Marine Commander

The Commanders of the mighty Adeptus Astartes are numbered amongst the greatest warriors in the service of the Emperor, veterans of countless wars and resolute beyond measure. How leaders are chosen from within the ranks varies from Chapter to Chapter as does their combat doctrine. The one constant is the ability for any Space Marine Commander whether they are Chaplain, Captain or Librarian to forge

the efforts of several squads into a single battle plan. A squad of Space Marines on their own is a force to be reckoned with, but when combined with other squads as part of an integrated plan they are virtually unstoppable. Renowned for their tenacity of purpose and iron will, Space Marine Commanders will inspire their brothers to press home an assault even after sustaining casualties that would have lesser troops fleeing in terror.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Character	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Power Weapon	(Base contact)	Assault weapon	Extra Attack (+1), Macroweapon	
Smite	(15cm)	Small Arms	Extra Attack (+1), Macroweapon	

Notes: Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are Characters and have an Invulnerable Save and the Leader abilities. Captains also have the Commander special ability. Librarians have a Smite attack (listed in the weapon section above). Chaplains are Inspiring. Supreme Commanders have the Supreme Commander ability.

Space Marine Terminators

Terminators are heavily armed and equipped with immensely strong Terminator armour. The knowledge of how to produce Tactical Dreadnought or Terminator armour is long lost to the Imperium, its origins a jealously guarded secret of the Adeptus Mechanicus. Most Adeptus Astartes Chapters maintain a precious few full suits, each maintained with almost sacred reverence by the Chapter's Tech Priests.

Terminator armour is only granted to the Chapter's finest warriors and commanders, each suit bearing the mark of those that have fallen before them. Encased in layered ceramite armour and powerful servo systems, a Terminator Marine can withstand a direct hit from all but the most powerful of weapons whilst delivering a brutal attack from the suit's augmented combat systems. Out of all of the elite Space Marines, it is the power and skill of those wearing Terminator armour that is most feared by the enemies of the Imperium.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	4+	3+	3+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Storm Bolters	(15cm)	Small Arms		
2 x Assault Cannon	30cm	AP5+/AT5+		
Power Weapon	(Base contact)	Assault weapon	Extra Attack (+1), Macroweapon	

Notes: Reinforced Armour, Teleport, Thick Rear Armour.

Space Marine Tactical Squad

Tactical squads make up the bulk of Space Marine forces on Armageddon and are at the heart of virtually all special operations staged during Ghazghkull's invasion. Equipped to serve a flexible battlefield role, they were often tasked with the hardest of all objectives to either assault or secure. Such was the fate of the Celestial Lions who were given the job of destroying the Gargant construction yards at Mannheim Gap. Tactical Squads from four Companies led the assault in

Rhino transports only to discover the Gargants there were already fully operational. Massively outgunned the Celestial Lions heroically engaged the Gargants, but lacking the firepower needed to penetrate their power fields were eventually surrounded and destroyed. Although a grievous loss to the Imperial forces on Armageddon, Tactical squads still fight at the centre of Space Marine operations in the Armageddon sector, winning back ground in lightning hit and run raids that suit the highly mobile nature of the Adeptus Astartes.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	4+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Bolters	(15cm)	Small Arms		
Missile Launchers	45cm	AP5+/AT6+		

Notes: None.

Space Marine Scouts

In most Space Marine Chapters, Scouts are initiates, not yet fully in combat and yet to earn their place amongst their veteran power armoured brothers. Deployed ahead of the main force, Scouts are the Chapter's eyes and ears, able to infiltrate enemy positions or disrupt vital supply lines. They are usually lightly armed with close range weapons. The constant breaching of Ork lines laying siege to Hive

Tartarus was widely attributed to Space Marine Scout elements of the Angels Porphy Chapter. Their hit and run attacks opened up a front allowing vital supplies to reach General Kurov's besieged Imperial Guard forces within. Scout squads also saw action as part of the successful South Primus Front where their skills in infiltration were used to hunt out surviving pockets of the Orks Blackfire tribe. Aided by Titans from Legio Tempestor and Legio Victorum.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	5+	4+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Shotguns	(15cm)	Small Arms		
Heavy Bolters	30cm	AP5+		

Notes: Scouts, Infiltrating.

