

IRON WARRIORS CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
Iron Warriors Company	One Iron Warriors Lord character, six Chaos Space Marines units and two Chaos Space Marine Havocs units	Daemon Prince, Dreadnoughts, Chaos Land Raiders, Chaos Vindicators, Chaos Rhinos, Obliterators, Warsmith Add two Chaos Havocs units for 75 points	300
Defiler Assault Pack	Four Chaos Defilers	Defilers, Dreadnoughts	275
Vindicator Company	Six Chaos Vindicators	Chaos Vindicators, Chaos Hunter	250

IRON WARRIORS ASSAULT FORMATIONS

(Up to one for each Iron Warriors core formation taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Obliterators	Five Obliterator units	-	425
Decimators	One to three Decimators	Chaos Basilisks, Chaos Vindicators, Defilers	225 each
Chosen	Four Chaos Space Marine Chosen units	Chaos Rhinos, Dreadclaws	125
Terminators	One Iron Warriors Lord character and four Iron Warriors Terminators units	Dreadnoughts, Chaos Land Raiders, Defilers, Daemon Prince, Obliterators, Warsmith Add one or two Iron Warriors Terminators units for 60 points each	275
Dreadnought Pack	Five Chaos Siege Dreadnoughts	Defilers, Dreadclaws	250
Siegehammer	One Iron Warriors Lord character and six Iron Warriors Assault Marines	Chaos Rhinos, Chaos Vindicators, Dreadnoughts, Dreadclaws Add two Iron Warriors Assault Marines for 50 points	225

IRON WARRIORS SUPPORT FORMATIONS

(Up to two for each Iron Warriors core formation taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to eight vehicles chosen from: Chaos Predators, Chaos Land Raiders	Chaos Basilisks, Chaos Hunter	50 each Predator 75 each Land Raider
Artillery Battery	Four Chaos Basilisks	-	275
Havocs	One Iron Warriors Lord character, four Chaos Havocs units and two Chaos Land Raiders	Chaos Basilisks, Chaos Vindicators, Dreadnoughts, Warsmith Add two Chaos Havocs units and one Chaos Land Raider for 150 points	350
Stormsword Company	Three Chaos Stormsword	Chaos Basilisks, Chaos Vindicators, Defilers	550

IRON WARRIORS UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
Chaos Basilisks	Add one to three Chaos Basilisks	60 each
Chaos Land Raiders	Add one to four Chaos Land Raiders	75 each
Dreadnoughts	Add one or two Chaos Siege Dreadnoughts	50 each
Chaos Vindicators	Add one to three Chaos Vindicators	35 each
Chaos Rhinos	Add exactly enough Chaos Rhinos to transport all units in the formation after any upgrades have been added. No transport spaces may be left over if possible	10 each
Defilers	Add one to three Chaos Defilers	65 each
Dreadclaws	Add enough Dreadclaws to transport all units in the formation	5 each
0-1 Daemon Prince	Replace the unit in the formation that includes the Iron Warriors Lord or Warsmith character with a Daemon Prince unit. If a Warsmith character is replaced the Daemon Prince gains the Supreme Commander ability	50
Obliterators	Add one to three Obliterators	75 each
0-1 Warsmith	Replace one Iron Warriors Lord character with an Iron Warriors Warsmith character	50
Chaos Hunter	Add one Chaos Hunter <u>or</u> Add two Chaos Hunters	50 75

CHAOS NAVY SUPPORT

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Chaos Hellblade Fighters	200
Helltalon Flight	Two Chaos Helltalon Fighter Bombers	225
0-1 Spacecraft	One Chaos Devastation Class Cruiser <u>or</u> One Chaos Despoiler Class Battleship	150 250
Harbinger Bomber	One Chaos Harbinger Bomber	450

CHAOS MECHANICUS

FORMATION	UNITS	POINTS COST
Ordinatus Chaotica	One Ordinatus Chaotica	625
Ravager Titan	One Chaos Ravager Titan	650
Siegelord Titan	One Chaos Siegelord Titan	800

USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Chaos Navy or Chaos Mechanicus formations.

