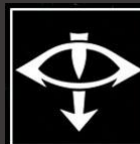


EPIC 40,000



SPACE MARINE
LEGIONS
IRON WARRIORS





Iron Warrior Siege Company

END OF CRUSADE ERA



(INFANTRY COMPANY)

HQ



War Smith

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



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

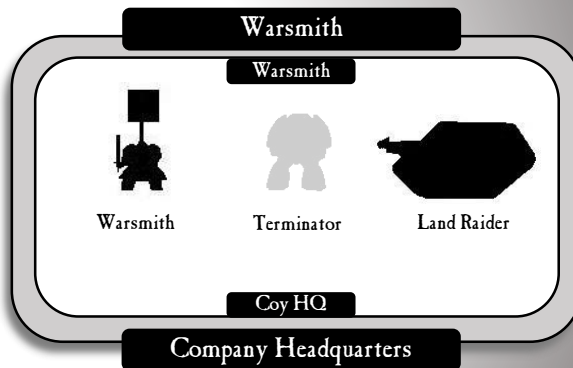
Break point -

HEADQUARTERS

Warsmith in Terminator Armour 100 points

OPTIONS

- Add a Terminator bodyguard team for +25 points



Combat Detachment

IRON WARRIORS SIEGE DETACHMENT

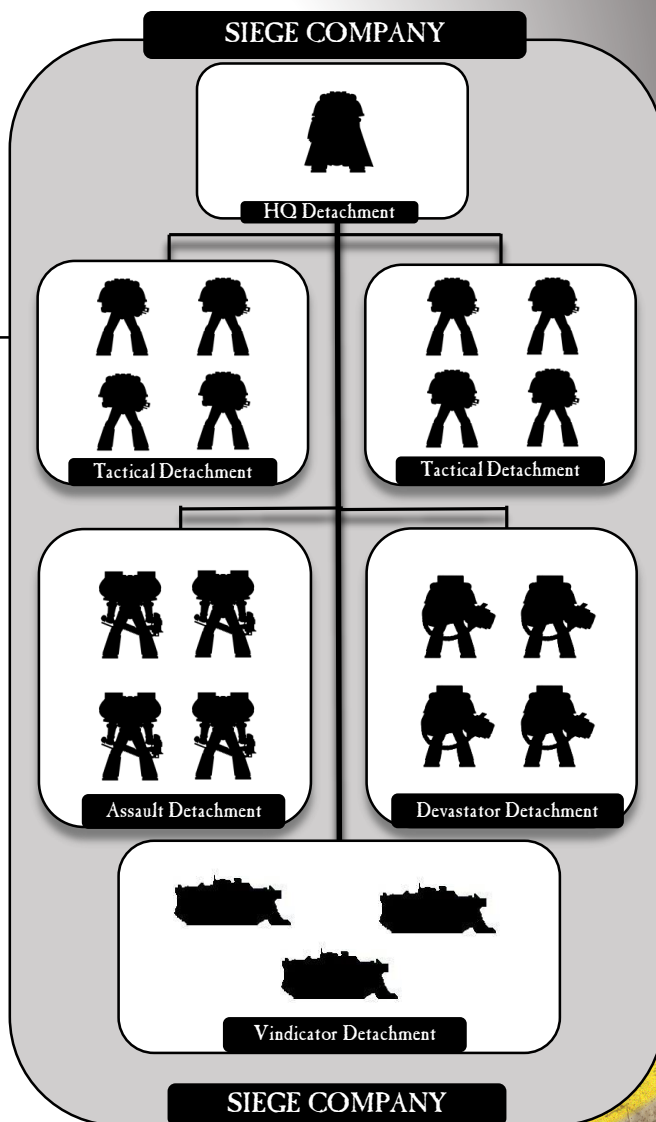
Break point 10

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

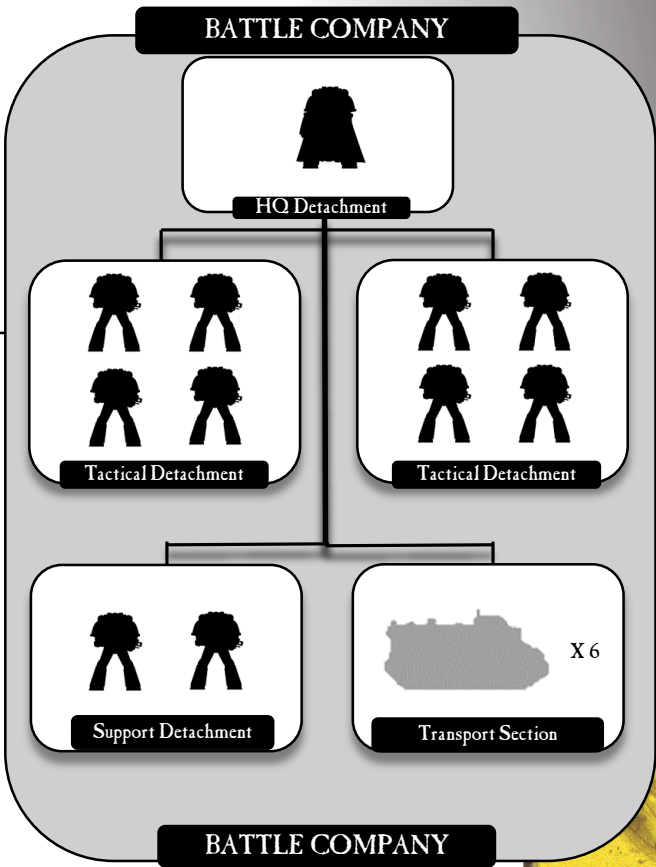
TACTICAL DETACHMENT

Tactical Detachment

300 points

OPTIONS

- Add 6 Rhino Transports for 100 points.



