IRON WARRIORS CHAOS SPACE MARINE ARMY LIST

"Iron Within, Iron Without!"

Battle Cry of the Iron Warriors

Forces

The Iron Warriors Chaos Space Marine Army List uses the datasheets from the Iron Warrior Forces section.

Using The Army List

The following army list allows you to field an Iron Warriors army.

Iron Warrior formations come in three types: *core formations*, *siege support formations* and *siege assault formations*. Each core formation you include in the army allows you to field any two siege support formations and any one siege assault formation. Although you can only take a siege support or assault formation if you first take a core formation, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Iron Warrior armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Finally, Iron Warrior Individuals includes the Warsmith special character. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

SPECIAL RULE

Fortified Positions [1]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

1. Fortified Positions

Q: Do all Fortified Positions purchased need to be set up?

A: No.

Q: Are Fortified Positions counted during tiebreak?

A: No.

Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?

A: No, these are setup with the formation they are part of.

Q: Are the Gun Emplacements that come with certain formations in the formation?

A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

IRON WARRIORS CHAOS SPACE MARINE ARMY LIST

Iron Warrior armies have a strategy rating of 4. Chaos Navy formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

IRON WARRIOR CORE FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Armoured Assault Company	Six Chaos Vindicators	Vindicators	250 points
Defiler Assault Pack	Six Defilers	Defilers, Dreadnoughts, Siege Dreadnoughts	425 points
Grand Battery	9 Chaos Basilisks	Emplacements, Stalker	650 points
Retinue	Six Chaos Space Marines, two Havocs and one Iron Warriors Lord	All but Defilers, Dreadclaws and Emplacements	300 points

IRON WARRIOR SIEGE SUPPORT FORMATIONS

(Any two siege support formations may be fielded per each core formation.)

FORMATION	UNITS	EXTRAS	COST
Artillery Battery	Four Chaos Basilisks	Emplacements, Stalker	325 points
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Stalker, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Daemonic Artillery	Three Daemonic Artillery	Emplacements, Stalker	325 points
Super Heavy Company	Up to three Decimators	None	225 points each

IRON WARRIOR SIEGE ASSAULT FORMATIONS

(Any one siege assault formation may be fielded per each core formation.)

FORMATION	UNITS	EXTRAS	COST
Chaos Terminators	Between four and six Chaos Space Marine Terminators, and one Iron Warriors Lord	Daemon Prince, Land Raiders, Obliterators	275 points for four +60 points per extra
Chosen	Four Chaos Space Marine Chosen	Dreadclaws, Dreadnoughts, Rhinos	125 points
Dreadnought Assault Pack	Five Chaos Dreadnoughts	Dreadclaws, Siege Dreadnoughts	225 points
Havocs	Four Havocs, two Chaos Land Raiders, and one Iron Warriors Lord	Daemon Prince, Dreadnoughts, Defilers, Havocs, Land Raiders, Stalker	325 points
0–1 Obliterator Cult	Four Obliterators	None	350 points
Raptor Cult	Between four and eight Raptors, and one Iron Warriors Lord	None	175 points for four +35 points per extra
Siege Hammer Company	Six Chaos Assault Marines and one Iron Warriors Lord	Assault Marines, Daemon Prince, Dreadclaws, Dreadnoughts, Rhinos, Siege Dreadnoughts, Stalker	225 points

IRON WARRIOR UPGRADES

(Each upgrade may be taken once per formation.)

UPGRADE	UNITS	COST
Assault Marines	Add four Chaos Assault Marines	+125 points
0–1 Daemon Prince	Replace a unit with a Iron Warriors Lord with a Daemon Prince	+50 points
Defilers	Add up to three Defilers	+75 points each
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Emplacements	Add one gun emplacement for every armoured vehicle unit	+25 points
Havocs	Add four Havocs	+150 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+75 points each
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Siege Dreadnought	Add one Chaos Siege Dreadnought	+50 points
Stalker	Add one Stalker	+50 points
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY AND WAR ENGINE FORMATIONS

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

CHAOS NAVY

FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points
0–1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points

CHAOS WAR ENGINES

FORMATION	UNITS	COST
Ordinatus	One Ordinatus Medrendgard	625 points
Ravager	One Ravager Titan	650 points
Siege Lord	One Siege Lord Titan	850 points

IRON WARRIOR INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Warsmith	Replace an Iron Warriors Lord with a Warsmith	+50 points
	Add a Warsmith to a Daemon Prince	+50 points
	Add a Warsmith to a Dreadnought Assault Pack	+100 points

