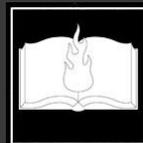


EPIC 40,000



SPACE MARINE  
LEGIONS  
IRON WARRIORS





# Iron Warrior Siege Company



END OF CRUSADE ERA

## (INFANTRY COMPANY)

HQ



WarSmith

You **must** field one platoon from each white box you **may** field an additional platoon from the grey box.  
You may add up to 5 units per complete Company from Company Support and 2 from Battalion Support. A Space Marine Company has a Value of 2  
Transports do not count towards a unit breaking.

## Chapter Support

COMBAT DETACHMENTS



Siege Detachment

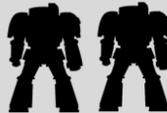


Tactical Detachment



Tactical Detachment

COMPANY SUPPORT



Terminator Squad



Whirlwind Battery



Dreadnought Talon



Vindicator Squadron



Support Battery



Heavy Support



Artillery Battery

BATTALION SUPPORT



Super Heavy Tank



Assault Detachment



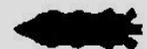
Veteran Marine Squad



Thunderhawk Squadron



Tank Squadron



Termite Detachment

EARLY  
HERESY



# Headquarters

## COMPANY HEADQUARTERS

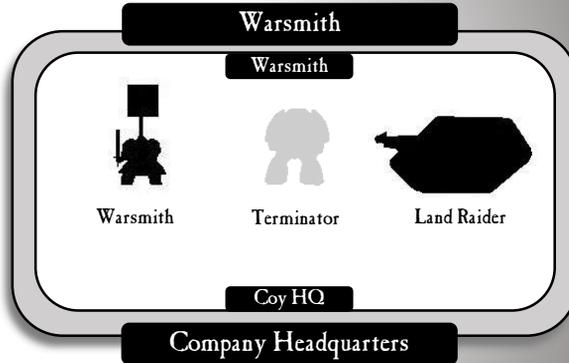
Break point -

### HEADQUARTERS

Warmsmith in Terminator Armour 100 points

### OPTIONS

- Add a Terminator bodyguard team for +25 points



# Combat Detachment

## IRON WARRIORS SIEGE DETACHMENT

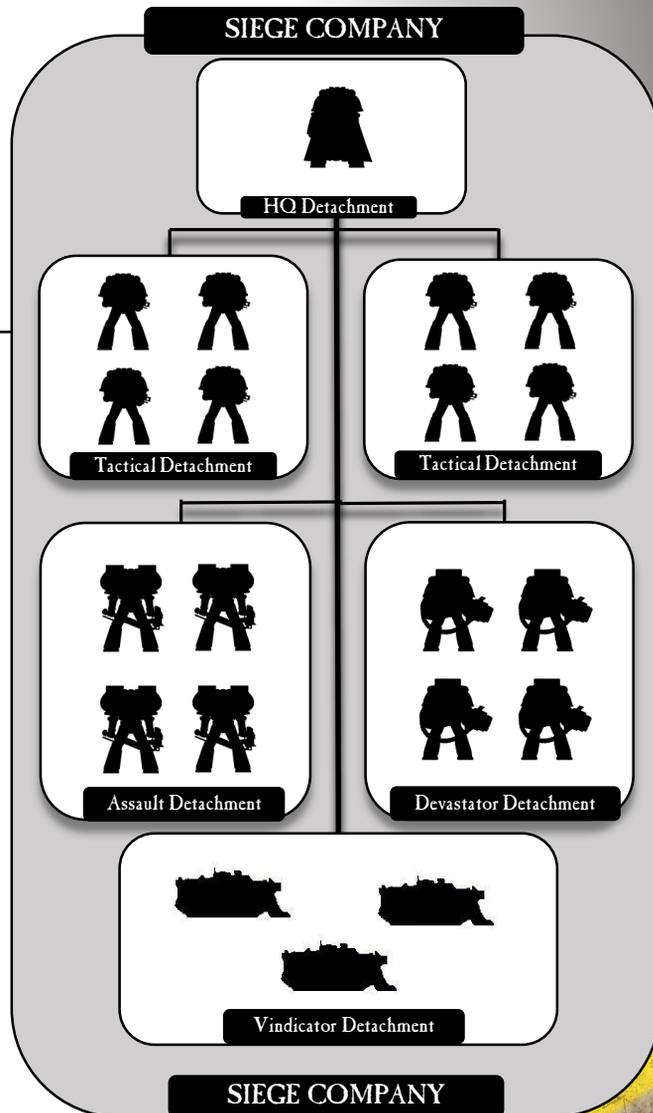
Break point 10

### SIEGE DETACHMENT

Siege Detachment 900 points

### OPTIONS

- Add up to 7 Rhino Transports for + 10 points each.



# Combat Detachment

## IRON WARRIORS TACTICAL DETACHMENT

Break point 6

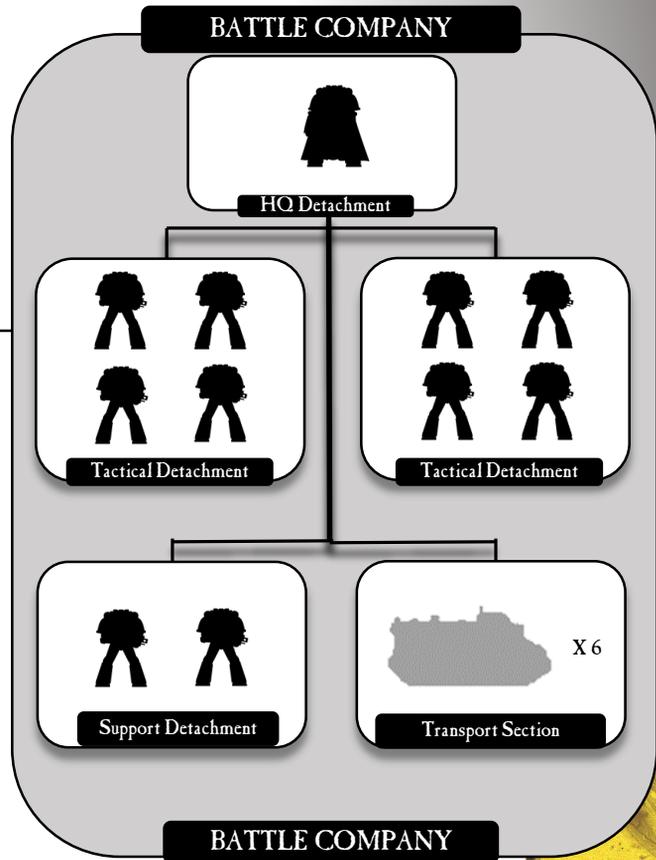
### TACTICAL DETACHMENT

Tactical Detachment

300 points

#### OPTIONS

- Add 6 Rhino Transports for 100 points.