Space Marine Bike Squadron

Space Marine Bike squadrons carry out vital reconnaissance and assault missions, often operating on their own well behind enemy lines. Vital to the Imperial war effort on Armageddon was the continued supply of fresh water pumped from the water purification plants at Phaedra River and St Capilene, both situated in the frozen wastes of the southern continent. Tasked with securing these facilities, Space Marines from the White Scars Chapter mounted raids against the Orks

of Gorsnik Magash that were staged there, drawing them into a four week running engagement. Unable to catch the bike mounted White Scars, the Orks were forced to fall back in frustration, but not before Suboden Khan's Tulwar Brotherhood had put the Orks' submersible shipyards to the torch. Defeated and demoralised, the Orks were eventually routed from the Deadlands by several bike formations of White Scars that mounted a daring raid on the Ork drop site, crippling their remaining defences and adding another battle honour to the Tulwar's Horsetail Banner.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	35cm	4+	3+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Bolters	(15cm)	Small Arms		
Chainswords	(base contact)	Assault weapons		

Notes: *Mounted.*

Space Marine Attack Bike

Attack Bikes bring much needed firepower to Space Marine bike squadrons and are often deployed in support of these fast moving units where their heavy bolters are used to provide long-range fire support, in much the same way that Devastators provide support for Tactical and Assault Marine squads. The incorporation of Attack Bikes into a highly mobile fighting force is particularly favoured by a number of Chapters,

not least amongst them the White Scars who use them extensively within their 'Brotherhoods'. Several Chapters have also used Attack Bike squadrons in their own right as outriders for larger armoured assault forces, as ably demonstrated by the Black Templars at Stygies Bridge where two squadrons of Attack Bikes punched a hole in the Ork lines allowing elements of the Templars Third Crusade Force to secure the northern highway and briefly stem the Ork advance towards Helsreach.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	35cm	4+	5+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Heavy Bolter	30cm	AP5+		

Notes: *None.*

Space Marine Land Speeder

The discovery of design templates for anti-gravitic plates by the famed Technoarchaologist Arkhan Land during his expedition of the Librarius Omnis on Mars is widely attributed to the eventual construction of the Land Speeder. Used by virtually every Space Marine Chapter in the Imperium, the Land Speeder's role as a fast reconnaissance and attack vehicle is not underestimated, especially by the Ultramarines who use

over a dozen such vehicles within the 7th and 8th reserve companies alone. The Land Speeder's greatest weakness however is in its thin armour. It was originally designed as an unarmed transport vehicle, and so sacrifices had to be made to the vehicle's ceramite plating in order to carry weapon systems and crew-members wearing heavy power armour. Because the vehicle is lightly armoured, Land Speeder crews rely on its high manoeuvrability and terrain hugging abilities to evade enemy fire and survive.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	35cm	4+	5+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Multi-melta	15cm	MW5+	Macroweapon	
AND	(15cm)	Small Arms	Macroweapon	

Notes: *Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Space Marine Land Speeder Tornado

The Tornado is a more heavily armed version of the Land Speeder designed to provide close support fire. Although not deployed on Armageddon during the early stages of the war, the Dark Angels Chapter is no stranger to the Ork Warlord Ghazghkull Thraka having faced his forces on Piscina IV in the days that led up to the night assault on Koth Ridge, members of the Dark Angels' renowned Ravenwing struck Ghazghkull's camps in a bold daylight raid, cutting

the Orks' supply lines and destroying several of their repair yards. Mounted in Tornado pattern Land Speeders, three squadrons evaded the Orks' northern pickets using the hills to mask their approach before descending on the camp strafing it with assault cannons and heavy bolters. Caught completely by surprise, the Orks were slow to react and sustained hundreds of casualties before they were able to return fire. The Speeders broke contact after making two further passes, having only suffered the loss of only a single Tornado to small arms fire.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	35cm	4+	5+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Assault Cannon	30cm	AP5+/AT5+		
Heavy Bolter	30cm	AP5+		