Support Detachment

LEGION TERMINATOR SQUAD

Break point 2

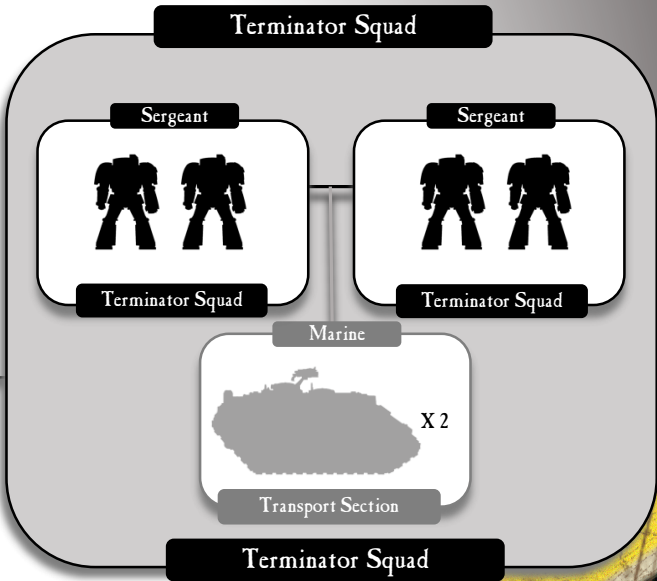
TERMINATOR SQUAD

Terminator Squad

250 points

OPTIONS

- Add two Land Raider Transport for 50 points each



Support Platoons

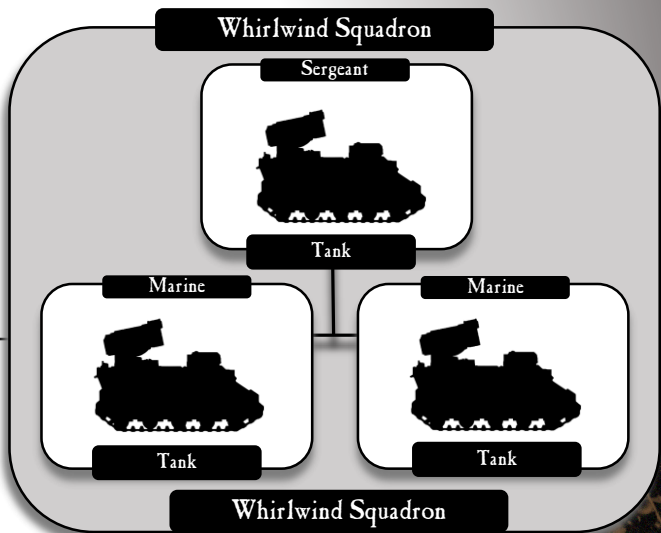
LEGION WHIRLWIND SQUADRON

Break point 2

0-2 WHIRLWIND SQUADRONS

3 Whirlwinds

150 points



LEGION DREADNOUGHT TALON

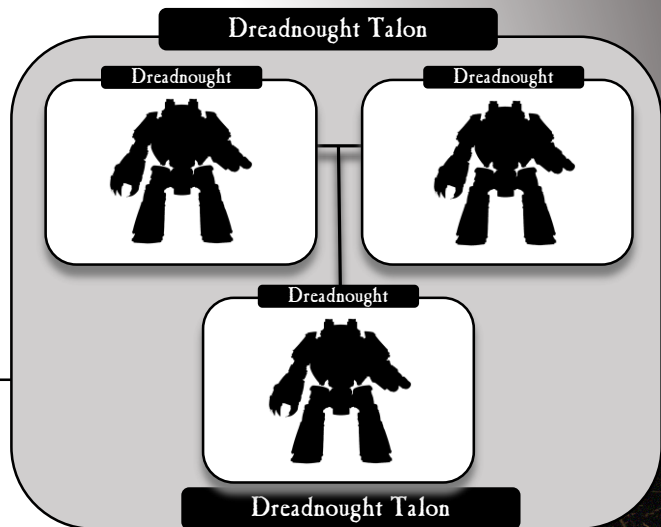
Break point 2

DREADNOUGHT TALON

Dreadnought Talon

150 points

OPTIONS



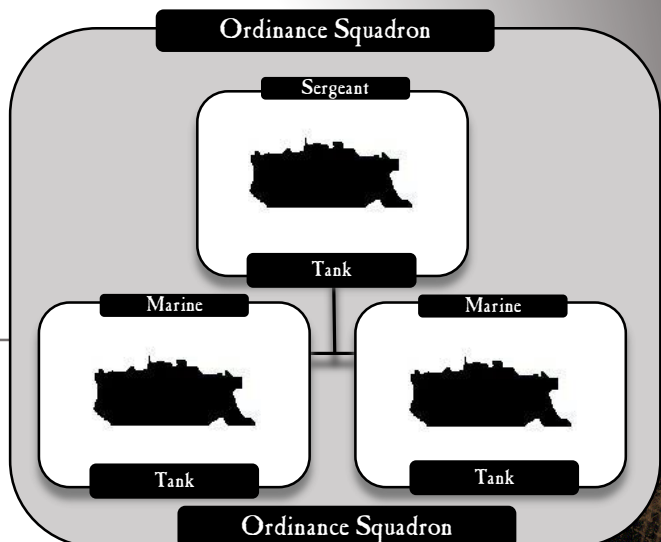
LEGION ORDINANCE SQUADRON

Break point 2

