

Adeptus Mechanicus Titan Legions v2

0.0 - Introduction

This list is intended to cover a Titan Legion of the Adeptus Mechanicus Collegia Titanica, also called the Adeptus Titanicus. More background will be given at a later date.

This is not a Titan only list. The Military Orders of the Collegia Titanica had troops and support for their Titans. In this list, we have attempted to make the Titans the main focus while still offering some options for other Adeptus Mechanicus formations and their traditional allies to play a role in the overall army list.

We have selected the Legio Victorum as our Legio, but feel free to paint up your titans in any colours that fit your army. We just want you to have a good time. If you would like to know more about the Legio Victorum please go to this GW site...

<http://www.armageddon3.com/English/Campaign/Troops/victorium.html>

Please note that as this list is designed for Grand Tournament games, and 0-1 limits present in the list are 0-1 per 5,000 points or part thereof.

1.0 – Using the Army List

Titan Legion formations come in two types – *core* and *auxilia*. Each *core* choice you include in the army list allows you to take two *auxilia* formations. In addition to this restriction, a Titan Legion army list must have **at least** 50% of their points spent on Legio formations. This limitation includes any upgrades the Titans may take.

Finally, some units have access to various upgrades. Each of these upgrades may only be taken once *per formation*, and the cost of the upgrade is added to the cost of the formation.



1.1 – Special Rules

1.1.1 – Knight Shield

The smaller Knights benefit from a powerful directional energy field, strong enough to withstand the heaviest Titan-grade weaponry.

This shield gives a Knight a 4+ saving throw, which may be taken against any attack. Make a single saving throw per hit with a Titan Killer weapon, rather than one for each point of damage. If the unit has the *Reinforced Armour* ability, then it may reroll its save using its standard save, unless struck by Lance, Macro-Weapon or Titan Killer hits.

A Knight may not use its shield in two circumstances:

- 1, Against CC attacks
- 2, When suffering crossfire

1.1.2 – Flame Templates

Certain weapons, such as the Light Inferno Gun, make use of the flame template when attacking the enemy. When resolving these attacks, use the following steps:

(1): Position the template so that it is touching the end of the barrel of the weapon, and with the entire template within the firing arc of the weapon. If using more than one template then they must be placed at the same time and may overlap.

(2): The template must be placed to cover as many enemy units from the target formation as possible, within the arc of the weapon, or the template can be repositioned by the opponent to any other position that is in LOF. If multiple templates are being used then each succeeding template must cover as many units as possible from those that are not already being attacked by another template.

(3): Determine how many units are under the template, a unit is under the template if; (a) Any part of the model falls under the template; (b) At least one enemy model on a stand falls under the template.

(4): Roll a die for each infantry unit (as one block) and each vehicle unit (as a second block), scoring hits and carrying out saves as would normally be done for shooting.



1.2 – Army List

Adeptus Mechanicus Titan Legions Army List			
Adeptus Mechanicus Titan Legions have a strategy rating of 3. Adeptus Mechanicus Titan Legions formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.			
Legio Formations			
<i>At least 50% of the points spent on the force must be spent on Legio formations</i>			
<i>Formation</i>	<i>Unit</i>	<i>Upgrades</i>	<i>Cost</i>
Warlord Titan	1 Warlord Titan	Legate, Veteran Princeps, Carapace Multi-lasers, Sacred Icon, Devotional Bell, Carapace Landing Pad	850pts
Reaver Titan	1 Reaver Titan	Veteran Princeps, Carapace Multi-lasers, Sacred Icon, Carapace Landing Pad	650pts
Warhound Pack	2 Warhound Titans	Veteran Princeps	500pts
0-1 Ordinatus	1 Ordinatus Mars	Armageddon, Golgotha	450pts

Auxilia Formations			
<i>Two per Legio Formation</i>			
Warhound Titan	1 Warhound Titan	Veteran Princeps	250pts
Cataphract Cohort	6 Leman Russ	Electro-Priest	350pts
Skitarii Cohort	6 Skitarii units and 3 Chimeras	Electro-Priest, Skitarii Tribune	200pts
Mobile Field Gun Cohort	3 Field Guns ¹ and 3 Chimeras	None	150pts
Praetorian Combat Servitor Cohort ²	8 Praetorians	Chimeras, Electro-Priest	300pts
Flak Battery	3 Hydras	None	150pts
Recon Cohort	4 Sentinels	None	100pts
Paladin Household	3 Knights Paladin	Paladin, Seneschal, Baron	250pts
Lancer Household ³	3 Knights Lancer	Lancer, Seneschal, Baron	250pts
Errant Household ³	3 Knights Errant	Errant, Seneschal, Baron	250pts
Crusader Household ³	3 Knights Crusader	None	500pts
Castellan Household ³	3 Knight Castellan	None	500pts

