



Adeptus Astartes - Scions of Iron



Victory Through Heavy Armour

1.0 Chapter

"Brothers. In the beginning we were forced to fight without the support of our 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 holo-pages. 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.

1.1 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. Namely 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 presense of Techmarines to maintain the vehicles.

10th Company is the scout company. In most ways this is almost identical with the Codex decreed scout company with exception of Techmarine. There is though more scout bikers due to fact that all scouts that are to be assault marines need to learn the usage of bikes.

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 the Chapter Senior Officers Administrative Staff Support Personnel				Chief Librarians Epistolaries Codiciers 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 10 Rhinos	

2.0 Scions of Iron Space Marine units

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 it's 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 it's place in the chapter because of it's 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).

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 it's 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 a character in unit to replace '5cm' restriction with 'any formation on table' in Commander and Supreme Commander abilities.

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. It's 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+/AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30cm	AP4+/AA4+	Fixed Forward Arc	
Twin Heavy Bolters	15cm	AP4+/AA4+	Right Arc	
Twin Heavy Bolters	15cm	AP4+/AA4+	Left Arc	
Bombs	15cm	2BP	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

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	60cm	2 x AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30cm	AP4+/AA4+	Fixed Forward Arc	
Twin Heavy Bolters	15cm	AP4+/AA4+	Right Arc	
Twin Heavy Bolters	15cm	AP4+/AA4+	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



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 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. When the Scions of Iron land to a hot landing zone, there is usually several formations of Transporters in addition to Landing Craft to take hold of the zone and drop the heavy armour of the Chapter into the fray.

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

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 everything 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)*

Spacecrafts are like normal Space Marine list, with following modification.

Notes: *Transport (may carry ... and enough Drop Pods, Thunderhawk Transporters or Landing Crafts to carry any other units on board)*

See Black Templar list for the stats of the Land Raider Crusader.

3.0 Scions of Iron Army List

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 Prometheus upgrade prevents taking Commander upgrade and vice verse.

Special Rule

3.1.1 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

3.1.2 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).

Space Marines – Scions of Iron




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 p.74, section 5.1.1).

Detachments			
Detachment	Units	Upgrades Allowed	Points Cost
Armour	Four Predators (any mix of Annihilators or Destructors) or four Vindicators	Armour, Commander, Hunter, Prometheus	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, Prometheus	375 points
Helios	Four Land Raider Helioses	Commander, Hunter	500 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raider, Prometheus	375 points
Landing Craft	One Landing Craft		375 points
Scout	Four Scout units with 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, Prometheus, Razorback	325 points
Terminator	Four Terminator units (must purchase either Land Raider or Teleport upgrade)	Commander, Land Raider, Prometheus, Teleport	325 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transporters	250 points
Whirlwinds	Four Whirlwinds	Commander, Hunter	300 points

Upgrades			
Upgrade	Notes		Points Cost
Armour	Add one or two units from the following list: Predator Annihilator, Predator Destructor or Vindicator		75 points each
Attack Bike	Replace any number of 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 Prometheus.		50 points each
Hunter	Add one Hunter		75 points
Land Raider	Add up to four Land Raiders	2 Land Raiders or Crusaders 2 Land Raider Helios	175 points 225 points
Land Speeder	Add up to three Land Speeders:	Land Speeder Land Speeder Tornado Land Speeder Typhoon	40 points each 50 points each 60 points each
0 – 1 Prometheus	Replace one unit for Land Raider Prometheus with Supreme Commander character. Cannot be taken with Commander.	Predator or Vindicator Land Raider or Crusader	125 points 100 points
Razorback	Replace any number of Rhinos with one or two Razorbacks each		25 points each
Sniper	One Scout unit may be given the Sniper ability		25 points
Teleport	Allow Terminators to be teleported		25 points
Thunderhawk Transporter	Add one or two Thunderhawk Transporters		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 – 1 Warlord Titan	One Warlord Titan	850 points
0 – 1 Reaver	One Reaver Titan	650 points
0 – 2 Warhound Titan pack	One or Two Warhound Titans	250 points each
0 – 2 Fighter Squadron	Two Thunderbolts	150 points
0 – 1 Bomber Squadron	Two Marauder Bombers	300 points
Thunderhawk SB	One Thunderhawk (Saturation Bombing configuration)	225 points
Thunderhawk CAS	One Thunderhawk (Close Air Support configuration)	250 points



Designers notes

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.

The speeders and bikes/scouts have been combined in this list for two reasons. One is that they aren't armoured units so there is no emphasis on them. Second is to give a slight downgrade to the list. Speeder detachment is very good. So instead of their own formation, the Land Speeders are used to bolster the scouts and bikes giving them additional fire power.

The reasons for the Titan Legions and Navy support come from within the background (not included due to large size for the competition list). 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.

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.

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). The you cut the stormbolter off from the top of the Land Raider and glue the multilauncher on it's 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.