



# CODEX SUPPLEMENT: IRON HANDS

## Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

## DESIGNER'S NOTES

### CODEX SPACE MARINES – SUPPLEMENT UPDATES

*With the release of the 2020 edition of Codex: Space Marines, it is necessary to update the Codex supplements that were written to work alongside its predecessor. These updates ensure that the rules presented in this supplement work smoothly and 'as intended' with the latest Codex. They involve such things as adding the CORE keyword in the appropriate places and attaching appropriate labels and categories to psychic powers and Stratagems. They also include updating certain weapon profiles to match changes in Codex: Space Marines, and readjusting certain other rules to take into account their altered efficacy when used in conjunction with the new units and rules presented in Codex: Space Marines.*

## UPDATES & ERRATA

### \*Page 53 – Iron Father Feirros, Signum Array

Change to read:

'In your Command phase, select one friendly IRON HANDS unit within 3" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.'

### \*Page 53 – Iron Father Feirros, Master of the Forge

Delete this ability (the bonus has already been accounted for in its Blessing of the Omnissiah ability).

### \*Page 53 – Iron Father Feirros, Rites of Tempering

Change to read:

'INFANTRY models in friendly IRON HANDS units have a 5+ invulnerable save whilst their unit is within 6" of this model.'

### \*Page 53 – Iron Father Feirros, Blessing of the Omnissiah

Change to read:

'At the end of your Movement phase, this model can repair one friendly IRON HANDS VEHICLE model within 3" of it. That VEHICLE model regains up to 3 lost wounds. Each model can only be repaired once per turn.'

### \*Page 57 – Warlord Traits, Adept of the Omnissiah, rules text

Change to read '(see Codex: Space Marines)'

### \*Page 58 – Relics of Medusa, Betrayer's Bane, Abilities

Change to read:

'Each time an attack made with this weapon's meltagun profile targets a unit within half range, that attack has a Damage characteristic of D6+2.'

### \*Page 58 – Relics of Medusa, The Ironstone, rules text

Change to read:

'At the start of each battle round, select one friendly IRON HANDS VEHICLE unit within 3" of the bearer. Until the start of your next battle round, when resolving an attack made against that VEHICLE unit, if the bearer is within 3" of that VEHICLE unit you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce damage).'

### \*Page 59, Special-Issue Wargear, Teeth of Mars

Change the first sentence of the Relic to read:

'Model equipped with an Astartes chainsword only. This Relic replaces an Astartes chainsword and has the following profile:'

### \*Pages 60-61 – Stratagems

The following categories apply:

BATTLE TACTIC	EPIC DEED	STRATEGIC PLOY	REQUISITION
Mercy is Weakness	Machine Empathy	Methodical Firepower	March of the Ancients
Vengeance for Isstvan V		Souls of Iron	Scion of the Forge
Wrathful Machine Spirit		Mnemonic Auto-savant	Cogitated Martyrdom
Reject the Flesh, Embrace the Machine			Paragon of Iron
Engine Purge			Bequeathed by the Iron Council
The Gorgon's Rage			
Optimal Repulsion Doctrines			

### \*Page 60 – March of the Ancients

Add the following sentence:

‘You can only use this Stratagem once per battle.’

### \*Page 60 – Souls of Iron

Change the Command Point cost of this Stratagem to 2CP.

### \*Page 61 – Cogitated Martyrdom

Change this Stratagem to read:

‘Use this Stratagem at the start of the Shooting phase. Select one **IRON HANDS INFANTRY** unit from your army. Until the end of the phase, when a friendly **IRON HANDS CHARACTER** model (excluding **VEHICLE** models) within 3" of that unit would lose any wounds as a result of an attack made against that model, that unit can attempt to intercept that attack. Roll one D6 before any rolls to ignore wounds (e.g. The Flesh is Weak, Adamantine Mantle etc.) are made; on a 2+ that model does not lose those wounds and that unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.’

### \*Page 61 – Machine Empathy

Change the last sentence of this Stratagem to read:

‘That model can use that ability again.’

### \*Page 62 – Technomancy Discipline, psychic powers

The following categories apply:

BLESSING	WITCHFIRE	MALEDICTION
1. Blessing of the Machine God	3. Fury of Medusa	2. Objuration Mechanicum
4. Psysteel Armour	6. Machine Flense	
5. Reforge		

### \*Page 62 – Reforge

Change the second sentence to read:

‘If manifested, select one friendly **IRON HANDS VEHICLE** model within 3" of and visible to that psyker (you cannot select a model that has already regained lost wounds this turn).’

## WEAPON UPDATES

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.