# Support Detachment

## LEGION TERMINATOR SQUAD

Break point 2

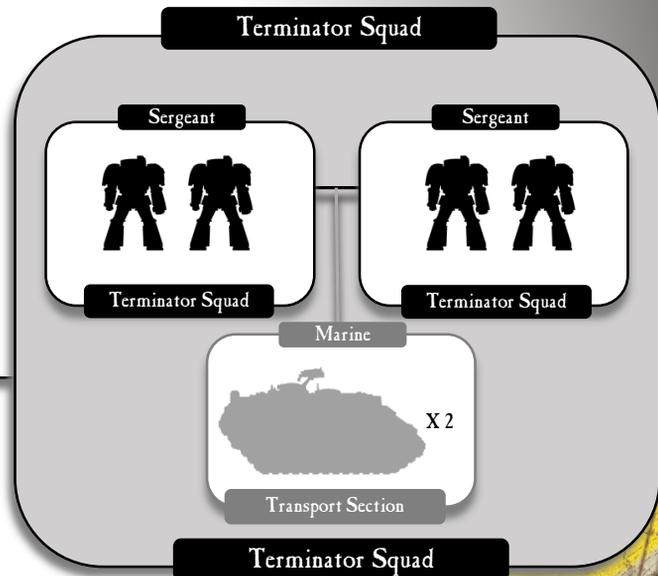
### TERMINATOR SQUAD

Terminator Squad

250 points

#### OPTIONS

- Add two Land Raider Transport for 50 points each



# Support Platoons

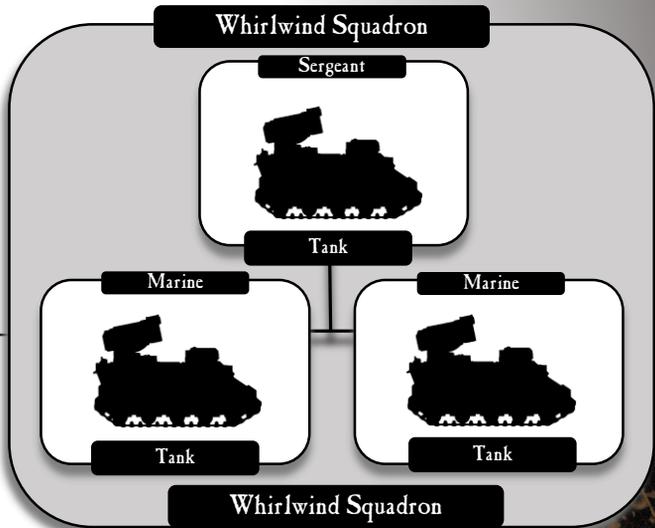
## LEGION WHIRLWIND SQUADRON

Break point 2

### 0-2 WHIRLWIND SQUADRONS

3 Whirlwinds

150 points



## LEGION DREADNOUGHT TALON

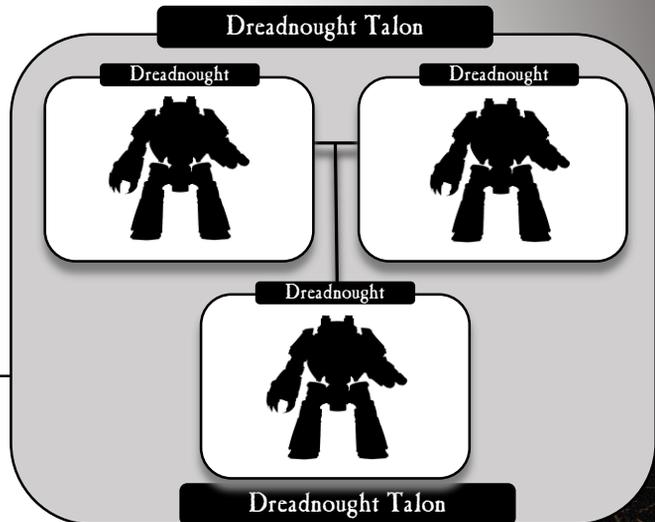
Break point 2

### DREADNOUGHT TALON

Dreadnought Talon

150 points

### OPTIONS



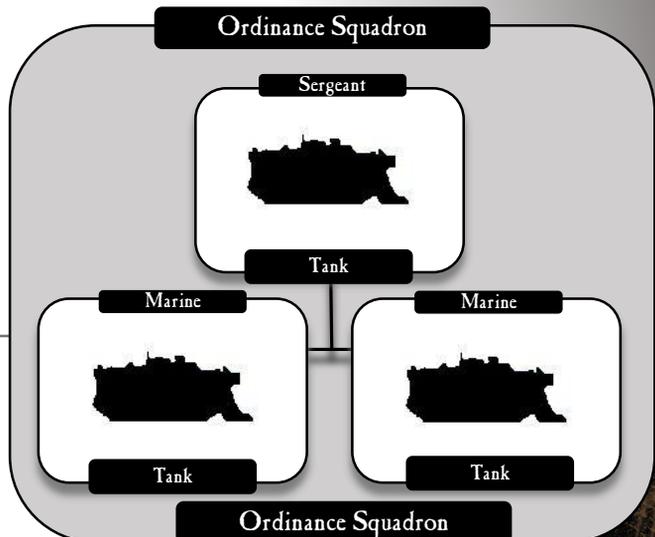
## LEGION ORDINANCE SQUADRON

Break point 2

### 0-2 VINDICATOR SQUADRONS

3 Vindicators

150 points



