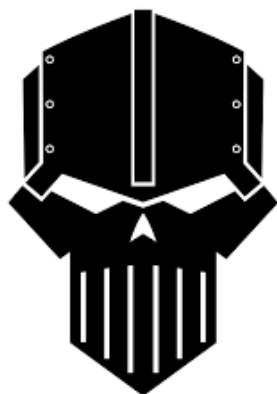# EPIC 40,000
Horus Heresy

IRON WARRIORS

Iron Warriors in Epic 40,000

Quickly recognised as experts in the art of siege warfare, the Iron Warriors were regularly called upon to exercise their skills in cracking open enemy defences. This had an unfortunate effect on the character of their Legion. By their nature, sieges are the most grinding and demoralising type of warfare: long periods of tedium and unspectacular labour, broken by episodes of merciless, close-quarters brutality. The Iron Warriors saw the storming of the breach as an escape from the tedium, and developed into ferocious close quarters fighters. They even came to prefer for enemy strongholds not to surrender, thus justifying the slaughter of everyone within once the fortresses were taken. It became the Legion's curse (one of many) that these episodes of brutality eclipsed their superb affinity for the application of logic and mathematics to military problems in the eyes of their fellow Space Marines and the Imperium as a whole.

Given their expertise at constructing and manning fortresses, the Legion also found itself constantly diminishing in active crusading size as units were detached from it to act as garrison troops watching over worlds in the process of compliance. The most famous of these garrisons was that of the Iron Keep on Delgas II, where a single ten-marine squad of Iron Warriors watched over a disgruntled population of 130 million. It is unknown why the Iron Warriors were so often selected for such assignments, or why Perturabo always accepted such orders without protest, but it is supposed that it began to inflict serious damage to the Legion's morale. Even Space Marines need rest, but the Crusade gave them none.

The Iron Warriors did little to improve relations with the rest of the Imperium's armed forces. They maintained a cold and rude relationship with their fellow Space Marine Legions, while to the Imperial Army they became known as the *Corpse Grinders* for the high casualties their forces experienced under Iron Warriors command. Imperial Army regiments began to mutiny rather than be placed under Iron Warriors command or continue with their bloody attacks. Horus remedied the situation by ensuring that only criminals and slaves would be transferred to Perturabo.

This document is made to complement the Legio Astartes Army list.
Iron Warriors forces can make use of the following Detachments from the Legio Astartes list.

(LA) = Legion Astartes

IRON WARRIORS SIEGE DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ …..…………………….+25pts

Up to one Space Marine Captain ………25pts
Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :
Mount in a Rhino* …..…………………………….+7pts
Mount in a Land Raider* …..……………………+45pts
Mount in a Spartan Assault Tank* ……………+50pts
Mount in Gorgon* …..…………………………..+10pts
Upgrade to Terminator (Cannot use Rhino)
(Hero, Save) …..……………………………………+5pts

Upgrade Space Marine Captain to Consul …..………………………………………15pts
May select one option below:
.
Master of Signals
His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.
Legion Champion (Hero, Rampage, Assault).
Vigilator (Hero, Infiltrator).
Detachment must only contain units with Infiltrate.
Siege Master Artillery units in this detachment ignore cover save bonus.

Main Force

Choose up to **10** from the following list.

Legion Terminator Squad …..…………….....19pts
Consists of 1 Space Marine Unit (Save).
Extra cost to:
Mount in a Land Raider …..…………………………+45pts
Mount in Spartan Assault Tank…..…………………+50pts
Mount in Gorgon* …..……………………………..+10pts

Legion Marine Squad …..…………………….30pts
Consists of 2 Space Marine units. (*Choose one)
Mount in a Rhino …..…………………………………..+7pts
Mount in Gorgon* …..…………………………………+10pts
Upgrade both units to Assault troops*
(Assault, Jump Packs) …..………………………… +4pts
Upgrade both units to Devastators*
(Heavy Weapons) …..…………………………………… +10pts

Legion Breacher Squad …..………………….50pts
Consists of 2 Breacher units (Breacher).
Mount in a Rhino …..………………………………..+7pts
Mount in Gorgon* …..……………………………….+10pts

Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

Siege Tyrant Terminator Squad …20pts per unit
Consists of 1 Space Marine Unit (Save).
Extra cost to:
Mount in a Land Raider …..…………………………….+45pts
Mount in Spartan Assault Tank…..…………………….+50pts

Tactical Support Squad…..………………………………………10pts per unit
Consists of 1 Tactical Support unit.
Mount in a Rhino …..…………………………………….+7pts

Support Weapons Battery …..……..18pts per unit
Consists of 1 to 3 Support Weapons.

Legion Dreadnought …..……………...…27pts per unit
Legion Whirlwind …..………………….26pts per unit
Vindicator …..……………………………22pts per unit
Heavy Artillery …..…………………….22pts per unit
Siege Artillery …..……………………….22pts per unit

Chain of Command: Captain > Consul > Terminators > Space Marines > Any other unit.

IRON WARRIORS SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

**Up to one Legion
Chapter Master** …………..................…**50pts**
Consists of 1 Space Marine unit (Hero, Commander, Siege Master)

Extra Cost to (*Choose one):
Mount in a Rhino* ……….................................+7pts
Mount in a Land Raider* …………...................+45pts
Mount in a Spartan Assault Tank*……………….+50pts
Upgrade to Terminator (cannot use Rhino)
Hero, Commander, Save) ………………….............+5pts

Up to one Perturabo ……………….......**150pts**
Consists of 1 Perturabo unit (Primarch, Heavy Weapons).

Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Perturabo may select up to 3.

Terminator Squad ………….……………….**19pts**
Consists of 1 Space Marine unit (Save).
Extra cost to: (*choose one).
Mount in a Land Raider* …….…………………….+45pts
Mount in a Spartan Assault Tank* …………………+50pts

Perturabo Only

Iron Circle ………….……………………..**19pts**
Consists of 1 Iron Circle unit (Save).
Extra cost to: (*choose one).
Mount in a Land Raider* …….…………………….+45pts
Mount in a Spartan Assault Tank* …………………+50pts

Chain of Command: Commander > Bodyguard.

IRON WARRIORS SUPER HEAVY DETACHMENT

Command

**1 Legion War
Engine HQ** ………………………………….See Below

Notes: Select one war engine from the company to act as HQ

War Engines

Choose 1 from the following list.

Hellbore …………………………………………300pts
Leviathan …………………………………………330pts

Or
Choose 1-4 from the following list.

Typhon ………………………………………………75pts
Cerebus ………………………………………………75pts
Forge World Gorgon …………………………….150pts

Chain of Command: HQ > Any other war engine in detachment.

IRON WARRIORS TUNNELLER DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ …..........…..........….+25pts

Up to one Space Marine Captain ………25pts
Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :
Mount in a Termite* ……………………….……......…+14pts

**Upgrade Space Marine Captain to
Consul** ……………………………………………………15pts
May select one option below:

Master of Signals
His detachment can re-roll one shooting dice,
additionally in lieu of this, once per battle he can
place 1d3 artillery templates on any detachment
that he can see.
Siege Master

Main Force

Choose up to **10** from the following list.

Legion Marine Squad ……………...................30pts
Consists of 2 Space Marine units. (*Choose one)
Mount in 2 Termites …………………………………………………+28pts
Upgrade both units to Assault troops*
(Assault, Jump Packs) …………………………………………… +4pts
Upgrade both units to Devastators*
(Heavy Weapons) …………………………………………………… +10pts

Legion Breacher Squad 50pts
Consists of 2 Breacher units (Breacher).
Mount in a Rhino ……………………………………………………...+7pts

Support

Make up to **10** from the following list. You
may not exceed the number of choices in the
main force list.

Mole ……………………………………20pts per unit

Chain of Command: Captain > Consul > Space Marines > Any other unit.

IRON WARRIORS SUMMARY

INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Perturabo	15cm	45cm	1	6	6	Primarch, Heavy weapons
Legion Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Reconnaissance	10cm	30cm	1	3	5+	+Infiltrators
Tactical Support	10cm	30cm	2	3	5+	No Rapid Fire
Breacher	10cm	30cm	1	3	-	Breacher
Siege Tyrant	10cm	30cm	1	4	5+	+Assault, Breacher
Iron Circle	10cm	30cm	3	2	5+	+ Save
Support Weapons	10cm	45cm	Anti Tank	0	4+	

ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (2)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Vindicator	25cm	15cm	3	1	6+	Close Support
Dreadnought	15cm	45cm	2	4	6+	
Mole	10cm	-	0	1	6+	Transport (1), Rampage, Tunneler
Termite	10cm	-	0	3	6+	Transport (4), Rampage, Tunneler
Gorgon	15cm	30cm	1	2	-	Breacher, Transport (1)
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Heavy Artillery	10cm	90cm	Barrage	0	5+	Artillery
Siege Artillery	10cm	45-125cm	Hvy Barrage	0	5+	Artillery

Super Heavy Tanks

	Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
Hellbore	15cm	6	-	6	16	12
Typhon	15cm	6	-	2	2	-
Cerebus			-			
Leviathan	10cm	6	4	8	6	6
FW Gorgon	15cm	6	-	4	6	6

	Weapon	Fire Arc	Range	Firepower	Notes
Hellbore	2 x Heavy Weapons Batteries	All round	15cm	8 each	-
Typhon	Dreadhammer Cannon	Front	45cm	4	
Cerberus	Neutron Laser	Front	45cm	(D3)	Anti Tank. Critical on a 5+
Leviathan	Doomsday Mega Cannon	Front	60cm	(1)	Place Template. Roll to hit all units under template, ignoring armour bonuses for cover. Each attack places an additional Blast Marker on the target.
	2 X Turret Batteries	All Round	45cm	6 each	
FW Gorgon	2 xGrenade Batteries	Front	15cm	3 Each	

Special Rules:

Primarch: Hero, Commander, Stubborn, Damage Capacity 3.

Breacher: All hits that hit the front of a stand with the Breacher rule are against armour 6 shooting must originate behind a line that goes horizontally across the front of the Breacher's base or Front of the model to count against the weaker 5+ armour.

Tunneler: Operate as Drop Pods but when placed can continue to act as a normal detachment or war engine. Befroe deploying Tunnelers make sure that you have clearly indicated which units are occupying which vehicles. Tunnelers always count as reserves but do not count as Drop Pods in Planetary assault scenarios

WARHAMMER
EPIC®40,000

DETACHMENT NAME

DETACHMENT TYPE

	POINT COST
PSYKER	
COMMANDER	
COMMANDER	
COMMANDER	

RESERVE SPEED	
HALF STRENGTH	
MORALE VALUE	
TOTAL POINT COST	

DETACHMENT SUPPORT

	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

DETACHMENT MAIN FORCE

	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES