



IMPERIUS DOMINATUS

IRON WARRIORS

V1.2



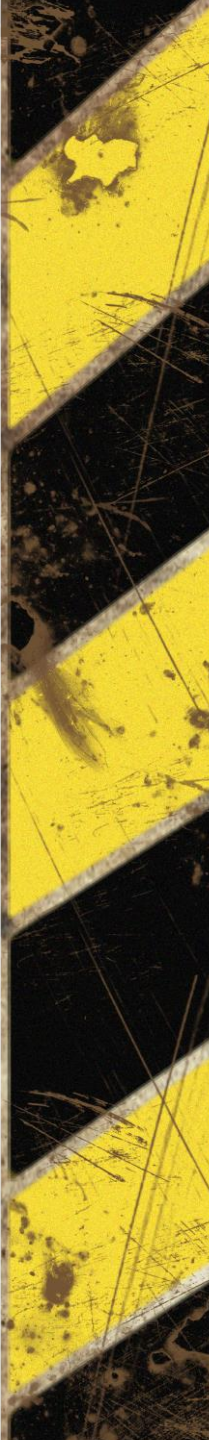
IRON WARRIORS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

Iron circle Domitar Class Battle Automata – Bolt cannon causes suppression without casualties (like artillery).

Iron Havoc Support Squads – reduces cover of target formations by one step (light cover becomes no cover).



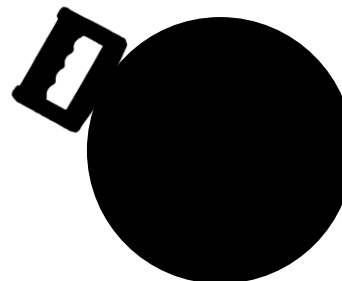
IRON WARRIORS

Characteristics

The Iron Warriors Legion has the following characteristics:

- **Heavy Support Dominance.** Iron Warrior heavy support formations inflict suppression like artillery (do not need to cause casualties to cause suppression).
- **Wrack and Ruin.** Iron Warriors legionnaires gain stubborn ability. Additionally, all Iron Warrior formations gain a +1 bonus to structure damage table rolls. Iron warrior infantry ignores cover modifiers to hit and reduces cover invulnerable saves by one step.
- Iron Warrior Tactical Legionnaires gain the sweeping advance ability.
- Iron Warrior Vehicles gain -1 to damage table rolls versus hits against them.
- Shatter Defences. Iron Warrior player may select any 2 structures on the battlefield at the games start and each structure must make an Armor save at -2 save modifiers.
- An Iron Warrior Legion force must contain more armoured vehicle formations than cavalry formations.
- Iron Warrior Artillery Companies reduce cost for standard companies by 50 points and grand companies by 100 points
- Iron Warrior artillery gain +1bonus on artillery fire support table.
- An Iron Warrior Legion force may use robotic formations.
- An Iron Warrior Legion force must contain at least one artillery formation
- **Librarius. Perturabo** opposed the use of the Librarius. The Iron Warriors may not use the Librarius units.

UPGRADE BREACHER CHARGE



-3 save modifier versus buildings and +2 bonus on structure damage table.



Point Value 50/100
+1 VP



TORMENTOR SHADOWSWORD

The Tormentor Swadowsword consists of 1 Shadowsword Tank

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tormentor Shadowsword	15	1+	5/-4	Volcano Cannon [Dmg+3]	60/120	B1	-6	[DR4], [TR 4], [HQ1], Special*
				Lascannons	25/50	2	-3	
				Anti-personnel	25	6	-1	

*Has 1 Void Shield (Armor Value 4+).

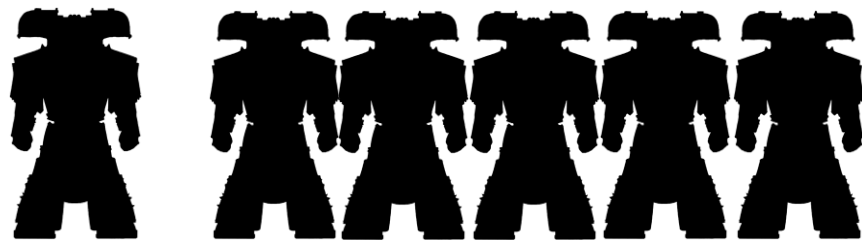


Point Value 150
+2 VP



TYRANT SIEGE TERMINATOR DETACHMENT

The Tyrant Siege Terminator Detachment consists of 1 Tyrant Siege Terminator Decurion Stand and 5 Tyrant Siege Terminator Stands



