

NetEPIC 5.2 Army Book
Adeptus Mechanicus
Version of January 9th, 2009

- @ : Combine barrage points from all battery

| BP | to-hit |
|-----------|---------------|
| 1-2 | 6+ |
| 3-4 | 5+ |
| 5-6 | 4+ |
| 7-8 | 3+ |
| 9+ | 2+ |

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Standard Adeptus Mechanicus List

Paladin *Knight (4)*
 Move: 20cm Save: 3+ CAF: +4

| Weapon | Range | Shoot |
|---------------|-------|------------|
| Battlecannon | 75cm | 1d 4+ (-2) |
| Heavy Bolters | 25cm | 2d 5+ (-1) |

Lance, Shield, PD(1)

Knight Paladin Household

Adeptus Mechanicus

Command Knight Paladin

Paladin Detachment

3 Knight Paladins

Paladin Detachment

3 Knight Paladins

Cost: 600

Break: 4 *Morale: 2*
Victory Points: 6

Errant *Knight (4)*
 Move: 20cm Save: 3+ CAF: +3

| Weapon | Range | Shoot |
|----------------|-------|------------|
| Thermal Cannon | 25cm | 2d 4+ (-3) |

Lance, Shield, Penetrating +2, PD(1)

Knight Errant Household

Adeptus Mechanicus

Command Knight Errant

Errant Detachment

3 Knight Errants

Errant Detachment

3 Knight Errants

Cost: 500

Break: 4 *Morale: 2*
Victory Points: 5

Lancer *Knight (4)*
 Move: 25cm Save: 3+ CAF: +2

| Weapon | Range | Shoot |
|--------------|-------|------------|
| Battlecannon | 75cm | 1d 4+ (-2) |
| Power Lance | CC | 1d 3+ (-3) |

Shield, Power Lance, PD(1)

Knight Lancer Household

Adeptus Mechanicus

Command Knight Lancer

Lancer Detachment

3 Knight Lancers

Lancer Detachment

3 Knight Lancers

Cost: 600

Break: 4 *Morale: 2*
Victory Points: 6

Tactical HQ *Infantry (1)*
 Move: 10cm Save: - CAF: +0

| Weapon | Range | Shoot |
|--------|-------|-----------|
| Lasgun | 50cm | 1d 5+ (0) |

Command, Elite, HQ

Tech-Guard Titan Defense Company

Adeptus Mechanicus

Tactical HQ stand
 Command Rhino

Tactical Platoon

6 Tactical stands

Tactical Platoon

6 Tactical stands

Tactical Platoon

6 Tactical stands

Cost: 500

Break: 10 *Morale: 3*
Victory Points: 5

Rhino *Vehicle (3)*
 Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Tactical Infantry *Infantry (1)*

| Weapon | Range | Shoot |
|--------|-------|-----------|
| Lasgun | 50cm | 1d 5+ (0) |

Break: 10 *Morale: 3*
Victory Points: 5

Tech-Guard Mechanized Company

Adeptus Mechanicus

Tactical HQ stand
Command Chimera

Mechanized Tactical Platoon

6 Tactical stands
3 Chimeras

Mechanized Tactical Platoon

6 Tactical stands
3 Chimeras

Mechanized Tactical Platoon

6 Tactical stands
3 Chimeras

Cost: 750

Tech-Guard Mechanized Assault Company

Adeptus Mechanicus

Assault HQ stand
Command Chimera

Mechanized Assault Platoon

6 Assault stands
3 Chimeras

Mechanized Assault Platoon

6 Assault stands
3 Chimeras

Mechanized Assault Platoon

6 Assault stands
3 Chimeras

Cost: 650

Tactical HQ

Infantry (1)

| Move: | 10cm | Save: | - | CAF: | +0 |
|--------|--------|-------|------|-------|-----------|
| Weapon | Lasgun | Range | 50cm | Shoot | 1d 5+ (0) |

Command, Elite, HQ

Rhino

Vehicle (3)

| Move: | 25cm | Save: | 4+ | CAF: | +0 |
|---------------------------|------|-------|----|------|----|
| <i>PD(1), Transport 2</i> | | | | | |

Tactical Infantry

Infantry (1)

| Move: | 10cm | Save: | - | CAF: | +0 |
|--------|--------|-------|------|-------|-----------|
| Weapon | Lasgun | Range | 50cm | Shoot | 1d 5+ (0) |

Chimera APC

Vehicle (3)

| Move: | 20cm | Save: | 3+ | CAF: | +1 |
|--------|-------------|-------|------|-------|-----------|
| Weapon | Multi-Laser | Range | 25cm | Shoot | 1d 4+ (0) |

Turret, Transport 2

Break: 15

Morale: 3

Victory Points: 8

Assault HQ

Infantry (1)

| Move: | 15cm | Save: | - | CAF: | +1 |
|--------|----------------|-------|------|-------|-----------|
| Weapon | Pistol & Sword | Range | 25cm | Shoot | 1d 5+ (0) |

Command, Elite, HQ, Jump Pack

Rhino

Vehicle (3)

| Move: | 25cm | Save: | 4+ | CAF: | +0 |
|---------------------------|------|-------|----|------|----|
| <i>PD(1), Transport 2</i> | | | | | |

Assault Infantry

Infantry (1)

| Move: | 15cm | Save: | - | CAF: | +1 |
|--------|----------------|-------|------|-------|-----------|
| Weapon | Pistol & Sword | Range | 25cm | Shoot | 1d 5+ (0) |

Jump Pack

Chimera APC

Vehicle (3)

| Move: | 20cm | Save: | 3+ | CAF: | +1 |
|--------|-------------|-------|------|-------|-----------|
| Weapon | Multi-Laser | Range | 25cm | Shoot | 1d 4+ (0) |

Turret, Transport 2

Break: 15

Morale: 3

Victory Points: 7

Tech-Guard Leman Russ Company

Adeptus Mechanicus

Command Leman Russ

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Cost: 750

Tech-Guard Stormblade Company

Adeptus Mechanicus

Stormblade

Stormblade

Stormblade

Cost: 900

Leman Russ

Vehicle (3)

| Move: | 20cm | Save: | 3+ | CAF: | +2 |
|------------------|----------------|-------|------|-------|------------|
| Weapon | Battlecannon * | Range | 75cm | Shoot | 1d 5+ (-2) |
| <i>Lascannon</i> | | | | | |
| <i>75cm</i> | | | | | |

** Turret, PD(1)*

Break: 5

Morale: 3

Victory Points: 8

Stormblade

Superheavy (4)

| Move: | 10cm | Save: | 1+ | CAF: | +6 |
|--------------------------------|-----------------|-------|------|-------|------------|
| Weapon | Plasma Blastgun | Range | 50cm | Shoot | 2d 3+ (-4) |
| <i>Battlecannon</i> | | | | | |
| <i>50cm</i> | | | | | |
| <i>Hellion Missile *</i> | | | | | |
| <i>75cm</i> | | | | | |
| <i>Hunter/Killer Missile *</i> | | | | | |
| <i>75cm</i> | | | | | |

** One-shot & Penetrating +2, Superheavy, PD(8)*

Break: 2

Morale: 3

Victory Points: 9

Adeptus Mechanicus Team

Adeptus Mechanicus

2 Adeptus Mechanicus
Command Rhino

Cost: 100

Adeptus Mechanicus

Infantry (1)

| Move: 10cm | Save: - | CAF: +1 |
|------------|---------|-----------|
| Weapon | Range | Shoot |
| Pistol | 25cm | 1d 5+ (0) |

HQ, Mechanic

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: 2 Morale: -
Victory Points: 1

Adeptus Psyker

Adeptus Mechanicus

Adeptus Psyker stand
Command Rhino

Cost: 100

Adeptus Psyker

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|-------------|---------|-----------|
| Weapon | Range | Shoot |
| Bolt Pistol | 25cm | 1d 5+ (0) |

HQ, Psyker

1) Embolden: All Imperial detachments within 15cm (including the psyker) become Fearless, immune to all types of morale effects and gain +1 CAF. These effects last until the End Phase.

2) Telepathic Link: The psyker spots for artillery and may act as a Forward Observer. In addition, any indirect barrages aimed at a point visible to the psyker are treated as direct. The power lasts until the End Phase.

3) Righteous Fire: The psyker makes a physical psychic attack. Pick a target within 25cm and line of sight, and on a 4+ it takes a hit at -2 TSM.

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: Stand Morale: -
Victory Points: 1

Astropath

Adeptus Mechanicus

Astropath stand
Command Rhino

Cost: 100

Astropath

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|------------|---------|-----------|
| Weapon | Range | Shoot |
| Laspistol | 25cm | 1d 5+ (0) |

HQ, Psyker

1) Beacon: Until the End Phase, any Greater Daemon, Psyker, or Eldar Waystone Spirit unit within 100cm may only fire at, or target psychic/magic powers at the Astropath. They may violate the normal line of sight and HQ targeting restrictions.

2) Cancellation: Can cancel any Psyker or Greater Daemon psychic ability. Each player rolls a die (Astropath +2, Greater Daemons +3). If the Astropaths total is higher, the ability fails. Remains in effect until the End Phase.

3) Guidance: There must be an Imperial unit within 25cm of the Astropath that can see the target, and the artillery detachment being sited for must be within 75cm of the Astropath. The artillery makes a direct fire.

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: Stand Morale: -
Victory Points: 1

Forward Observer Team

(Adeptus Mechanicus)

2 Forward Observer stands
Command Rhino

Cost: 50

Forward Observer

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|-------------|---------|-----------|
| Weapon | Range | Shoot |
| Bolt Pistol | 25cm | 1d 5+ (0) |

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: 2 Morale: -
Victory Points: 1

Grey Knight Detachment

Adeptus Mechanicus

4 Grey Knight stands

Cost: 400

Grey Knight

Infantry (1)

| Move: 10cm | Save: 4+/6+f | CAF: +6 |
|------------|--------------|------------|
| Weapon | Range | Shoot |
| Various | 35cm | 2d 4+ (-1) |

Deamon Hunter, Elite, 4+ Psychic Save, Teleport

Break: 2 **Morale: 2**

Victory Points: 4

Inquisitor

Infantry (1)

| Move: 10cm | Save: 4+f | CAF: +6 |
|------------|-----------|------------|
| Weapon | Range | Shoot |
| Various | 35cm | 2d 4+ (-1) |

Command, Elite, HQ, Fearless, 4+ Psychic Save, all Imperial troops within 25cm automatically pass any morale

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: Stand **Morale: -**

Victory Points: 1

Knight Baron

Adeptus Mechanicus

Knight Baron

Cost: 200

Baron

Knight (4)

| Move: 25cm | Save: 2+ | CAF: +4 |
|--------------|----------|------------|
| Weapon | Range | Shoot |
| Battlecannon | 75cm | 2d 4+ (-2) |
| Power Lance | CC | 1d 3+ (-3) |

Command, HQ, PD(2), Inspirational, Power Lance, Shield

Break: Model **Morale: -**

Victory Points: 2

Ordo-Malleus Inquisitor

(Adeptus Mechanicus)

Ordo-Malleus Inquisitor
Command Rhino

Only available against Chaos.

Ordo-Malleus Inquisitor

Infantry (1)

| Move: 10cm | Save: 4+f | CAF: +6 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Psycannon | 50cm | 1d 4+ (0) |
| Vs. Deamons | 50cm | 1d 4+ (-2) |

Command, Elite, HQ, 4+ Psychic Save, physical psychic attacks

Rhino

Vehicle (3)

| | | |
|------------|----------|---------|
| Move: 25cm | Save: 4+ | CAF: +0 |
|------------|----------|---------|

PD(1), Transport 2

Break: Stand **Morale: -**

Victory Points: 2

Cost: 150

Cost: 100

Imperial Dropship

(Adeptus Mechanicus)

Imperial Dropship

Imperial Dropship

Praetorian (5)

| | | |
|-------------|------------|---------|
| Move: 100cm | Save: Card | CAF: +8 |
| Weapon | Range | Shoot |
| See card | | |

2 Void Shields, Transport lots, PD(16), Special

Cost: 400

Break: Model
Morale: -
Victory Points: 4

Ordinatus Armageddon

(Adeptus Mechanicus)

Ordinatus Armageddon

Ordinatus Armageddon

Praetorian (5)

| | | |
|-------------|------------|---------|
| Move: 100cm | Save: Card | CAF: +5 |
| Weapon | Range | Shoot |
| See card | | |