IRON WARRIOR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Iron Warriors Lord	CH	n/a	n/a	n/a	n/a	0–1× Daemon Weapon		(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader. Armed with either a Daemon Weapon or a Servo Arm.*
						0–1× Servo Arm		(bc)	Assault Weapons, EA(+2)	
Warsmith	CH	n/a	n/a	n/a	n/a	0–1× Daemon Weapon		(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander. Armed with either a Daemon Weapon or a Servo Arm.*
						0–1× Servo Arm		(bc)	Assault Weapons, EA(+2)	
Chaos Assault Marines	INF	15cm	4+	3+	4+	Bolters		(15cm)	Small Arms	
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon		45cm	AP5+/AT6+	*Scout.*
Iron Warriors Terminators	INF	15cm	4+	3+	3+	Reaper Autocannon		30cm	AP4+/AT6+	*Reinforced Armour, Teleport, Thick Rear Armour. Counts as a Chaos Space Marine Terminators for the purposes of being transported.*
						Heavy Flamer		15cm	AP4+, IC	
							and	(15cm)	Small Arms, IC	
						Power Weapons		(bc)	Assault Weapons, EA(+1), MW	
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon		45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast		(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon		(bc)	Assault Weapons, EA(+2), MW	
Havocs	INF	15cm	4+	5+	3+	2× Autocannon		45cm	AP5+/AT6+	
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons		45cm	AP5+/AT5+/AA6+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols		(15cm)	Small Arms	*Jump Packs.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker		120cm	AP4+/AT4+	
							or	120cm	1BP, Ind	
						Heavy Bolter		30cm	AP5+	
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon		45cm	AP4+/AT5+	*Fearless, Walker.*
						Power Fist		(bc)	Assault Weapons, EA(+1), MW	
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon		45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.*
						Twin Heavy Bolter		30cm	AP4+	
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon		45cm	AT4+	
						2× Heavy Bolter		30cm	AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter		(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*
Chaos Siege Dreadnought	AV	15cm	3+	4+	4+	Power Fist		(bc)	Assault Weapons, EA(+1), MW	*Fearless, Walker. Counts as a Chaos Dreadnought for the purposes of being transported.*
						Siege Drills		(bc)	Assault Weapons, EA(+2)	
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher		30cm	AP3+/AT4+, IC	*Walker.*
Daemonic Artillery	AV	20cm	4+	4+	6+	Plague Catapult		45cm	1BP, IC, Ind	*Fearless, Invulnerable Save.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon		75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon		30cm	AP4+/AT6+	
						Twin Heavy Flamer		15cm	AP3+, IC	
						Battle Claws		(bc)	Assault Weapons, EA(+1), MW	
Stalker	AV	30cm	5+	6+	6+	Stalker Autocannon		30cm	2× AP5+/AT6+/AA5+	

Decimator	WE	15cm	4+	4+	4+	Decimator Cannon		45cm	3BP, FxF, IC, MW	*Damage Capacity 3, Fearless, Reinforced Armour. Critical Hit Effect: Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Left	
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Right	
Ordinatus Medrengard	WE	10cm	5+	6+	4+	Medrengard Siege Cannon		60cm	9BP, FxF, D, Ind	*Damage Capacity 4, Reinforced Armour, 4 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 4+.*
						2× Lascannon		45cm	AT5+	
						2× Heavy Bolter		30cm	AP5+/AA6+	
Ravager Titan	WE	20cm	4+	3+	4+	Doomburner		45cm	MW2+, FxF, IC, TK(D3)	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are 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.*
						2× Death Storm		45cm	4× AP4+/AT4+, FwA	
						Battlehead		(15cm)	Small Arms, EA(+2)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Siege Lord Titan	WE	15cm	4+	2+	3+	Hellstrike Cannon		60cm	3BP, FxF, IC, MW	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, Transport, 6 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted, Chaos Dreadnoughts; Chaos Terminators, Obliterators and Chaos Dreadnoughts count as two units each. May step over units and pieces of terrain that are 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.*
						Power Claw		(bc)	Assault Weapons, EA(+3), TK(D3)	
						Doomburner		45cm	MW2+, FxF, IC, TK(D3)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon		30cm	AP4+/AT6+/AA5+, FxF	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs		15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon		15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs		15cm	2BP, FxF, IC	
						Twin Lascannon		30cm	AT4+/AA4+, FxF	
						Havoc Launcher		45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						3× Pin-Point Attack		n/a	MW2+, TK(D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						Pin-Point Attack		n/a	MW2+, TK(D3)	

Dreadclaw	Special	n/a	n/a	n/a	n/a	-	*Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see Planetfall). Any troops 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. Dreadclaw models should be removed from the board once the formation they transport has disembarked.*

SPECIAL RULE

Iron Warrior Fortified Positions

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see Infantry Cover Saves). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect