SCIONS OF IRON SPACE MARINE ARMY LIST

"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 the Emperor's chosen. For us, all the Marines are united as Emperor's divine instruments. For us, all Marines are brothers."

Book of Accounts, Volume I by Chaplain Hael

Forces
The Scions of Iron Space Marine Army List uses the datasheets from the Scions of Iron Forces section, the Imperial Navy Forces section, the Titan Legion Forces section.

Using The Army List
The following army list allows you to field an army based on one of the Scions of Iron Space Marine Chapter that fought during the Invasion of Telgar VI.

Space Marines are organised into small formations called *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 a Scions of Iron army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Scions of Iron armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. No more than two of each of these formations may be included in the army. In addition a maximum of up to a third of the points available to the army may be spent on these formations and Scions of Iron aircraft formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Scions of Iron detachment and aircraft formations (see *They Shall Know No Fear*).

SPECIAL RULE
Scions of Iron Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite.

Also note that Terminators must take either Teleport or have Land Raiders. They may not start the game as foot infantry.

SPECIAL RULE
Thunderhawk Transporter

The entire Thunderhawk Transporter detachment is counted as a single war engine for the purposes of war engine transport (see Transport War Engines), e.g. a Thunderhawk Transporter detachment can carry units from another formation, as long as the entire formation can fit inside the Thunderhawk Transporters.

SCIONS OF IRON SPACE MARINE ARMY LIST

Scions of Iron Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

SCIONS OF IRON DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Bike	Any four of the following units: Attack Bike, Bike	Commander, Land Speeders	175 points
Heavy Tactical	Four Tactical units and any two of the following units: Land Raider, Land Raider Crusader	Commander, Hunter, Land Raiders	325 points
Helios	Four Land Raider Helios	Commander, Hunter	425 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raiders	325 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Armour, Commander, Hunter	250 points
Scout	Four Scout units plus transport	Commander, Land Speeders, Razorbacks, Snipers	150 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	150 points
Tactical	Four Tactical units plus transport, and any two of the following units: Predator Annihilator, Predator Destructor, Vindicator	Armour, Commander, Hunter, Razorbacks, Tacticals	300 points
Terminator	Four Terminator units	Commander, Land Raiders	350 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transport	250 points
Vindicator	Four Vindicators	Armour, Commander, Hunter	225 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SCIONS OF IRON UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Armour	Add up to any two of the following units: Predator Annihilator, Predator Destructor, Vindicator		+50 points each
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Choose one of the following options:	Add any one of the following characters to any unit in the formation: Captain, Chaplain, Librarian	+50 points
		0–1 of one of the following options per army:	
		Give a Land Raider *Supreme Commander*	+100 points
		Replace a Predator Destructor or Vindicator with a Land Raider Prometheus with *Supreme Commander*	+125 points
		Replace a Land Raider with a Land Raider Prometheus with *Supreme Commander*	+100 points
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to any four of the following units:	Land Raider or Land Raider Crusader	+75 points each
		Land Raider Helios	+100 points each
Land Speeders	Add up to any three of the following units:	Land Speeder or Land Speeder Tornado	+35 points each
		Land Speeder Typhoon	+60 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to two Scout units *Sniper*		+25 points
	Give up to four Scout units *Sniper*		+50 points
Thunderhawk Transport	Add up to two Thunderhawk Transporters		+100 points each

IMPERIAL NAVY, TITAN LEGION AND SCIONS OF IRON AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

SCIONS OF IRON AIRCRAFT FORMATIONS

FORMATION	UNITS	COST
Thunderhawk CAS	One Thunderhawk Close Air Support	250 points
Thunderhawk SB	One Thunderhawk Saturation Bomber	250 points

0–2 IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

0–2 TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

SCIONS OF IRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Crusader	AV	25cm	4+	5+	5+	2× Hurricane Bolters	(15cm)	Small Arms, EA(+1)	*Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.*
						Twin Assault Cannon	30cm	AP4+/AT4+	
Land Raider Helios	AV	25cm	4+	6+	5+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Counts as a Land Raider for the purposes of being transported.*
						Whirlwind	45cm	1BP, Ind	
Land Raider Prometheus	AV	25cm	4+	6+	4+	4× Twin Heavy Bolter	30cm	AP4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Any unit in the same formation as this unit may ignore the 5cm restriction when using commander. Counts as a Land Raider for the purposes of being transported.*
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Heavy Bolter	30cm	AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Heavy Bolter or a Twin Lascannon.*
						0–1× Twin Lascannon	45cm	AT4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	

Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Close Air Support	AC/ WE	Bomber	4+	-	-	Turbo-laser 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter 2× Underwing Rockets	45cm 30cm 15cm 15cm 30cm	2× AP5+/AT3+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right AT4+, FxF	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
Thunderhawk Saturation Bomber	AC/ WE	Bomber	4+	-	-	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 15cm 15cm 15cm	AP4+/AT4+, FxF AP4+, FxF AP4+/AA5+, Left AP4+/AA5+, Right 2BP, FxF, IC	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
Thunderhawk Transporter	AC/ WE	Bomber	5+	6+	5+	2× Twin Heavy Bolter	30cm	AP4+/AA5+	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport two armoured vehicles (except Dreadnoughts) plus the units they can carry; Land Raiders count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed. Counts as a Landing Craft for the purposes of being transported.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*

SPECIAL RULE

They Shall Know No Fear[1]

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

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). 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, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

1. **They Shall Know No Fear**

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2× Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4× AP4+/AT4+, FwA 4× AP5+/AT3+, FxF	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

SPECIAL RULE

Imperial Void Shields[2]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

2. **Imperial Void Shields**

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a *Titan Killer* weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.