Notes: *Skimmer, Scout.*

Space Marine Land Speeder Typhoon

The Typhoon is another more heavily armed Land Speeder variant, in this case designed to provide long-range anti-tank fire. After several attempted uprisings on the agri-world of Angarius raised concerns of sedition, two regiments of Pyran Dragoons were sent to subdue the local populace and detain several political governors. Accompanied by the Strike Cruiser Ebony Talon of the Night Hawks Chapter, the task force spent several months engaged in a bitter war against an

increasingly hostile population. In an attempt to capture one of the local leaders, several platoons from the Dragoons 18th battalion found themselves trapped, encircled by Angarian Rebels and cut off from friendly forces. Whilst a rescue mission was mounted, Land Speeder Typhoons from the Night Hawks conducted non-stop sorties throughout the night, pounding the rebel positions with missile salvos and driving them back from the trapped Dragoons. Stopping only to rearm, the Night Hawks' Typhoons kept up the relentless barrage until in the face of the Chapter's furious assaults the rebels withdrew.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	35cm	4+	5+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Typhoon Missile	45cm	AP3+/AT5+		
Heavy Bolter	30cm	AP5+		

Notes: *Skimmer, Scout.*

Space Marine Vindicator

The Space Marine Vindicator is a heavy support vehicle. During the uprising of Sabien IV Imperial forces became, embroiled in a bitter siege for the manufacturing citadel of Van Valdt. After several failed assaults, the deadlock was eventually broken with the aid of Vindicators from the Iron Hands Chapter who used the tank's reinforced armour and powerful siege cannon to quite literally blast their way into the city. Working in small squadrons of three tanks, the Vindicators and

supporting Tactical squads of the Iron Hands 7th company breached the rebel defences time and time again making space for the supporting Imperial infantry to secure each district. Within five days, the final bastions of rebel resistance had collapsed under the Vindicators' brutal fire bringing to an end a siege that had lasted over three months. Out of a total of seven squadrons, not a single Vindicator was lost making the Van Valdt engagement one of the Iron Hands most successful campaigns to date and ensuring the Vindicators legendary status as 'siege breaker'.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Vindicators Demolisher	30cm	AP3+/AT4+	Ignore Cover	

Notes: *None.*

Space Marine Whirlwind

The Whirlwind turret provides long ranged fire support for Space Marine Chapters and is most often deployed when a target requires 'softening up' prior to a full scale assault. During the Kharmallan Fields campaign, Whirlwinds belonging to the Black Consuls Chapter conducted a fourteen hour long bombardment of rebel positions in preparation for the launch of the ground offensive. In total over six thousand missiles were launched by the three squadrons of Whirlwinds,

resulting in a five mile front being opened up in the rebel lines and the destruction of several key defensive positions. Although the Black Consuls offensive was deemed a huge success and the ensuing ground assault resulted in the total collapse of the rebel force in the southern continent, all of the Whirlwinds were lost to a surprise counter-strike by a rebel tank battalion. Unprotected and forward of the Consuls' main force the Whirlwinds provided an all too easy target for the enemy tanks. Their loss was a sad blow to the Chapter.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Whirlwind	45cm	1BP	Indirect Fire	

Notes: *None.*

Space Marine Hunter

Until the Hunter Multi-Launcher STC template was unearthed, most Space Marine Chapters lacked any effective anti-air capability. Attempts to retro-fit the Whirlwind for an anti-air role proved to be disastrous, and after several modified Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bombers most have been withdrawn from active service. Using a different set of targeting algorithms, the hunter missile is both faster and more maneuverable than those launched by the Whirlwind. The Hunter is mounted on the