4+ Psychic Save, PD(8)

Cost: 500

Break: Model
Morale: -
Victory Points: 5

Ordinatus Golgotha

(Adeptus Mechanicus)

Ordinatus Golgotha

Ordinatus Golgotha

Praetorian (5)

| | | |
|------------|------------|---------|
| Move: 10cm | Save: Card | CAF: +5 |
| Weapon | Range | Shoot |
| See card | | |

4+ Psychic Save, PD(8)

Cost: 350

Break: Model
Morale: -
Victory Points: 4

Ordinatus Mars

(Adeptus Mechanicus)

Ordinatus Mars

Ordinatus Mars

Praetorian (5)

| | | |
|------------|------------|---------|
| Move: 10cm | Save: Card | CAF: +5 |
| Weapon | Range | Shoot |
| See card | | |

4+ Psychic Save, PD(8)

Cost: 350

Break: Model
Morale: -
Victory Points: 4

Psy Titan

(Adeptus Mechanicus)

Psy Titan hull

Cost: 650

Break: Model Morale: -
Victory Points: **Varies**

Psy Titan

Titan (5)

| Move: 15cm | Save: Card | CAF: +14 |
|------------------------|------------|------------|
| Weapon | Range | Shoot |
| Psy Blasters * | 50cm | 2d 4+ (-2) |
| Psy Cannon ** | 100cm | 1T 4+ (-1) |
| Purchase 2 Arm Weapons | | |

4+ *Psychic Save*, 2+ *Psychic Save from Void Shields with undamaged head*, *Physical Psychic Close Combat attacks*, 6 *Void Shields*

* **Psy Blasters** : Physical Psychic attack, unavailable if head is damaged.

** **Psy Cannon** : Ethereal Psychic attack, Ignores Cover, roll on head/bridge location of unshielded Titan/Praetorian, -2 TSM against Daemons and Chaos Titans.

Psychic Resonator : No psychic power or Chaos reward card can be cast/used within 25cm of an undamaged Resonator. Minor Daemon and Chaos Marine powers can not work in this field. Farseers, High Slaan/Time Mages and Greater Daemons need to roll a 4+ to use any power within the field.

Warlord Titan

(Adeptus Mechanicus)

Warlord Titan hull

Cost: 500

Break: Model Morale: -
Victory Points: **Varies**

Warlord Titan

Titan (5)

| Move: 15cm | Save: Card | CAF: +14 |
|---------------------------|------------|----------|
| Weapon | Range | Shoot |
| Purchase 4 Weapons + Head | | |

6 *Void Shields*

Reaver Titan

(Adeptus Mechanicus)

Reaver Titan hull

Cost: 300

Break: Model Morale: -
Victory Points: **Varies**

Reaver Titan

Titan (5)

| Move: 20cm | Save: Card | CAF: +12 |
|--------------------|------------|----------|
| Weapon | Range | Shoot |
| Purchase 3 Weapons | | |

4 *Void Shields*

Warhound Titan

(Adeptus Mechanicus)

Warhound Titan hull

Cost: 125

Break: Model Morale: -
Victory Points: **Varies**

Warhound Titan

Titan (5)

| Move: 25cm | Save: Card | CAF: +8 |
|--------------------|------------|---------|
| Weapon | Range | Shoot |
| Purchase 2 Weapons | | |

2 *Void Shields*, *Agile*, *Hard to Hit on Charge*

Warhound Titan Scout Squadron

Adeptus Mechanicus

Warhound Titan hull

Warhound Titan hull

Cost: 250

Cost: 225

Tactical Platoon

Adeptus Mechanicus

6 Tactical stands

Cost: 150

Warhound Titan

Titan (5)

| Move: 25cm | Save: Card | CAF: +8 |
|--------------------|------------|---------|
| Weapon | Range | Shoot |
| Purchase 2 Weapons | | |

2 Void Shields, Agile, Hard to Hit on Charge

Break: Each **Morale: -**
Victory Points: Varies

Mechanized Assault Platoon

Adeptus Mechanicus

6 Assault stands
3 Chimeras

Break: 5 **Morale: 3**
Victory Points: 2

Tactical Infantry

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|------------|---------|-----------|
| Weapon | Range | Shoot |
| Lasgun | 50cm | 1d 5+ (0) |

Break: 3 **Morale: 3**
Victory Points: 2

Heavy Platoon

Adeptus Mechanicus

6 Heavy Weapon stands

Cost: 250

Mechanized Heavy Platoon

(Adeptus Mechanicus)

6 Heavy Weapon stands
3 Chimeras

Cost: 350

Mechanized Tactical Platoon

Adeptus Mechanicus

6 Tactical stands
3 Chimeras

Cost: 275

Chimera Squadron

Adeptus Mechanicus

3 Chimeras

Cost: 100

Heavy Weapon Infantry

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|---------------|---------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break: 3 **Morale: 3**
Victory Points: 3

Heavy Weapon Infantry

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|---------------|---------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Chimera APC

Vehicle (3)

| Move: 20cm | Save: 3+ | CAF: +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Multi-Laser | 25cm | 1d 4+ (0) |

Turret, Transport 2

Break: 5 **Morale: 3**
Victory Points: 4

Tactical Infantry

Infantry (1)

| Move: 10cm | Save: - | CAF: +0 |
|------------|---------|-----------|
| Weapon | Range | Shoot |
| Lasgun | 50cm | 1d 5+ (0) |

Chimera APC

Vehicle (3)

| Move: 20cm | Save: 3+ | CAF: +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Multi-Laser | 25cm | 1d 4+ (0) |

Turret, Transport 2

Break: 5 **Morale: 3**
Victory Points: 3

Chimera APC

Vehicle (3)

| Move: 20cm | Save: 3+ | CAF: +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Multi-Laser | 25cm | 1d 4+ (0) |

Turret, Transport 2

Break: 2 **Morale: 3**
Victory Points: 1

Chimerax APC *Vehicle (3)*

| | | |
|--------------|----------|------------|
| Move: 20cm | Save: 3+ | CAF: +1 |
| Weapon | Range | Shoot |
| Battlegannon | 50cm | 1d 4+ (-2) |