Adeptus Mechanicus Upgrades		
0-1 Legate	Add a Legate to the Titan	100pts
Veteran Princeps	Add a Veteran Princeps to the Titan	50pts
Carapace Multilasers	Add two Carapace Multilasers to the Titan	50pts
Sacred Icon	Mount a Sacred Icon on the Titan. May replace 1 weapon system instead of paying 50pts	50pts/Free
Devotional Bell	Replace two Carapace Weapons with a Devotional Bell	Free
Carapace Landing Pad	Replace 1 Carapace Weapon with a Landing Pad	Free
Armageddon	Upgrade the Ordinatus to Ordinatus Armageddon	50pts
Golgotha	Upgrade the Ordinatus to Ordinatus Golgotha	100pts
Skitarii Tribune	Add a Skitarii Tribune and 1 Chimera to the formation	50pts
Electro-Priest	Add an Electro-Priest to any one unit in the formation	50pts
Chimeras	Add 4 Chimeras	100pts
Seneschal	Upgrade one Knight to be a Seneschal of that type	50pts
0-1 Baron	Add a Baron to the formation	200pts
Paladin	Add 3 Knights Paladin	200pts
Lancer	Add 3 Knights Lancer	200pts
Errant	Add 3 Knights Errant	200pts

Imperial Navy Aircraft		
0-1 Thunderbolts	2 Thunderbolts. May add 2 more Thunderbolts for +150pts	150pts
0-1 Marauder Destroyer	2 Marauder Destroyers	450pts

1 – Select one of the following units per Field Gun: Mole Mortar, Thudd Gun

2 – Must be transported either in Chimeras or Corvus Assault Pod

3 – To select any of these formations, a minimum of 1 Paladin Household must first be selected in the army



2.0 – Adeptus Mechanicus Titan Legion Units

TITAN BASICS

There are two types of Titans used in this list. The first are Battle Titans. Battle Titans include the Warlord variants and the Reaver variants.

The second type are classed as Scout Titans. The Warhound is the only Scout Titan recorded as having fought on Armageddon. Battle Titans have more options and weapons to select from. Scout Titans have fewer options.

The titans available in this list are flexible in terms of their armament, as opposed to the constrained versions in the rule book. To represent this, the Adeptus Mechanicus Titan Legions army list allows you to select your own weapons for your battle titans, so long as they obey the two following restrictions.

1, 50% or more of your Battle Titan weapons, rounding fractions up, must come from the Tactical weapons list.

2, Each Battle Titan must mount a minimum of 1 Tactical weapon.

Any other weapon selections may be taken from the Assault and Support weapons lists.

Example

An army with a Warlord and a Reaver – 7 weapons slots available, so 4 must be tactical weapons.

Warlord with 2 Turbolaser Destructors, 2 Volcano cannons
Reaver with 2 Gatling Blasters, Plasma Destructor

The above selections fulfil both the above rules, and therefore are legal.

With regards to Warhounds, each Warhound may select two Scout weapons, one for each Arm mount.

Titan Naming Conventions

Most legions give titans names that describe their type of weapon loads. For example, Warlords often use the following name variations. A *Nightgaunt* is a Warlord with two or more assault weapons. An *Eclipse* is a Warlord that has given up weapons in order to gain access to inspiring relics. A *Deathbringer* is the name commonly used for Tactical Warlord Titans, while a *Nemesis* Warlord has two or more Support Weapons.

Reaver Titans use similar name variations. *Hun* (Deathbringer), *Goth* (Nemesis), and *Vandal* (Eclipse) are examples.



2.1 – Titans

Each Titan has a number of weapon slots that are filled from the weapons lists below. There are two types of weapon slots - Carapace and Arm. Carapace Weapons have Fixed Forward fire arcs, whilst Arm weapons have Forward fire arcs. The number of each slot is noted in the Titan chassis description.

Warlord Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2 x Carapace Weapons	-	-	Fixed Forward Arc	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	DC8; 6 Void Shields; <i>Critical:</i> The Warlord's plasma reactor has been breached. Roll a D6 for each breach in the reactor in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+.			
	Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Reaver Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
1 x Carapace Weapons	-	-	Fixed Forward Arc	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	DC6; 4 Void Shields; <i>Critical:</i> The Reaver's plasma reactor has been breached. Roll a D6 for each breach in the reactor in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will take a hit on a roll of 5+.			
	Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Warhound Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Arm Weapons	-	-	Forward Arc	
Notes:	<p>DC3; 2 Void Shields; <i>Critical:</i> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cannot move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units they will take a hit on a D6 roll of 6+ (normal saves apply).</p> <p>Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide</p>			

2.2 – Titan Weapons

Scout Weapons

The weapons used by the Warhound Titan are generally smaller versions of those used by its larger brethren. Due to a smaller reactor and less space to store ammunition, the Warhound is unable to carry these larger weapons, so uses these smaller versions whilst operating in its role as the Legio's scout.

Light Inferno Gun

As the Warhound is not as tall as its brethren, its Inferno Gun operates differently, firing in manner more akin to a flamer carried by a Guardsman than the arcing fire a Reaver could manage. The results of this weapon are still devastating, however, rooting infantry from cover with ease.