Rhino hull and uses a single launch platform with a side mounted sensor and precognitive targeting array. Missiles are fed onto the launch rail by a cylindrical drum feed located on the opposite side to the targeters. After launch, fins extend from the body of the missile, allowing it to be guided towards its target. With a longer operational reach compared to the Whirlwind, the Hunter is finding favour with the Tech Adepts of the Adeptus Astartes, some have further modified the launcher to house paired launch units and a central sensor array in an effort to further improve its capabilities.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	6+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Hunter-Killer	60cm	AT4+/AA4+		

Notes: *None.*

Space Marine Land Raider

The Land Raider is a heavily armoured battle tank and transport vehicle. The Land Raider's heritage predates even the Imperium, and it is still one of the most devastating tanks in the Adeptus Astartes' arsenal. It is protected by multiple layers of bonded ceramite and adamantium, making it impervious to all bar the most destructive weaponry. It is capable of operating within virtually any environment, even a vacuum. With transport capacity for a full squad of Space

Marines, their field supplies, munitions and medical facilities, the Land Raider is well suited for striking deep behind enemy lines and surviving long periods in the field. Equally impressive is the Land Raider's offensive capabilities, four lascannons and twin-linked heavy bolters allow it to deliver punishing supporting fire capable of smashing through enemy tanks and infantry alike. Although once produced in great numbers there are now few Forge Worlds still able to manufacture them, making the Land Raider one of the Space Marines' most valued artefacts.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Twin Lascannon	45cm	AT4+		
Twin Heavy Bolter	30cm	AP4+		

Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units).

Space Marine Rhino

For ten millennia, the Rhino has served as the principal armoured transport of the Space Marines. Its versatility and reliability are much prized by the Tech Priests who manage and maintain them for each of the different Space Marine Chapters. The Rhino is capable of transporting up to ten fully equipped Space Marines within its hold, making it ideally suited for rapid deployment into rugged and hostile conditions where its speed and reinforced ceramite armour are put to

good use. Typically, Rhinos are only lightly armed with a single hatch-mounted storm bolter for close support. However the Rhino is a superbly adaptable vehicle, and it is not uncommon for Tech Priests to attach an additional storm bolter onto the spare pintle mount or even retro fit a single hunter killer missile depending upon the circumstances of the Chapter's deployment. Such is the Rhinos success that there are very few Space Marine Chapters that do not maintain a sizeable number of these venerable transports.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	6+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Stormbolter	(15cm)	Small Arms		

Notes: Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units).

Space Marine Razorback

The combination of armoured transport and support weapon makes the Razorback one of the most versatile vehicles available to the Space Marines, but not necessarily one of the most popular. Viewed by some Chapters as a poor trade off between transport and a fully fledged fighting vehicle, the Razorback nevertheless boasts an impressive tally of campaign victories. Used extensively by the Space Wolves Chapter for their veteran Grey Hunters, the Razorback's turret mounted heavy

weapon system makes up for the often reduced number of members in a Grey Hunter pack as proved during the Mamontov IncurSION. Mounted in Razorbacks six Grey Hunter packs from Bjorn Stormwolf's Great Company retook the planet's valuable mineral reprocessing facility using the Razorback's lascannons to knock out the refinery's heavy weapon batteries prior to the assault. Once inside, the Razorbacks defended the perimeter until the Space Wolves' own Predator tanks could be brought in.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Heavy Bolter	30cm	AP4+		
OR Twin Lascannon	45cm	AT4+		

Notes: Transport (may carry one of the following units: Space Marine Tactical, Devastator & Scout units). Note that a Razorback may be armed with either a Twin Heavy Bolter or Twin Lascannon, not both!