Turret, Transport 2

Break: - *Morale: 3*
Victory Points: +1

Chimerax Squadron
(Adeptus Mechanicus)

Swap 3 Chimeras for 3 Chimerax

Cost: 50

Chimerax APC *Vehicle (3)*

| | | |
|------------|----------|-----------|
| Move: 20cm | Save: 3+ | CAF: +1 |
| Weapon | Range | Shoot |
| Autocannon | 50cm | 2d 5+ (0) |

Turret, Transport 2

Break: - *Morale: 3*
Victory Points: +1

Chimerax Squadron
(Adeptus Mechanicus)

Swap 3 Chimeras for 3 Chimerax

Cost: 50

Chimedon APC *Vehicle (3)*

| | | |
|--------------|----------|------------|
| Move: 20cm | Save: 3+ | CAF: +1 |
| Weapon | Range | Shoot |
| Battlegannon | 50cm | 1d 4+ (-2) |

Turret, Transport 2

Break: - *Morale: 3*
Victory Points: +1

Chimedon Squadron
(Adeptus Mechanicus)

Swap 3 Chimedons for 3 Chimedons

Cost: 50

Chimmero APC *Vehicle (3)*

| | | |
|----------------|----------|------------|
| Move: 20cm | Save: 3+ | CAF: +1 |
| Weapon | Range | Shoot |
| Multi-Laser * | 25cm | 1d 4+ (0) |
| Hunter Missile | 50cm | 1d 5+ (-2) |

Turret, Transport 2

Break: - *Morale: 3*
Victory Points: +1

Chimmero Squadron
(Adeptus Mechanicus)

Swap 3 Chimeras for 3 Chimmeros

Cost: 50

Hunter AA Gun *Vehicle (3)*

| | | |
|--------------|----------|------------|
| Move: 25cm | Save: 4+ | CAF: +0 |
| Weapon | Range | Shoot |
| SAM Launcher | 75cm | 2d 5+ (-1) |

Anti-Aircraft

Break: 2 *Morale: 2*
Victory Points: 2

Hunter Anti-Aircraft Battery
(Adeptus Mechanicus)

3 Hunters

Cost: 150

Leman Russ *Vehicle (3)*

| | | |
|----------------|----------|------------|
| Move: 20cm | Save: 3+ | CAF: +2 |
| Weapon | Range | Shoot |
| Battlegannon * | 75cm | 1d 5+ (-2) |
| Lascannon | 75cm | 1d 5+ (-1) |

** Turret, PD(1)*

Break: 2 *Morale: 3*
Victory Points: 3

Leman Russ Squadron
(Adeptus Mechanicus)

3 Leman Russ Tanks

Cost: 250

Sabre Tank-Hunter *Vehicle (3)*

| | | |
|------------|----------|------------|
| Move: 25cm | Save: 4+ | CAF: +0 |
| Weapon | Range | Shoot |
| Autocannon | 75cm | 1d 5+ (-2) |

Turret

Break: 2 *Morale: 3*
Victory Points: 1

Sabre Tank-Hunter Squadron
(Adeptus Mechanicus)

3 Sabre Tank-Hunters

Cost: 100

Basilisk *Heavy Art. (3)*

| | | |
|--------------------|----------|-------------|
| Move: 15cm | Save: 5+ | CAF: +0 |
| Weapon | Range | Shoot |
| Earthshaker Cannon | 150cm | 2SB@ ⊗ (-2) |

ROF 2

Break: 2 *Morale: 3*
Victory Points: 2

Basilisk Battery
(Adeptus Mechanicus)

3 Basilisks

Cost: 200

Bombard Battery
Adeptus Mechanicus

3 Bombards

Cost: 200

| Bombard | | | | Heavy Art. (3) | | | | | |
|--------------|----------|-------|--------|----------------|----|--------|-------|---------|-------|
| Move: | 10cm | Save: | 5+ | CAF: | +0 | Weapon | Range | Special | Shoot |
| Siege Mortar | 50-150cm | 3SB@ | ⊗ (-3) | | | | | | |

Destroys Buildings

Break: 2 **Morale: 3**
Victory Points: 2

Griffon Battery
Adeptus Mechanicus

3 Griffons

Cost: 200

| Griffon | | | | Heavy Art. (3) | | | | | |
|-------------|----------|-------|-------|----------------|----|--------|-------|---------|-------|
| Move: | 10cm | Save: | 5+ | CAF: | +0 | Weapon | Range | Special | Shoot |
| Earthshaker | 25-100cm | 2LB@ | ⊗ (0) | | | | | | |

Ignores Cover

Break: 2 **Morale: 3**
Victory Points: 2

Manticore Battery
Adeptus Mechanicus

3 Manticores

Cost: 200

| Manticore | | | | Heavy Art. (3) | | | | | |
|-----------|-------|-------|-------|----------------|----|--------|-------|---------|-------|
| Move: | 15cm | Save: | 5+ | CAF: | +0 | Weapon | Range | Special | Shoot |
| Rockets | 200cm | 6SB@ | ⊗ (0) | | | | | | |

ROF 1/2, May fire independently (barrage template must be in contact)

Break: 2 **Morale: 3**
Victory Points: 2

Light Off-Board Barrage
(Adeptus Mechanicus)

One Light Orbital Barrage Round

Cost: 1 VP

| Light Off-Board Barrage | | | |
|-------------------------|---------|---------|--------|
| Weapon | Range | Special | Shoot |
| Orbital Barrage | Special | 6SB 4+ | ⊗ (-1) |

Costs 1 VP

Break: - **Morale: -**
Victory Points: -

Heavy Off-Board Barrage
(Adeptus Mechanicus)

One Heavy Orbital Barrage Round

Cost: 2 VP

| Heavy Off-Board Barrage | | | |
|-------------------------|---------|---------|-------|
| Weapon | Range | Special | Shoot |
| Orbital Barrage | Special | 10SB 2+ | (-2) |

Costs 2 VP

Break: - **Morale: -**
Victory Points: -

Marauder Squadron
Adeptus Mechanicus

3 Marauder Fighter-Bombers

Cost: 350

| Marauder Fighter-Bomber | | | | Flyer (3+) | | | | | |
|-------------------------|------|--------|------|------------|----|--------|-------|---------|-------|
| Move: | 75cm | Save: | 3+ | CAF: | +2 | Weapon | Range | Special | Shoot |
| Battlegannon | 50cm | 1d 4+ | (-2) | | | | | | |
| Lascannon | 50cm | 3d 5+ | (-1) | | | | | | |
| Missiles | 50cm | 4SB 5+ | (-2) | | | | | | |

