

# IRON WARRIORS v1.0

Strategy Rating 4, Initiative 1+ (navy and spacecraft 2+)

## Formation Type

## Units

## Upgrades

## Cost

### CORE

Iron Warriors Company	1 Iron Warriors Lord, 6 Chaos Marines and 2 Havocs	Daemon Prince, Chaos Dreadnought, Chaos Seige Dreadnoughts, Obliterators, Chaos Land Raiders, Chaos Vindicators, Chaos Rhinos, Havocs, Iron Warrior Assault Marines, Warsmith	300pts
Defiler Assault Group	4 Defilers	Defilers, Chaos Dreadnoughts, Chaos Seige Dreadnoughts, Chaos Vindicators	250pts
Grand Battery	9 Chaos Basilisks	Emplacements	650pts
Armoured Assault Company	6 Chaos Vindicators	Chaos Vindicators, Chaos Predators, Defilers	250pts

### SEIGE SUPPORT 0-2 per core

Super Heavy Company	0-3 Stormswords 0-3 Decimators	Chaos Vindicators, Chaos Basilisks, Defilers	Stormswords 200pts Decimators 225pts
Battery	3 Chaos Basilisks	Emplacements	300pts
Armoured Company	4-8 Chaos Predators and/or Chaos Land Raiders in any combination	Chaos Vindicators, Chaos Basilisks, Defilers	Predator 50pts Land Raider 75pts
Daemonic Artillery	3 Daemonic Artillery units	Emplacements	350pts

### SEIGE ASSAULT 0-1 per core

Obliterator Cult	5 Obliterators	None	425pts
Havoc Company	1 Iron Warrior Lord, 4 Havocs and 2 Land Raiders	Havocs, Chaos Dreadnoughts, Defilers, Land Raiders	300pts
Raptors	1 Iron Warrior Lord, 4 Raptors	Raptors, Chaos Dreadnoughts	175pts
Seigehammer Company	1 Iron Warrior Lord, 6 Iron Warrior Assault Marines	Rhinos, Chaos Dreadnought, Chaos Vindicators, Chaos Seige Dreadnought, Dreadclaws	225pts
Chosen	4 Chaos Marine Chosen units	Dreadclaws, Chaos Rhinos, Chaos Dreadnoughts	125pts
Terminators	1 Iron Warrior Lord, 4 Iron Warrior Terminators	Chaos Dreadnought, Obliterators, Chaos Land Raiders, Defilers, Daemon Prince, Iron Warriors Terminators, Warsmith	275pts
Dreadnought Assault Pack	5 Chaos Dreadnoughts	Chaos Seige Dreadnoughts, Defilers, Dreadclaws	225pts

### UPGRADES

0-1 Warsmith (Character upgrade to either Lord or Daemon Prince)	50pts
Rhinos	10pts each
Obliterators	0-3 75pts each
Chaos Dreadnoughts	0-3 50pts each
Chaos Seige Dreadnoughts	0-1 75pts each
Chaos Land Raider	0-4 75ts each
Defilers	0-3 75pts each
Dreadclaws	5pts per unit in the formation
Havocs	4 Havocs for 150pts
0-1 Daemon Prince (replaces the character in the formation)	50pts
Chaos Vindicator	35pts
Emplacements (no more than you have vehicles in the formation)	50pts each
Iron Warriors Assault Marines	4 Assault Marines for 150pts
Iron Warriors Terminators	0-2 Terminators 60pts each
Raptors	0-4 Raptors 35pts each
Chaos Predators	0-4 50ts each
Chaos Basilisks	0-3 50pts each

### NAVY

3 Hellblade Fighters	200pts
2 Helltalon Fighterbombers	225pts
Harbinger	450pts
Devastation Class Cruiser	150pts
Despoiler Class Battleship	250pts

### DARK MECHANICUS

Ordinatus Chaotica - Horus Pattern	600pts
Ravager Titan	650pts
Sieglord Titan	800pts