CODEX CHAOS SPACE MARINES – IRON WARRIORS

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 1+		Notes
					FF	Weapons	Range	Firepower	
Iron Warriors Warsmith	CH	n/a	n/a	n/a	n/a	Servo arm	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Supreme Commander, Fearless
Iron Warriors Lord	CH	n/a	n/a	n/a	n/a	Servo arm	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Commander, Leader
Daemon Prince	Inf	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+2) Small Arms, MW, EA (+1)	Commander, Fearless, Leader, Reinforced Armour, Teleport, May have wings for speed 30cm, Armour 4+
Chaos Space Marine	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Iron Warriors Terminators	Inf	15cm	4+	3+	3+	Combi-Bolters Power Weapons 2 × Heavy Flamers <u>and</u>	(base contact) 15cm (15cm)	Small Arms Assault Wpns, MW, EA (+1) AP4+, Ignore Cover Small Arms, Ignore Cover	Reinforced Armour, Teleport, Thick Rear Armour
Chaos Space Marine Chosen	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	Scouts
Chaos Space Marine Havocs	Inf	15cm	4+	5+	3+	Bolters 2 × Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Iron Warriors Assault Marines	Inf	15cm	4+	3+	4+	Bolters Chainswords	(15cm) (base contact)	Small Arms Assault Wpns	-
Chaos Obliterators	Inf	15cm	4+	3+	3+	3 × Body Weapons	45cm	AP5+/AT5+/AA6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Chaos Siege Dreadnought	AV	15cm	4+	4+	4+	Siege Drill & Heavy Flamer <u>or</u> <u>and</u> Twin Heavy Bolters	(base contact) (15cm) 15cm 30cm	Assault Wpns, MW, EA (+1) Small Arms, Ignore Cover AP4+, Ignore Cover AP4+	Fearless, Walker
Chaos Space Marine Rhino	AV	30cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Berzerkers, Chosen, Chaos Space Marines, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Thousand Sons)
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one Chaos Terminator <u>or</u> up to two: Berzerkers, Chaos Space Marines, Chosen, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Thousand Sons)
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
Chaos Basilisk	AV	20cm	5+	6+	5+	Heavy Bolter Earthshaker	30cm 120cm	AP5+ AP4+/AT4+ <u>or</u> 1BP, Indirect	-
Chaos Hunter	AV	30cm	5+	6+	6+	Hunter Killer	60cm	AT4+/AA4+	-
Chaos Defiler	AV	20cm	4+	4+	3+	Battlecannon Reaper Autocannons Twin Heavy Flamers <u>and</u> Battle Claws	75cm 30cm 15cm (15cm) (base contact)	AP4+/AT4+ AP4+/AT6+ AP3+, Ignore Cover Small Arms, Ignore Cover Assault Wpns, MW, EA (+1)	Fearless, Infiltrator, Invulnerable Save, Walker
Chaos Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2 × Twin Heavy Bolters 2 × Heavy Flamers <u>and</u>	45cm 30cm 30cm 30cm (15cm)	3BP, Disrupt, Ignore Cover, FF Arc AP5+, FF Arc AP4+ AP4+, Ignore Cover Small Arms, Ignore Cover	Reinforced Armour Dam Cap: 3 Crit: Destroyed, models within 5cm hit on 6+
Chaos Decimator	WE	15cm	4+	4+	4+	Decimator Cannon 2 × Twin Reaper Autocannons 2 × Twin Reaper Autocannons	45cm 30cm 30cm	3BP, MW, Ignore Cover, FF Arc AP3+/AT5+, R Arc AP3+/AT5+, L Arc	Fearless, Reinforced Armour Dam Cap: 3 Crit: Destroyed, models within 5cm hit on 6+