Flyer

Break: 2 **Morale: 3**
Victory Points: 4

Thunderbolt Squadron
Adeptus Mechanicus

3 Thunderbolt Fighters

Cost: 250

| Thunderbolt Fighter | | | | Flyer (3+) | | | | | |
|---------------------|-------|--------|------|------------|----|--------|-------|---------|-------|
| Move: | 100cm | Save: | 4+ | CAF: | +4 | Weapon | Range | Special | Shoot |
| Autocannon | 25cm | 3d 5+ | (-1) | | | | | | |
| Rockets | 25cm | 4SB 5+ | (-1) | | | | | | |

Flyer

Break: 2 **Morale: 3**
Victory Points: 3

Castellan Detachment
Adeptus Mechanicus

3 Knight Castellans

Cost: 500

| Castellan | | | | Knight (4) | | | | | |
|--------------|-------|-------|------|------------|----|--------|-------|---------|-------|
| Move: | 15cm | Save: | 2+ | CAF: | +3 | Weapon | Range | Special | Shoot |
| Quake Cannon | 100cm | 1d 3+ | (-3) | | | | | | |
| Autocannon | 50cm | 3d 5+ | (-1) | | | | | | |

Shield, PD(1)

Break: 2 **Morale: 2**
Victory Points: 5

Crusader Detachment
Adeptus Mechanicus

3 Knight Crusaders

Cost: 500

Break: 2 **Morale: 2**
Victory Points: 5

| Crusader | | | | Knight (4) | |
|-----------|--------------|------------|-------|------------|------------|
| Move: | 15cm | Save: | 2+ | CAF: | +3 |
| Weapon | Quake Cannon | Range | 100cm | Shoot | 1d 3+ (-3) |
| Lascannon | 75cm | 2d 5+ (-2) | | | |

Shield, PD(1)

Errant Detachment
Adeptus Mechanicus

3 Knight Errants

Cost: 250

Break: 2 **Morale: 2**
Victory Points: 3

| Errant | | | | Knight (4) | |
|--------|----------------|-------|------|------------|------------|
| Move: | 20cm | Save: | 3+ | CAF: | +3 |
| Weapon | Thermal Cannon | Range | 25cm | Shoot | 2d 4+ (-3) |

Lance, Shield, Penetrating +2, PD(1)

Lancer Detachment
Adeptus Mechanicus

3 Knight Lancers

Cost: 300

Break: 2 **Morale: 2**
Victory Points: 3

| Lancer | | | | Knight (4) | |
|-------------|-------------|------------|------|------------|------------|
| Move: | 25cm | Save: | 3+ | CAF: | +2 |
| Weapon | Battlcannon | Range | 75cm | Shoot | 1d 4+ (-2) |
| Power Lance | CC | 1d 3+ (-3) | | | |

Shield, Power Lance, PD(1)

Paladin Detachment
Adeptus Mechanicus

3 Knight Paladins

Cost: 300

Break: 2 **Morale: 2**
Victory Points: 3

| Paladin | | | | Knight (4) | |
|---------------|-------------|------------|------|------------|------------|
| Move: | 20cm | Save: | 3+ | CAF: | +4 |
| Weapon | Battlcannon | Range | 75cm | Shoot | 1d 4+ (-2) |
| Heavy Bolters | 25cm | 2d 5+ (-1) | | | |

Lance, Shield, PD(1)

Warden Detachment
(Adeptus Mechanicus)

3 Knight Wardens

Cost: 250

Break: 2 **Morale: 2**
Victory Points: 3

| Warden | | | | Knight (4) | |
|-------------|------------|-----------|------|------------|------------|
| Move: | 15cm | Save: | 3+ | CAF: | +3 |
| Weapon | Autocannon | Range | 75cm | Shoot | 1d 4+ (-0) |
| Multilasers | 25cm | 6d 5+ (0) | | | |

Shield, PD(3)

Stormblade
Adeptus Mechanicus

Stormblade

Cost: 300

Break: Model **Morale: 3**
Victory Points: 4

| Stormblade | | | | Superheavy (4) | |
|-------------------------|-----------------|------------|------|----------------|------------|
| Move: | 10cm | Save: | 1+ | CAF: | +6 |
| Weapon | Plasma Blastgun | Range | 50cm | Shoot | 2d 3+ (-4) |
| Battlcannon | 50cm | 1d 4+ (-2) | | | |
| Hellion Missile * | 75cm | 1d 3+ (-4) | | | |
| Hunter/Killer Missile * | 75cm | 4d 3+ (-1) | | | |

* *One-shot & Penetrating +2, Superheavy, PD(8)*

Titan Legions List

| | | | | | | | | | |
|--|--|------------|---------------------|--------|-------|-------|--------------------|--|--|
| <p>Imperator Titan</p> <p><i>Titan Legion</i></p> <p>Imperator Titan</p> | <p>Imperator Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: Card CAF: +22</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td colspan="3">Lots</td> </tr> </table> <p>12 Void Shields, Transport 25, 2+ Psychic Save.</p> <p><i>Break: Model</i> <i>Morale: -</i></p> <p>Victory Points: 23</p> | Move: 10cm | Save: Card CAF: +22 | Weapon | Range | Shoot | Lots | | |
| Move: 10cm | Save: Card CAF: +22 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | |
| Lots | | | | | | | | | |
| <p>Reaver Titan Battle Group</p> <p><i>Titan Legion</i></p> <p>3 Reaver Titan hulls</p> <p>25cm coherency</p> | <p>Reaver Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 20cm</td> <td>Save: Card CAF: +12</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td colspan="3">Purchase 3 Weapons</td> </tr> </table> <p>4 Void Shields</p> <p><i>Break: Each</i> <i>Morale: -</i></p> <p>Victory Points: Varies</p> | Move: 20cm | Save: Card CAF: +12 | Weapon | Range | Shoot | Purchase 3 Weapons | | |
| Move: 20cm | Save: Card CAF: +12 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | |
| Purchase 3 Weapons | | | | | | | | | |