# Support Platoons

## LEGION ARTILLERY SUPPORT BATTERY

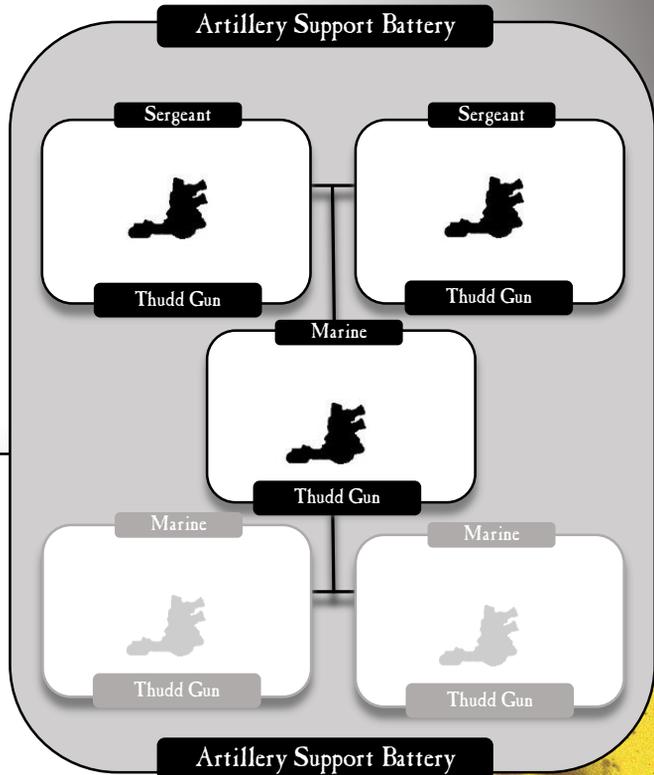
Break point 2

### ARTILLERY BATTERY

Thudd Gun Battery	100 points
Mole Mortar Battery	100 points
Rapier Battery	100 points

### OPTIONS

- Add up to 2 additional guns for +20 points each



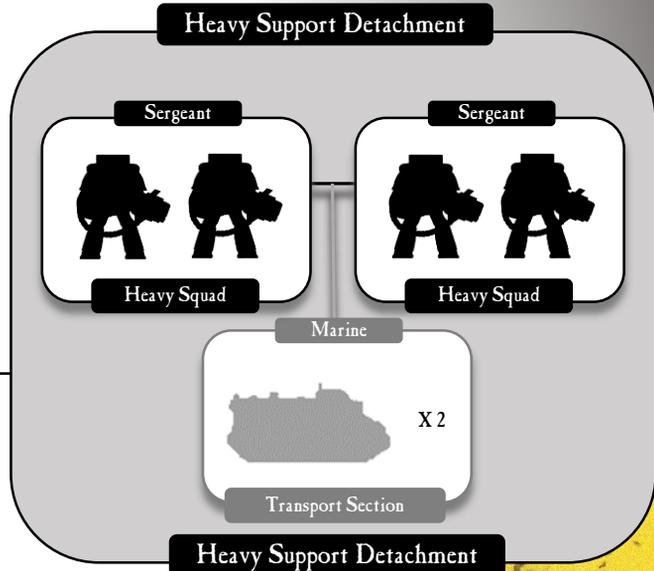
## LEGION HEAVY SUPPORT SQUAD

### HEAVY SUPPORT DETACHMENT

Heavy Support Squad	200 points
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### OPTIONS

- Add a Rhino Transport for + 40 points



# Support Platoons

## LEGION HEAVY ARTILLERY SUPPORT BATTERY

Break point 2

### HEAVY ARTILLERY BATTERY

Thudd Gun Battery

200 points

#### OPTIONS

- Add up to 2 additional guns for 50 points each