Point Value 350



TYRANT SIEGE TERMINATOR DETACHMENT

Break Point 4: Tyrant Siege Terminators are broken if it has lost 4 stands either the Decurion or Tyrant Siege Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Tyrant Siege Terminator have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Cyclone missile launcher (krak) [Dmg+2]	25/50	1	-2	[HQ2], [V], [N]
				Combi-bolters	25	2	-1	
Tyrant Siege Terminator	10[T]	3[5]+	2/-3	Cyclone missile launcher (krak) [Dmg+2]	25/50	1	-2	[N]
				Combi-bolters	25	2	-1	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

TYRANT SIEGE TERMINATOR GRAND DETACHMENT

The Tyrant Siege Terminator Grand Detachment consists of 1 Tyrant Siege Terminator Decurion Stand and 8 Tyrant Siege Terminator Stands



Point Value 600



TYRANT SIEGE TERMINATOR GRAND DETACHMENT

Break Point 6: Tyrant Siege Terminators are broken if it has lost 6 stands either the Decurion or Tyrant Siege Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Templar Brethren have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Cyclone missile launcher (krak) [Dmg+2]	25/50	1	-2	[HQ2], [V], [N]
				Combi-bolters	25	2	-1	
Tyrant Siege Terminator	10[T]	3[5]+	2/-3	Cyclone missile launcher (krak) [Dmg+2]	25/50	1	-2	[N]
				Combi-bolters	25	2	-1	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

IRON HAVOC SUPPORT DETACHMENT

The Iron Havoc Support Detachment consists of 1 Havoc Decurion Stand and 5 Iron Havoc Support Stands



Point Value 300



IRON HAVOC SUPPORT DETACHMENT

Break Point 4: Iron Havoc Support is broken if it has lost 4 stands either the Decurion or Iron Havoc Support stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Iron Havocs have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	1/-1	Heavy weapons [Dmg+1]	25/50	3	-3	[HQ1],[MB],[V], Special
Iron Havoc Support	10	4	1/-1	Heavy weapons [Dmg+1]	25/50	3	-3	Special*

*They reduce cover of target formations by one step (light cover becomes no cover).

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

IRON HAVOC SUPPORT GRAND DETACHMENT

The Iron Havoc Support Detachment consists of 1 Havoc Decurion Stand and 10 Iron Havoc Support Stands



Point Value 550



IRON HAVOC SUPPORT GRAND DETACHMENT

Break Point 8: Iron Havoc Support is broken if it has lost 8 stands either the Decurion or Iron Havoc Support stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Iron Havocs have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	1/-1	Heavy weapons [Dmg+1]	25/50	3	-3	[HQ1],[MB],[V], Special
Iron Havoc Support	10	4	1/-1	Heavy weapons [Dmg+1]	25/50	3	-3	Special*

*They reduce cover of target formations by one step (light cover becomes no cover).

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

IRON CIRCLE DOMITAR-FERRUM AUTOMATA DETACHMENT

The Iron Circle Domitar-Ferrum Detachment consists 3 Iron Circle Domitar-Ferrum Stands



Point Value 100



IRON CIRCLE DOMITAR-FERRUM AUTOMATA DETACHMENT

Break Point 3: Iron Circle Domitar-Ferrum are broken if it has lost 3 stands.

Morale Value -: Iron Circle Domitar-Ferrum automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Iron Circle Domitar-Ferrum Automata	15	5+	2/-2	Olympia Bolt Cannon [Dmg+1]	20/35	2	-2	[RC], Special*

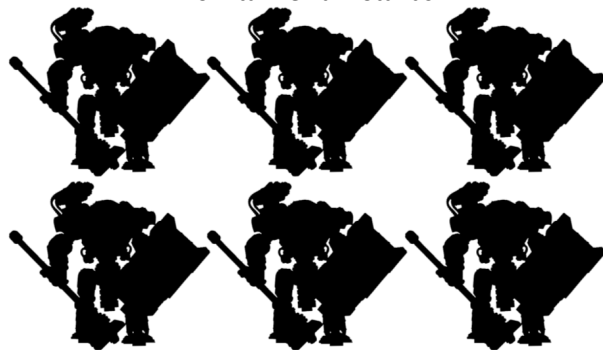
* They may serve as the Primarchs Honor Guard. The Bolt Cannon causes suppression as artillery. Can re-roll failed armor saves (second result stands).