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|--|--|------------|---------------------|--------|-------|-------|---------------------------|--|--|
| <p>Warlord Titan Battle Group</p> <p><i>Titan Legion</i></p> <p>3 Warlord Titan hulls</p> <p>25cm coherency</p> | <p>Warlord Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 15cm</td> <td>Save: Card CAF: +14</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td colspan="3">Purchase 4 Weapons + Head</td> </tr> </table> <p>6 Void Shields</p> <p><i>Break: Each</i> <i>Morale: -</i></p> <p>Victory Points: Varies</p> | Move: 15cm | Save: Card CAF: +14 | Weapon | Range | Shoot | Purchase 4 Weapons + Head | | |
| Move: 15cm | Save: Card CAF: +14 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | |
| Purchase 4 Weapons + Head | | | | | | | | | |
| <p>Warlord Titan</p> <p><i>Titan Legion</i></p> <p>Warlord Titan hull</p> | <p>Warlord Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 15cm</td> <td>Save: Card CAF: +14</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td colspan="3">Purchase 4 Weapons + Head</td> </tr> </table> <p>6 Void Shields</p> <p><i>Break: Model</i> <i>Morale: -</i></p> <p>Victory Points: Varies</p> | Move: 15cm | Save: Card CAF: +14 | Weapon | Range | Shoot | Purchase 4 Weapons + Head | | |
| Move: 15cm | Save: Card CAF: +14 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | |
| Purchase 4 Weapons + Head | | | | | | | | | |
| <p>Reaver Titan</p> <p><i>Titan Legion</i></p> <p>Reaver Titan hull</p> | <p>Reaver Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 20cm</td> <td>Save: Card CAF: +12</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td colspan="3">Purchase 3 Weapons</td> </tr> </table> <p>4 Void Shields</p> <p><i>Break: Model</i> <i>Morale: -</i></p> <p>Victory Points: Varies</p> | Move: 20cm | Save: Card CAF: +12 | Weapon | Range | Shoot | Purchase 3 Weapons | | |
| Move: 20cm | Save: Card CAF: +12 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | |
| Purchase 3 Weapons | | | | | | | | | |

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|--|---|--------|-------|-------|
| <p>Warhound Titan</p> <p><i>Titan Legion</i></p> <p>Warhound Titan hull</p> <p>Cost: 125</p> | <p>Warhound Titan <i>Titan (5)</i></p> <p>Move: 25cm Save: Card CAF: +8</p> <table border="1"> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> </table> <p>Purchase 2 Weapons</p> <p>2 Void Shields, Agile, Hard to Hit on Charge</p> <p>Break: Model Morale: -</p> <p>Victory Points: Varies</p> | Weapon | Range | Shoot |
| Weapon | Range | Shoot | | |
| <p>Warhound Scout Detachment</p> <p><i>Titan Legion</i></p> <p>Warhound Titan hull</p> <p>Warhound Titan hull</p> <p>Cost: 250</p> | <p>Warhound Titan <i>Titan (5)</i></p> <p>Move: 25cm Save: Card CAF: +8</p> <table border="1"> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> </table> <p>Purchase 2 Weapons</p> <p>2 Void Shields, Agile, Hard to Hit on Charge</p> <p>Break: Each Morale: -</p> <p>Victory Points: Varies</p> | Weapon | Range | Shoot |
| Weapon | Range | Shoot | | |

Titan Weapons

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| <p>Doomburner (Reaver or Warlord Titan) Arm/Carapace</p> <p><i>This weapon fires a bolt of super-heated molten metal that bores through its target in a searing flash of flames.</i></p> <p>Cost: 65</p> | <p>Doomburner Doomburner 75cm 1d 3+ (-3) Ignores Cover, Damages Buildings, Penetrating +1</p> |
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| <p>Gatling Blaster Reaver, Warlord or Warhound Titan Arm/Carapace</p> <p><i>The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armed troops.</i></p> <p>Cost: 60</p> | <p>Gatling Blaster Gatling Blaster 75cm 4d 5+ (-1)</p> |
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| <p>Laser Blaster Reaver or Warlord Titan Arm/Carapace</p> <p><i>This is a rapid-fire laser cannon, highly effective against massed ranks of lightly armoured targets.</i></p> <p>Cost: 50</p> | <p>Laser Blaster Laser Blaster 50cm 6d 5+ (0)</p> |
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| <p>Melta-Cannon Reaver or Warlord Titan Arm/Carapace</p> <p><i>This weapon fires concentrated heat energy that turns all matter to molten slag. The damaging heat is dissipated over long distances, but at short ranges its attack is devastating.</i></p> <p>Cost: 50</p> | <p>Melta-Cannon Melta-Cannon 25cm 4d 3+ (-3)</p> |
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| <p>Quake Cannon Reaver, Warlord or Warhound Titan Arm/Carapace</p> <p><i>This is a large bore cannon that fires an extremely powerful shell that can burst apart even the most heavily armoured opponent.</i></p> <p>Cost: 85</p> | <p>Quake Cannon Quake Cannon 100cm 8BP 3+ (-3) Standard Barrage template, but not artillery (no scatter, no indirect fire). Destroy Buildings with -4 modifier.</p> |
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| <p>Turbo-Laser Destructor Reaver, Warlord or Warhound Titan Arm/Carapace</p> <p><i>This is a highly effective rapid-fire anti-tank weapon.</i></p> <p>Cost: 75</p> | <p>Turbo-Laser Destructor Turbo-Laser Destructor 75cm 2d 3+ (-2)</p> |
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| <p>Volcano Cannon Reaver or Warlord Titan Arm/Carapace</p> <p><i>This large laser cannon fires a bolt of explosive laser energy, which tears through steel and destroys the best-armoured enemy.</i></p> <p>Cost: 100</p> | <p>Volcano Cannon Volcano Cannon 100cm 1d 3+ (-4) Penetrating +3.</p> |
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| <p>Vulcan Mega-Bolter Reaver, Warlord or Warhound Titan Arm/Carapace</p> <p><i>The Vulcan is a short-ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anything that strays too close.</i></p> <p>Cost: 50</p> | <p>Vulcan Mega-Bolter Vulcan Mega-Bolter 25cm 8d 4+ (0)</p> |
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Plasma Blastgun

Reaver, Warlord or Warhound Titan
Arm/Carapace

The Blastgun siphons small amounts of plasma energy from the reactor and fires it at nearby enemies.