	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Warsmith	CH	-	-	-	-	Daemon Weapon <i>or</i> Servo Arm	(Contact) (Contact)	AW, MW, EA (+1) AW, EA (+2)	<i>Suprreme Commander, Inv Save, may choose either the Daemon Weapon or Servo Arm</i>
Lord	CH	-	-	-	-	Daemon Weapon <i>or</i> Servo Arm	(Contact) (Contact)	AW, MW, EA (+1) AW, EA (+2)	<i>Commander, Leader, Inv Save, may choose either the Daemon Weapon or Servo Arm</i>
Daemon Prince	INF	15cm(30cm)	3+ (4+)	3+	3+	Possed Weapon Warp Blast	(Contact) (15cm)	AW, MW, EA (+2) SA, MW, EA (+1)	<i>Commander, Leader, RA, Fearless, Teleport. May have Wings: counts as Jump Pack. Speed=30cm Armour reduced to 4+</i>
Iron Warrior Chaos Marines	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	SA AP5+/AT6+	
Iron Warrior Assault Marines	INF	15cm	4+	3+	4+	Bolters Hand Weapons	(15cm) (Contact)	SA AW	
Iron Warrior Havocs	INF	15cm	4+	5+	3+	2x Autocannon	45cm	AP5+/AT6+	
Iron Warrior Terminators	INF	15cm	4+	3+	3+	Combi-Bolters Power Weapons Reaper Autocannon Heavy Flamer	(15cm) (Contact) 30cm 15cm (15cm)	SA MW, EA (+1) AP4+/AT6+ AP4+ IC SA, IC	<i>RA, Thick Rear Armour, Teleport, Heavy Flamer conveys Ignore Cover onto the units FF ability</i>
Obliterators	INF	15cm	4+	3+	2+	3x Body Weapons	45cm	AP5+/AT5+/AA6+	<i>RA, Thick Rear Armour, Fearless, Teleport</i>
Chosen Chaos Marines	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	SA AP5+/AT6+	<i>Scout</i>
Raptors	INF	30	4+	3+	4+	Chainswords Melta Weapons	(Contact) (15cm)	AW SA	<i>Jump Packs</i>
Chaos Dreadnought	AV	15cm	3+	4+	4+	Power Fist Twin Autocannon	(Contact) 45cm	AW, MW, EA (+1) AP4+/AT5+	<i>Fearless, Walker</i>
Chaos Seige Dreadnought	AV	15cm	3+	4+	4+	Siege Hammer Siege Drill	(Contact) (Contact)	AW, MW, EA (+1) EA (+1)	<i>Fearless, Walker</i>
Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (Contact)	AP4+/AT4+ AP4+/AT6+ AP3+, IC AW, MW, EA (+1)	<i>Fearless, Infiltrator, Inv Save, Walker</i>
Chaos Rhino	AV	30cm	5+	6+	6+	Combi Bolters	(15cm)	SA	<i>Transport: (may carry 2 of the following units: Iron Warrior Chaos Marines, Iron Warrior Assault Marines, Iron Warrior Havocs, Chosen Chaos Marines)</i>
Chaos Predator	AV	30cm	4+	6+	4+	2x Heavy Bolter Twin Lascannon	30cm 45cm	AP5+ AT4+	
Chaos Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>RA, Thick Rear Armour, Transport: (may carry 1 Iron Warrior Terminator or 2 of the following units: Iron Warrior Chaos Marines, Iron Warrior Assault Marines, Iron Warrior Havocs, Chosen Chaos Marines)</i>
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	<i>Walker</i>
Chaos Basilisk	AV	20cm	5+	6+	5+	Heavy Bolter Earth Shaker	30cm 120cm	AP5+ AP4+/AT4+ <i>or</i> 1BP, IF	<i>May either shoot normally or fire a barrage. May only use the Indirect Fire ability when firing barrages</i>
Daemonic Artillery	AV	15cm	4+	4+	6+	Daemonic Barrage	45cm	1BP, IC, IF	<i>Fearless, Inv Save</i>
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2x Twin Heavy Bolter 2x Twin Heavy Flamer	45cm 30cm 30cm 15cm	3BP, Disrupt, IC, FFA AP5+ AP4+ AP4+, IC	<b>DC 3: RA.</b> <b>Critical Hit:</b> Destroyed. any units within 5cm of the model suffer a hit on a roll of 6+
Decimator	WE	15cm	4+	4+	4+	2x Twin Reaper Autocannon 2x Twin Reaper Autocannon Decimator Cannon	30cm 30cm 45cm	AP3+/AT5+, Left arc AP3+/AT5+, Right arc 3BP, MW, IC, FFA	<b>DC 3: RA, Fearless.</b> <b>Critical Hit:</b> Destroyed. any units within 5cm of the model suffer a hit on a roll of 6+

Dreadclaws	Special	-	-	-	-	-	-	-	-	Planetfall, Transport: (May carry 1 formation that contains no mounted infantry, light vehicles or armoured vehicles other than Dreadnaughts). A Dreadclaw does not scatter when planetfalling. Once landed, units carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Once all units have been placed, the Dreadclaw is removed.
Hellblade	AC	F	6+	-	-	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+FFA		
Hell Talon	AC	FB	5+	-	-	Bombs Twin Lascannon Havoc Launcher	15cm 30cm 45cm	2BP IC, FFA AT4+/AA4+ FFA AP5+/AT6+ FFA		
Harbinger	AC	B	4+	-	-	Reaper Autocannon Reaper Autocannon Reaper Autocannon Incendiary Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+FFA AP4+/AT6+/AA5+RA AP4+/AT6+/AA5+LA 6BP, IC, FFA	<b>DC 4: Critical hit:</b> Destroyed	
Devastation class cruiser	SC	-	-	-	-	Orbital Bombardment Pin-point attack	- -	3BP MW MW 2+, TK (D3)	Transport: (May carry up to 20 units that can be deployed with Dreadclaws)	
Despoiler class battleship	SC	-	-	-	-	Orbital Bombardment 3x Pin-point attacks	- -	3BP MW MW 2+, TK (D3)	Slow and Steady, Transport: (May carry up to 40 units that can be deployed with Dreadclaws)	

Ordinatus Chaotica	WE	10cm	5+	6+	4+	Siege Cannon 2x Mars Bolters 2x Lascannon	60cm 30cm 45cm	10BP, Disrupt, IF AP5+AA6+ AT5+	<b>DC 4:</b> 4 Void Shields, RA. <b>Critical Hit:</b> The Ordinatus's plasma reactor explodes in a roiling blast of energy, the war engine is destroyed and all units within 15cm suffer a hit on a 4+
Ravager titan	WE	20cm	4+	3+	4+	Tail  Battlehead 2x Deathstorm Doomburner	(Contact) 75cm (15cm) 45cm 45cm	AW, EA (+1) AP4+/AT4+ SA, EA (+2) FFA AP4+/AT4+ FWD MW 2+, TK (D3) FFA	<b>DC 6:</b> 4 Void Shields, RA, Walker, Fearless. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <b>Critical Hit:</b> Roll a D6 for the Ravager in the end phase of every turn: 1: Destroyed, 2-3: Extra point of DC, 4-6: Reactor repaired. If the reactor explodes, any units within 5cm of the Ravager will take a hit on a 5+.
Sieglord titan	WE	15cm	4+	2+	3+	2x Siege Launcher Power Claw <b>Or</b> Ironfist Assault Pod  Gatling Blaster Tail	60cm (Contact)  -  60cm (Contact)	3BP AW, EA (+3), TK (D3)  Transport 10 Terminators or 5 Dreadnoughts 4x AP4+/AT4+ EA (+1)	<b>DC 8:</b> 6 Void Shields, RA, Walker, Fearless, Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <b>Critical Hit:</b> Roll a D6 for the Sieglord in the end phase of every turn: 1: Destroyed, 2-3: Extra point of DC, 4-6: Reactor repaired. If the reactor explodes, any units within 5cm of the Ravager will take a hit on a 5+.