0-2 VINDICATOR SQUADRONS

3 Vindicators

150 points



Support Platoons

LEGION ARTILLERY SUPPORT BATTERY

Break point 2

ARTILLERY BATTERY

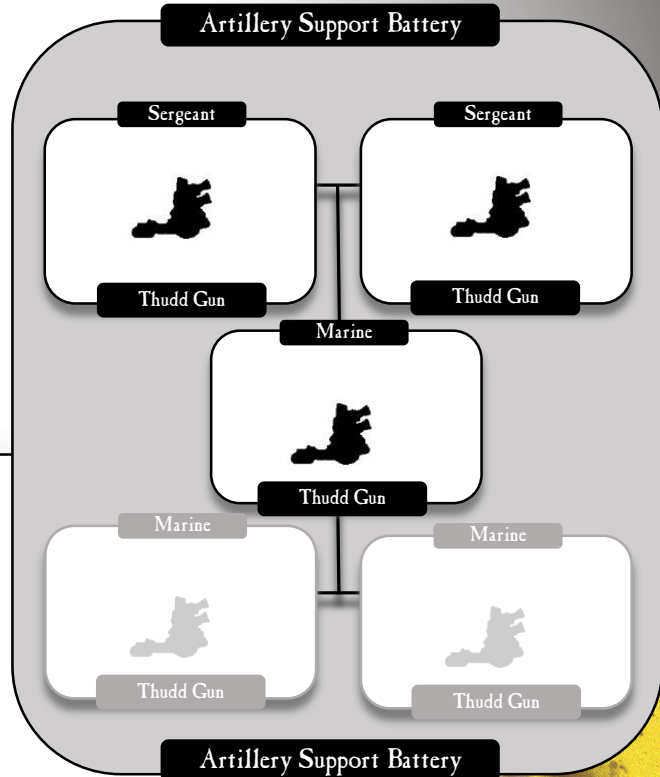
Thudd Gun Battery	100 points
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Mole Mortar Battery	100 points
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Rapier Battery	100 points
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OPTIONS

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



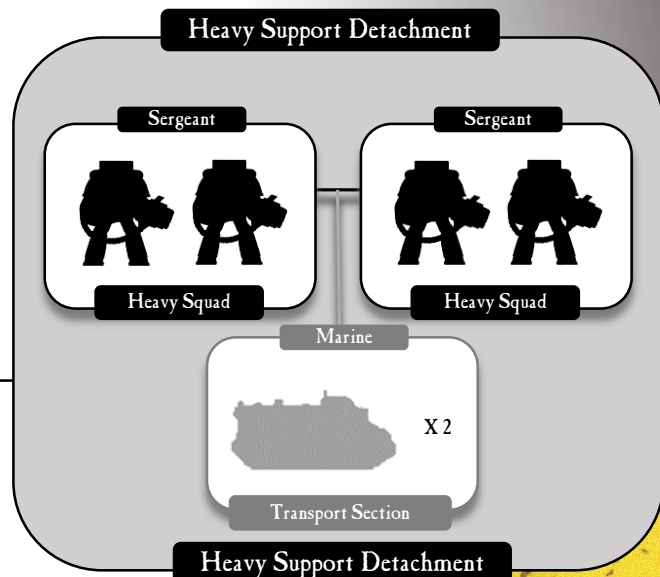
LEGION HEAVY SUPPORT SQUAD

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