Victory Points 1

Your opponent gains 1 VP when this Detachment is broken

IRON CIRCLE DOMITAR-FERRUM AUTOMATA GRAND DETACHMENT

The Iron Circle Domitar-Ferrum Detachment consists of 6 Iron Circle Domitar-Ferrum Stands



Point Value 200



IRON CIRCLE DOMITAR-FERRUM AUTOMATA GRAND DETACHMENT

Break Point 6: Iron Circle Domitar-Ferrum are broken if it has lost 6 stands.

Morale Value -: Iron Circle Domitar-Ferrum automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Iron Circle Domitar-Ferrum Automata	15	5+	2/-2	Olympia Bolt Cannon [Dmg+1]	20/35	2	-2	[RC], Special*

* They may serve as the Primarchs Honor Guard. The Bolt Cannon causes suppression as artillery. Can re-roll failed armor saves (second result stands).

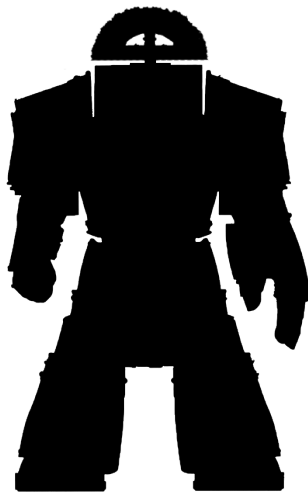
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

ERASMUS GOLG

Erasmus Golg consists of 1 Erasmus Golg Stand.



Point Value 100



ERASMUS GOLG

Break Point +1: Erasmus Golg adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Erasmus Golg has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Erasmus Golg	10	3[5]+	4/-2	Combi-melta [DMg+1]	25	3	-2	[HQ3]

Erasmus Golg –

- Must be army’s leader if the Primarch not present.
- Formations under his direct command gain +2 bonus to morale regardless of distance.
- Terminator formations in command receive a +1 to-hit bonus to CAF.



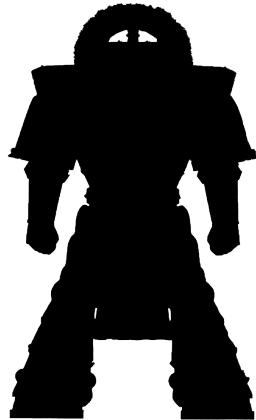
Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

KYR VHALEN

Kyr Vhalen consists of 1 Kyr Vhalen Stand.



Point Value 100



KYR VHALEN

Break Point +1: Kyr Vhalen adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Kyr Vhalen has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kyr Vhalen	10	3[5]+	3/-2	Volkite Charger [VK]	25	2	-1	[DR2], [HQ3], [MB]

Kyr Vhalen –

- Must be leader of a loyalist Iron warrior faction when present.
- May designate a single formation that may reroll all misses once per game. Additionally he may assign one formation to gain +2 bonus to CAF once per game.
- One fortification owned by the player may increase its DR value by 2.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

PERTURABO PRIMARCH OF THE IRON WARRIORS

Perturabo, Primarch of the Iron Warriors consists of one Perturabo.



Point Value 150



PERTURABO PRIMARCH OF THE IRON WARRIORS

Break Point 1: Perturabo is only broken when Perturabo, Primarch of the Iron Warriors is Destroyed.

Morale Value 4+: Perturabo has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Perturabo [2]	15[T]	2[4]+	7/-5	CC Special Weapons	-	-	-	[DR2], [FA], Primarch
				Wrist Cannon	25	2	-2	

- **Sire of the Iron Warriors** – All Iron warrior formations in command gain the indomitable [ID] ability.
- **Relentless strategy** – All Iron warrior formations gain the furious assault [FA] ability when in the opposing player's deployment zone.
- **Teleport Homer.** All formations with deep strike [T] do not scatter within 25cms of the Primarch.
- **Precision bombardment** - use orbital bombardment. Once per game use orbital bombardment.
- **Tormentor Shadowsword** – Perturabo's personal transport.



Victory Points 2

Your opponent gains 2 VP when this model is destroyed.