Cost: 65

Plasma Blastgun

Plasma Blastgun | 50cm | 2d 3+ (-4)

A Blastgun has a plasma reserve, represented by a number of attack dice available for firing. It begins the game fully charged with 2 dice, and may fire one or two dice each turn. The reserve will regain one die per turn, or two if the Titan is on First Fire Orders.

Plasma Cannon

Warlord Titan
Arm/Carapace

This weapon fires highly volatile, energized matter called plasma. The effect is devastating since plasma converts matter struck by it to plasma as well.

Cost: 100

Plasma Cannon

Plasma Cannon | 75cm | 6d 4+ (-3)

May not fire other weapons.

Plasma Destructor

Warlord Titan
Arm/Carapace

This is a more powerful version of the Plasma Cannon.

Cost: 125

Plasma Destructor

Plasma Destructor | 100cm | 4d 3+ (-6)

May not fire other weapons, or move next turn. If engaged in Close Combat while immobilized, they lose the 2D6 CC dices. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.).

Inferno Gun

Reaver, Warlord or Warhound Titan
Arm/Carapace

The Inferno Gun fires a devastating spray of super-heated, burning fuel.

Cost: 50

Inferno Gun

Inferno Gun | Template | - 4+ (0)

Use Large Teardrop Template.

Deathstrike Cannon

Warlord Titan

Head

This head mounts a powerful cannon.

Cost: 75

Deathstrike Cannon

Deathstrike Cannon | 200cm | 10BP 2+ (-2)

Head armor save reduced by 1. Artillery, 30 arc of fire, movement cut in half (rounded up).

Hellstrike Cannon

(Reaver or Warlord Titan)

Arm/Carapace

This cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture. The shells explode and splatter over a large area.

Cost: 50

Hellstrike Cannon

Hellstrike Cannon | 50cm | 6BP 4+ (-1)

Ignores cover.

Multiple Rocket Launcher

Reaver or Warlord Titan

Arm/Carapace

The Multiple Rocket launcher fires a barrage of explosive rockets and is used to provide longrange support fire for advancing troops.

Cost: 75

Multiple Rocket Launcher

Penetration Mode | 100cm | 6BP 4+ (-1)

Shotgun mode | 100cm | 4LBP 5+ (0)

The rocket launcher has two modes of fire, and may choose between them each turn. Both are artillery so they scatter, damage buildings and may fire indirectly.

Barrage Missile Launcher

Reaver or Warlord Titan

Carapace

This devastating weapon hurts huge bolts of super heated plasma at the enemy. It is a one-shot weapon.

Cost: 100

Barrage Missile Launcher

Barrage Missile | LoS | 8BP 3+ (-2)

One shot, always scatter 2D6cm, add D6 extra templates when fired which must touch at least two others.

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| <p>Harpoon Missile Reaver or Warlord Titan Carapace</p> <p>This special one-shot weapon possesses the ability to take control of enemy Titans. Does not affect Gargants, Bio-Titans and Greater Daemons Titans.</p> <p>Cost: 75</p> | <p>Harpoon Missile LoS - Auto (-2)</p> <p>Shielded targets will lose one shield. Units that do not possess a hit location template must save at 2 or be destroyed. Else pick a location and scatter, save at 2 TSM or the harpoon has lodged itself successfully. A unit that has been harpooned must roll a D6 in each subsequent Orders Phase. On a 1 the missile falls out and the Titan may be given orders as normal. On a 2+ the Titan comes under the control of the player who fired the harpoon.</p> |
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| <p>Vortex Missile Reaver or Warlord Titan Carapace</p> <p>This is a one-shot weapon which explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed.</p> <p>Cost: 150</p> | <p>Vortex Missile</p> <p>Can only be shot on First Fire Orders, One-shot, Destroys Buildings, Ethereal Psychic. Place the 6cm template within LoS and scatter 2D6cm. Anything under the template is destroyed. Units with template receive D6 hits (attacker's choice, no location hit more than once) with no save. All Void/Power Shields are lost. Successful Psychic Save moves stand to edge of template. Roll a D6 during End Phase. : 1-2 The vortex dissipates. 3-4 The vortex don't move. 5-6 The vortex scatters 2D6cm (reroll "hit")</p> |
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| <p>Warp Missile Reaver or Warlord Titan Carapace</p> <p>This is a one-shot weapon which contains a miniature warp drive that allows the missile to bypass armor and shields, materializing multiple meltabombs inside the target.</p> <p>Cost: 125</p> | <p>Warp Missile LoS - Auto/3+ -</p> <p>One-shot, Destroys Buildings, Ethereal Psychic. Automatically hit buildings, Titans and Praetorians, else hit on 3+ with no save. Scatters twice on templates, ignores save, and uses 2 dices on the damage table. Shields give no psychic save.</p> |
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| <p>Chain Fist Reaver, Warlord or Warhound Titan Arm</p> <p>This weapon, also called a Power Saw, is a motorized blade capable of ripping apart the toughest opponent.</p> <p>Cost: 25</p> | <p>Chain Fist - Close Combat</p> <p>+D6 CAF, Penetrating +2, can additionally Destroy Buildings with -4 modifier.</p> |
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| <p>Close Combat Head Reaver or Warlord Titan Head</p> <p>One of the more gruesome head variants, this one displays jagged blades, spikes and shorthrune weaponry that increase performance in Close Combat.</p> <p>Cost: 15</p> | <p>Close Combat Head</p> <p>Head armor save reduced by 1. +3 CAF.</p> |
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| <p>Laser Burner Reaver or Warlord Titan Arm</p> <p>This devastating weapon uses a short range, high-energy beam to slice through opponents. The enemy, if it survives, is likely to be severely damaged.</p> <p>Cost: 10</p> | <p>Laser Burner</p> <p>A Titan that wins a round of Close Combat may strike with this weapon instead of rolling for damage as normal. The Laser Burner causes D6 hits, and each hit is worked out by selecting a location and rolling on the damage table. No square on the hit location template may be selected more than once, but adjacent areas with the same location are valid targets.</p> |
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| <p>Power Fist Reaver, Warlord or Warhound Titan Arm</p> <p>This is a gigantic armoured fist surrounded by a powerful energy field that allows the Titan to tear chunks from other Titans or buildings.</p> <p>Cost: 15</p> | <p>Power Fist</p> <p>Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.</p> |
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| <p>Power Ram Reaver or Warlord Titan Arm</p> <p>This weapon delivers a high-velocity strike capable of punching through the thickest armor and inflicting major internal damage. It can also send a Titan crashing to the ground.</p> <p>Cost: 25</p> | <p>Power Ram</p> <p>Winning a CC round against a Titan by more than 6 points will knock the loser straight backwards D6cm. Vehicle or smaller models underneath are destroyed. Free attack against buildings with -5 modifier.</p> |
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Wrecker
Reaver or Warlord Titan
Arm
The wrecker is a large weighted ball at the end of a reinforced chain.