Space Marine Predator Annihilator

Unusually, the design for the 'Annihilator' variant of the Predator is attributed to the Iron Priests of the Space Wolves Chapter rather than a rediscovered fragment of Dark Age technology. Finding themselves besieged by Traitor armour during the Skarath Crusade and without the support of their Land Raiders, the Space Wolves ingeniously refitted their Predators to carry lascannons normally used by their Long Fang packs. Drawing energy directly from the Predator's thermic power

plant, the Annihilator's lascannons were easily a match for the traitor tanks, enabling the Space Wolves to break out from the ring of armour encircling them. Although the Space Wolves actions were viewed as blasphemy and desecration by the Adeptus Mechanicus, they grudgingly concluded that the design of the 'Annihilator' was successful and two centuries later proclaimed it had the blessing of the Machine God. Favoured by some Chapters and detested by others, the Predator Annihilator is nevertheless manufactured by more than just the Space Wolves.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	4+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Lascannon	45cm	AT4+		
2 x Lascannon	45cm	AT5+		

Notes: None.

Space Marine Predator Destructor

In what was possibly the largest deployment of Space Marine heavy armour on Armageddon, Predators from the Salamanders Chapter clashed with Kroksnik's Deth Traks in the ash wastes north of Hive Acheron. Divided into three formations, the Salamander Predators drove an armoured wedge between Kroksnik's forces and the traitor Von Strab, effectively cutting off the Orks from reinforcing Von Strab's

supporters within the Hive. Relocating after each assault, the Salamanders harassed the Orks in running engagements for over two days until confronted by Kroksnik's Battle Fortresses where they forced to withdraw. Returning to the Hemlock Cordon, the Predators were eventually redeployed as part of the Salamanders' offensive against the Ork Roks to the north-east of Acheron. Aided by Legio Metallica Titans, the Salamanders Predators were pivotal in the destruction of two out of the three gigantic asteroid fortresses there.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Autocannon	45cm	AP5+/AT6+		
2 x Heavy Bolter	30cm	AP5+		
Notes: <i>None.</i>				

4.0 Space Marines - Scions of Iron Army

4.1 Using the army list

The following army list allows you to field the *Scions of Iron* Space Marine chapter. It can also be used for 'stand in' list for those that follow the Codex Astartes, but are using armour heavy force.

The following organisation is used to convey a Space Marine force that uses heavily vehicles. Normal troop insertion methods available to Marines such as Drop Pods or Thunderhawk gunship as transports are not included. Instead Thunderhawk Transporters and Landing Crafts can used to make an armoured attack drop.

Space Marines are organised into detachments. Each detachment is made up of one or more units and may also include a number of extra units called upgrades.

The detachments that may be taken in the army are shown in the following chart. The chart shows what units comprise the detachment, what upgrades are allowed and its points cost. Each upgrade may only be taken once per formation. Note that only one commander may be added to a detachment, so taking Supreme Commander upgrade prevents taking Commander upgrade and vice verse.

Special Rule

4.1.1 Scions of Iron Transports

The Scions of Irons are highly mobile army and never leave without transports. Because of this the points cost of the a detachment includes enough Rhino transport vehicles to transport it. The number of Rhinos will always be the minimum needed to carry the formation, you can't take any extras along to cover the any losses nor can you take less than what is required to carry the detachment.

Note that Terminators must take either Teleport or Land Raider upgrade. They may not start the game as foot infantry.

Special Rule

4.1.2 Thunderhawk Transporter

The entire Thunderhawk Transporter detachment is counted as one War Engine for War Engine transport rule (eg. one transported detachment can be split to multiple aircrafts within one Thunderhawk Transporter detachment).



4.2 Space Marines - Scions of Iron Army List



Space Marine armies have a strategy rating of 5. All Space Marine detachments and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine detachments (see rulebook 5.1.1 or this list 2.1).