IRON WARRIORS – CHAOS MECHANICUS

Strategy Rating: 4

Initiative: 1+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ordinatus Chaotica	WE	10cm	5+	6+	5+	Doomfire Cannon 2 × Lascannon 2 × Heavy Bolter	60cm 45cm 30cm	8BP, Disrupt, Indirect, FF Arc AT5+ AP5+	Fearless, Reinforced Armour Dam Cap: 4, Void Shields: 4 Crit: Destroyed, units within 5cm take a hit on a 5+.
Chaos Ravager Titan	WE	20cm	4+	3+	4+	Battle Head Doom Burner 2 × Death Storm Tail <u>and</u>	(15cm) 45cm 45cm 75cm (15cm)	Small Arms, EA (+2), FF Arc MW2+, TK (D3), Ignore Cover, FF Arc 4 × AP4+/AT4+, F Arc AP4+/AT4+ Small Arms, EA (+1)	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 6, Void Shields: 4 Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 5+, on 2-3 +1 dam, on 4-6 repaired no further trouble.
Chaos Siegelord Titan	WE	15cm	4+	2+	4+	Siegehead <u>and</u> Siege Hammer Ironfist Assault Pod 2 × Hellstrike Cannon Tail <u>and</u>	(15cm) 15cm (base contact) 30cm 60cm 75cm (15cm)	Small Arms, EA (+1), Ignore Cover, FF Arc AP4+, Ignore Cover, FF Arc Assault Wpn, TK (D3+1), EA (+2), F Arc 6 × AP4+/AT6+, F Arc 3BP, MW, Ignore Cover, F Arc AP4+/AT4+ Small Arms, EA (+1)	Fearless, Reinforced Armour, Thick Rear Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 8, Void Shields: 6 Crit: +1 dam, rampages 3D6cm in random direction, models contacted hit on 4+. May transport up to ten: Iron Warriors Assault Marines, Chaos Marines, Chosen or Havoc units <u>or</u> up to five: Chaos Siege Dreadnoughts

IRON WARRIORS – CHAOS NAVY SUPPORT

Strategy Rating: 4

Initiative: 2+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Hellblade Fighter	Air	Fighter	6+	-	-	2 × Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FF Arc	-
Chaos Helltalon Fighter Bomber	Air	Fighter Bomber	5+	-	-	Incendiary Bombs Twin Lascannons Havoc Launcher	15cm 30cm 45cm	2BP, Ignore Cover, FF Arc AT4+/AA4+, FF Arc AP5+/AT6+, FF Arc	-
Chaos Harbinger Bomber	War engine, Air	Bomber	5+	-	-	Incendiary Bombs Reaper Autocannon Reaper Autocannon Reaper Autocannon	15cm 30cm 15cm 15cm	6BP, Ignore Cover, FF Arc AP4+/AT6+/AA6+, FF Arc AP4+/AT6+/AA6+, R Arc AP4+/AT6+/AA6+, L Arc	Reinforced Armour Dam Cap: 4 Crit: Destroyed.
Chaos Devastation Class Cruiser	Space	n/a	n/a	n/a	n/a	Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK (D3) 3BP, MW	May carry up to twenty units to deploy in Dreadclaws
Chaos Despoiler Class Battleship	Space	n/a	n/a	n/a	n/a	3 × Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK (D3) 3BP, MW	May carry up to forty units to deploy in Dreadclaws. Slow and Steady

Iron Warriors Special Rules

Dreadclaws Dreadclaws allow a chaos formation to enter play using the planetfall rules if a spaceship has been purchased to carry them. Units in a formation with Dreadclaws deploy using the planetfall rules but do not roll for scatter. Place the first unit within 15cm of the pre-plotted drop zone co-ordinates and place all other units in the formation within 15cm of this unit and in coherency. Units may not be placed in impassable terrain or enemy zones of control. The following may be deployed in Dreadclaws: Chaos Siege Dreadnoughts, Chaos Space Marine Chosen, Iron Warriors Assault Marines

Iron Warriors Lords Iron Warriors Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.

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