Cost: 25

Wrecker
Free strike before Close Combat. Super-heavy or smaller is destroyed, else select a location, scatter twice and hit 6 TSM. Free attack against buildings with -6 modifier.

Cerberus Anti-Aircraft Gun
(Reaver or Warlord Titan)
Arm/Carapace
Titans are sometimes fitted with Cerberus-class anti-aircraft guns.

Cost: 40

Cerberus Anti-Aircraft Gun
Cerberus AA Gun | 100cm | 2d 5+ (-1)
Anti-Aircraft, always on First Fire.

Carapace Landing Pad
Warlord Titan
Carapace
This is a combination of a Recon Land Speeder and an advanced fire control system.

Cost: 50

Carapace Landing Pad
When the Titan uses an artillery weapon it may trace its line of sight from the Land Speeder instead of itself. This will not eliminate obligatory scatter of some missiles, but can be used as line of sight for initial targeting of these missiles.
Recon Land Speeder | Skimmer (2+)
Move: 30cm Save: 6+ CAF: +3
Weapon Range Shoot
Multi-Melta | 25cm | 1d 3+ (-2)
Command, pop-up attack

Carapace Multi-Lasers
Warlord Titan
These are small, fast-tracking laser weapons mounted on the rear of a Warlord.
They do not occupy a weapon slot.

Cost: 10

Carapace Multi-Lasers
Carapace Multi-Laser | 15cm | 2d 5+ (0)
180 arc of fire to the rear of the Titan, always on First Fire.

Command Head
Warlord Titan
Head
This communications center acts as a CIC and relay system on the battlefield.

Cost: 35

Command Head
Head armor save reduced by 1. IG Command Radius is 35cm, acts as CHQ. Any hit to the head that causes damage of any sort will destroy the communications equipment and this ability will be lost.

Corvus Assault Head
Warlord Titan
Head
Carries a detachment of Terminators right up to a fortification and disgorge them directly amidst the defenders.

4 Terminator stands
Cost: 150

Corvus Assault Head
Must end movement in contact with a building/fortification. During the Close Combat Segment the Terminators disembark on Charge Orders (losing 5cm) and gain +D6 CAF for this turn only. Terminators can be dropped in the Movement Phase (Both lose 5cm of movement, no CAF bonus). 2+ armor save, no bail-out save.
Terminator | Infantry (1)
Move: 10cm Save: 4+/6+ CAF: +6
Storm Bolter | 35cm | 2d 4+ (-1)
Elite

Corvus Assault Pod
Warlord Titan
Arm
Carries a detachment of Terminators right up to a fortification and disgorge them directly amidst the defenders.

4 Terminator stands
Cost: 150

Corvus Assault Pod
Must end movement in contact with a building/fortification. During the Close Combat Segment the Terminators disembark on Charge Orders (losing 5cm) and gain +D6 CAF for this turn only. Terminators can be dropped in the Movement Phase (Both lose 5cm of movement, no CAF bonus). 2+ armor save, no bail-out save.
Terminator | Infantry (1)
Move: 10cm Save: 4+/6+ CAF: +6
Storm Bolter | 35cm | 2d 4+ (-1)
Elite

Custodian Head
Warlord Titan
Head
This rare head is imbued with psychic energy capable of lethal attacks. The titan may, in addition to other attacks, project an ethereal psychic blast attack.

Cost: 50

Custodian Head
Head armor save reduced by 1. Everything under the bcm template is hit on a 4+ and is destroyed with no armor save. Units with a hit location template suffer a hit to the head/crew compartment location with no armor save.
Custodian Head | 25cm | 6BP 4+ -

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| <p>Devotional Bell Warlord Titan</p> <p>This rare device is an anathema to beings of Chaos as it carries a single drop of blood of the Emperor himself!</p> <p>Only available against Chaos. Does not occupy a weapon slot.</p> <p>Cost: 50</p> | <p>Devotional Bell</p> <p>Provides a +1 to all Imperial morale checks within 25cm.</p> <p>Optional Effect : Greater Daemons may not use Chaos Reward Cards to negate wounds within if they are within 25cm of the bell.</p> |
| <p>Fire Control Center Reaver or Warlord Titan Carapace</p> <p>Fire Control Center is a carapace-mounted package containing range finding and targeting equipment.</p> <p>Cost: 75</p> | <p>Fire Control Center</p> <p>All weapons gain +1 To-Hit (including bar-rages). Carapace location save reduced to 3+.</p> |
| <p>Trident Reaver or Warlord Titan Arm</p> <p>This specialized weapon takes the form of a rocket-propelled grappling hook, used to seize opponents and drag them closer via an attached chain and power winch.</p> <p>Cost: 50</p> | <p>Trident $\boxed{25\text{cm}}$ $\boxed{1d\ 3+-}$</p> <p>Ignores Shields. Vehicle/superheavy is destroyed, smaller unit is unaffected. Targets with a hit location template roll for scatter normally, then both sides roll 2D6, add their CAF score to the roll, and the firing titan gains another D6 if on First Fire Orders. -If firing titan wins, the location suffers maximum damage. -If tie, the Trident becomes useless. -Else the chain can be fired the next turn.</p> |
| <p>Weapon Head Reaver or Warlord Titan Head</p> <p>This variant emphasizes additional firepower at the expense of armor.</p> <p>Cost: 25</p> | <p>Weapon Head $\boxed{25\text{cm}}$ $\boxed{1d\ 5+(-1)}$</p> <p>Head armor save reduced by 1.</p> |