Detachments

Detachment	Units	Upgrades Allowed	Points Cost
Armour	Four Predators (any mix of Annihilators or Destructors) or four Vindicators	Armour, Commander, Hunter, Supreme Commander	275 points
Bike	Four Bike units	Attack Bike, Commander, Land Speeder	175 points
Heavy Tactical	Two Land Raiders or Land Raider Crusaders and four Tactical	Commander, Hunter, Land Raider, Supreme Commander	350 points
Helios	Four Land Raider Helioses	Commander, Hunter	475 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raider, Supreme Commander	350 points
Landing Craft	One Landing Craft	None	375 points
Scout	Four Scout units and two Rhinos	Commander, Land Speeder, Razorback, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	150 points
Tactical	Two Vindicators or Predators of either type, four Tacticals and two Rhinos	Armour, Commander, Hunter, Razorback, Supreme Commander	325 points
Terminator	Four Terminator units (must purchase either Land Raider or Teleport upgrade)	Commander, Land Raider, Supreme Commander, Teleport	325 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transport	200 points
Whirlwinds	Four Whirlwinds	Commander, Hunter	300 points

Upgrades

Note: Each upgrade may be taken only once per detachment

Upgrade	Notes	Points Cost
Armour	Add one or two units from the following list: Predator Annihilator, Predator Destructor, Vindicator	75 points one 125 points two
Attack Bike	Replace any number of Bikes or Scout Bikes with one Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	100 points
Commander	Add one Space Marine Commander to a unit in the formation. Commander may be a Captain, Librarian or Chaplain. Cannot be taken with Supreme Commander.	50 points each
Hunter	Add one Hunter	75 points
Land Raider	Add up to four Land Raiders	2 Land Raiders or Crusaders 175 points 2 Land Raider Helios 225 points
Land Speeder	Add up to three Land Speeders	Land Speeder 35 points Land Speeder Tornado 50 points Land Speeder Typhoon 60 points
0 – 1 Supreme Commander	Add Supreme Commander to a Land Raider or replace one unit with Land Raider Prometheus with Supreme Commander. Cannot be taken with Commander.	Add Supreme Commander 100 points Repl. Predator or Vindicator 125 points Repl. Land Raider or Crusader 100 points
Razorback	Replace any number of Rhinos with one or two Razorbacks each	25 points each
Sniper	All Scout units gain sniper ability	50 points
Teleport	Allow Terminators to be teleported	25 points
Thunderhawk Transport	Add one or two Thunderhawk Transports	100 points each

Titan And Aircraft Support

Note: No more than 1/3 of the army's points may be spent on the following.

Formation	Units	Points Cost
0 – 2	Warlord Titan	One Warlord Titan 850 points
	Reaver	One Reaver Titan 650 points
	Warhound Titan pack	Two Warhound Titans 500 points
	Warhound Titan	One Warhound Titan 275 points
0 – 2	Fighter Squadron	Two Thunderbolts 150 points
	Bomber Squadron	Two Marauder Bombers 250 points
Thunderhawk SB	One Thunderhawk (Saturation Bombing configuration)	250 points
Thunderhawk CAS	One Thunderhawk (Close Air Support configuration)	250 points

5.0 Designers notes

(changes from last in blue)

The basis of *Scions of Iron* is Marine Armour. List is designed to allow full advantage of the armoured vehicles while cutting down on the options for infantry and light vehicle formations.

First thing to remove was possibility of deploying infantry without transports. This meant that options for Marine infantry air drops would be removed. So the Drop Pods were dropped completely and Thunderhawk would not be used for troop insertion. However that would have left the list without the Thunderhawk gunship, but as it is an iconic vehicle of the Space Marines it was brought in as pure gunship instead. In addition as the Forge World put out the Thunderhawk Transporter, that was then brought into the list as lighter transport to the Landing Craft.

Next to remove was the infantry which doesn't transports, which were the Assault units. Instead Assault units would be assumed to use Bikes and Land Speeders. The Devastators were removed to create the feel that main heavy support is done by vehicles and to reinforce that the current Tactical detachments are armour supported formations. Only exception to infantry without transports is the teleporting Terminators. They exist as the Scions need to be able to secure bunkers and other such hard targets where vehicles cannot enter.

Dreadnoughts were also removed due to lack of transports. They don't fit the armoured vehicle mentality of the list due to being slow and not having transports outside of Thunderhawk or Landing Craft.

To mitigate the loss of Drop Pods, the cost of Spacecrafts was dropped. Spacecraft are rarely used with Marines without Pods.

The Scouts, Bikes and Land Speeders. The Land Speeders were changed to upgrade as the formation is very good and it is meant as a downgrade. Detachment size is changed to 4 so that they then fit better into Landing Craft and also prevent too large formations to be done with the Speeders. Amount of speeders is capped to 3 to prevent them giving regular bikes a chance to garrison. Scout bikes were removed as they didn't seem to work and perhaps diluted the armour aim of the list.

The reasons for the Titan Legions and Navy support come from within the background. The Scions of Iron do not trust the Imperial Navy and Adeptus Mechanicus much and thus do often call their help. I also decided to move the Thunderhawk into that section to prevent their usage in large numbers, as it's now pure bomber.

The 3.1 list of Marine units are meant as stats that is being used to design the list. However using rulebook stats is quite acceptable. [Stats are from NetEA tournament modifications. Note that the cost of Titan and Navy allies are also taken from NetEA tournament modifications.](#) If those are not used, it is advisable to use identical costs for Titan and Navy allies. Amount restrictions would still of course apply to *Scions of Iron* list.

About Thunderhawks:

Where does the Thunderhawk configurations come from?

Imperial Armour 2, page 155. I have used the 'Saturating Bombing Mission (Low-level interdiction attack)' and the Close Air Support Mission (Low-level attack against identified targets)' stats.

What's with the Thunderhawk Transport, shouldn't it have 4 Twin Heavy Bolters and better armour?

With a direct conversion using 40k stats it should. But after thinking about it I changed these things. The weapons represent the Thunderhawk Transports capability to fire with two Twin Heavy Bolters to any given direction. There is actually 4 of them, but two are always firing. It's also a way to tone down the bomber capability of the craft and make it more transport. Armour reduction is there for same reason. To make sure that people treat them as transports and not bombers. Both changes also help keep down the cost of the craft.

Henrikki Almusa

5.1 Unit conversion guides

Thunderhawk Transporter

Model for this is available from Forge World.

Thunderhawk configurations

These can be easily converted by adding either bombs or rockets under the wings of the Thunderhawk model.

Land Raider Helios

This is a very simple conversion. You need to buy a the Whirlwind and Hunter pack. From there you can get extra Whirlwind multilaunchers (by making Hunters instead of Whirlwinds). Then you cut the stormbolter off from the top of the Land Raider and glue the multilauncher on its place. Also the Heavy Bolter in front needs to be converted. first you cut the front off from Heavy Bolter and then add a bit of green stuff to it (a small blob and covering for it on top).

Land Raider Prometheus

This is more complicated one. You need to create the sponsons, which are harder to do. Also the Heavy Bolter needs to be converted like on the Helios. However as you can take only one it's not that problematic.

Land Raider Crusader

This is also more complicated one. The heavy weapons on top can be gathered from Land Speeder packs. You need two for the assault cannons and also you get extra multimelta. The sponsons are then the bigger problem like on the Prometheus.

5.2 Change Log

1.3.3 → 1.3.4 (24th of July 2008)

- Dropped cost of T'hawk Transporter det by 50 points to 200
- Changed the Vindicator to reflect the NetEA tournament modifications

1.3.2 → 1.3.3 (13th of May 2008)

- Dropped cost of LR Helios detachment by 25 points to 475
- Changed cost of Marauders to reflect the NetEA tournament modifications

1.3.1 → 1.3.2 (3rd of May 2008)

- Fixed AA value on Thunderhawks Twin Heavy Bolters
- Thunderhawk CAS Turbolaser range dropped to 45cm
- Thunderhawk Transporters FF value upgraded to 4+

1.3 → 1.3.1 (26th of February 2008)

- Changed the Landing Craft transport to allow both Rhinos and Land Raiders to be transported
- Added Attack Bikes to Landing Craft transport
- Added Attack Bikes to Spacecrafts
- Replaced Scout Bikes with Scouts
- Added Table of Content

1.2.1 → 1.3 (12th of December 2007)

- Allow Supreme Commander without Prometheus (upgrade name changed as well)
- Fix typo in Hunter stats
- Dropped cost of a Land Speeder 40 -> 35
- Thunderhawk SB got Ignore Cover to bombs and cost was raised 225 -> 250
- Change Marine units stats to follow Neals changedocs with exception of Vindicator

1.2 → 1.2.1 (3rd of November 2007)

- Added datafaxes for basic marine units

1.1 → 1.2 (29th of October 2007)

- Added datafaxes for basic marine units
- Make the Prometheus upgrade more understandable
- Upped base cost of the Terminators and lowered the teleport ability same amount
- Made buying 2 units from armour upgrade a bit cheaper
- Made some changes to costs and upgrades to follow Neals suggestions on basic Marine list
- Allowed Prometheus for Terminators
- Allowed 2 Thunderbolt formations
- Removed Scout detachment and Sniper upgrade

1.0 → 1.1 (3rd of August 2007)

- Added some restrictions to air power and support formations
- Moved Thunderhawks into same group with navy to restrict their amounts
- Fixed an error on Thunderhawk CAS missiles

0.8.2 → 1.0 (7th of July 2007)

- Updated the background
- Fixed the cost of Prometheus upgrade

0.8.1 → 0.8.2 (30th of June 2007)

- Changed the profile of the LR Prometheus and upgraded the list entry
- Changed Terminator Teleport to upgrade so that LR transport would be more usable
- Added spacecrafts datasheets as they needed to be updated to have TH Transporters in notes text

- Raised the cost of Landing Craft to 375

0.8 → 0.8.1 (10th of June 2007)

- Fixed Land Raider Prometheus stats to include the command unit
- Upgraded the Thunderhawk Transports fire fight to 5+
- Changed way the TH Transport handles weapons and added FAQ
- Updated the TH Transports transport text to make it more clear
- Added missing Battle Barge upgrade from Strike Cruiser

0.7 → 0.8 (3rd of June 2007)

- Fixed the fire arc on Thunderhawk CAS Missiles
- Changed to better looking formatting

0.6.1 → 0.7 (3rd of May 2007)

- Added Scout Bikes
- Combined Predators and Vindicators to one formation (saves space, but no difference in forces possible)
- Removed the Land Raider Crusader from Land Raider detachment to make it support/transport tank instead of battle tank

0.6 → 0.6.1 (18th of April 2007)

- Added Land Raider Helios formation that was forgotten earlier
- Raised the cost of Heavy Tactical to 375

0.5 → 0.6 (16th of April 2007)

- Added Land Raider Crusader and changed the Land Raider upgrade and detachment to use them
- Added note about the transport rule to prevent Razorbacks from leaving marines without transport
- Thunderhawk Bomber renamed to more Imperial Armour 2 style and upgrade taken to use
- Removed Invulnerable Save from Prometheus and added command unit to give close combat +1EA as well

0.4 → 0.5 (4th of April 2007)

- Moved the infantry upgrade into formations of armour and infantry. This allows removal of must take from upgrades. Resulted in two new detachments and removal of one upgrade.
- Changed wording on new vehicles to more in line with the LRB and added a question to FAQ
- Added missing Prometheus upgrade entries

0.3 -> 0.4 (28th of March 2007)

- Removed some flexibility from the list. Such as Armour and Land Raider updates.

0.2 → 0.3 (4th of March 2007)

- Bike detachment size to 4 (as they get speeders as well)
- Added Land Raiders upgrade to LR detachment as optional between devastators
- Reduced cost of LR upgrade to 75 points
- Moved Tacticals into upgrade and allowed razorbacks to all
- Removed normal transport special rule as it wasn't really needed (and made scouts rhinos part of detachment)

0.1 -> 0.2 (9th of February 2007)

- Tacticals added as they were accidentally removed
- Prometheus upgrade added
- Helios upgrade added
- Added note about terminators

Original version 0.1 created February 5th 2007.