Plasma Blastgun

The Plasma Blastgun was specifically designed for the Warhound Titan, which is unable to use the larger plasma weapons carried by the Reaver and Warlord. Due to the size differential of their reactors, the Plasma Blastgun has less plasma to work with, and therefore fires fewer shots at a shorter range.

Light Turbolaser Destructor

Light Multiple Rocket Launcher

Light Vulcan Mega Bolter

Weapon	Range	Firepower	Notes
Light Inferno Gun	Flame template	AP4+ / AT6+	Ignore Cover
Plasma Blastgun	45cm	2xMW2+	Slow Fire
Light Turbolaser Destructor	45cm	4x AP5+ / AT3+	
Light Multiple Rocket Launcher	45cm	3BP	
Light Vulcan Mega-Bolter	45cm	4x AP3+ / AT5+	



Tactical Weapons

Gatling Blaster

The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry and vehicles.

Inferno Gun

The Inferno Gun fires a jet of super-heated fuel to devastating effect.

Melta Cannon

The Melta Cannon fires a blast of heat which literally melts away the target, turning metal, flesh and concrete into molten slag. It only has a short range as the heat is easily dissipated, but it is still extremely effective.

Multiple Rocket Launcher

The Launcher fires a barrage of explosive rockets, and is used to provide long range support for advancing troops.

Plasma Cannon

The Plasma Cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, and its own structure is converted to plasma.

Turbolaser Destructor

The turbo-laser destructor is a highly effective anti-tank weapon.

Vulcan Mega Bolter

The Vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry with a single burst.

Weapon	Range	Firepower	Notes
Gatling Blaster	60cm	4x AP4+ / AT4+	
Inferno Gun	30cm	4BP	Ignore Cover
Melta Cannon	30cm <i>And</i> (15cm)	2 x MW3+ Small Arms	Titan Killer (D3) Titan Killer (1), Extra Attacks (+1)
Multiple Rocket Launcher	60cm	3BP	
Plasma Cannon	60cm	4 x MW4+	Slow Fire
Turbolaser Destructor	60cm	4x AP5+ / AT3+	
Vulcan Mega Bolter	45cm	6x AP3+ / AT5+	



Assault Weapons

Note – Unless stated otherwise, an Assault weapon must be mounted in an Arm slot.

Chainfist

The Chainfist is a motorised saw blade capable of ripping apart the toughest close combat opponent.

Corvus Assault Pod

The Corvus Assault Pod was designed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Praetorian Combat Servitors into combat safely. This Pod is usually used to deploy the Praetorians into buildings within a city, but the troops may be deployed into a ground-level combat should the situation dictate.

Laser Burner

The Laser Burner is a searing laser beam whose energy is focused a few meters in front of the weapon. This intense energy causes bare metal to vaporise and electrically powered systems to burn out.

Power Fist

This is a gigantic armoured fist surrounded by a powerful energy field that allows the Titan to tear chunks from other Titans or buildings.

Wrecker

The Wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is the deliver crushing blows against building and fortifications, though this destructive ability can be used to similar effect against enemy war engines.

Weapon	Range	Firepower	Notes
Chainfist	(Base Contact)	Assault Weapons	Extra Attacks (+6), MW
Corvus Assault Pod	(15cm)	Small Arms	Extra Attacks (+4), Transport (8), may transport 1 formation of Praetorians
Laser Burner	(15cm)	Small Arms	Extra Attacks(+4), MW, may be carapace mounted
Power Fist	(Base Contact)	Assault Weapons	Extra Attacks (+3), Titan Killer (D3)
Wrecker	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan Killer (D6), First Strike



Support Weapons

Note - Barrage Missile Launcher and Vortex Missile must be carapace mounted

Barrage Missile Launcher

The barrage missile launcher is a one shot support weapon. It fires a salvo of plasma warheads which vaporises the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect on unshielded targets.

Plasma Destructor

This is a bigger version of the Plasma Cannon and puts a huge drain on the Titan's power system. It is astonishingly effective, but the pay-off is also considerable.

Quake Cannon

The Quake Cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake Cannon can burst apart even the most resilient armour or building.

Volcano Cannon

This large laser weapon fires a bolt of explosive laser energy which tears through and destroys the most heavily armoured enemy.

Vortex Missile

The Vortex Missile carries a deadly vortex mechanism which creates a small black hole when the missile explodes.

Weapon	Range	Firepower	Notes
Barrage Missile	Unlimited	(1D6 + 3) BP	Single Shot, Disrupt
Plasma Destructor	90cm	4xMW3+	Slow Fire
Quake Cannon	90cm	2BP	Macro-Weapon
Volcano Cannon	90cm	MW2+	Titan Killer (D3)
Vortex Missile	Unlimited	MW3+	Single Shot, Titan Killer(D6), No LOF required



2.3 – Titan Upgrades

Legate

Legate is a term given to the commander of a detachment of a Titan Legion, and is a position which commands respect amongst both the Collegia Titanica and the other branches of the Imperial war machine. The titans commanded by a Legate have usually received some customisation by the Legio's Tech-Priests to better protect such a respected individual.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Defence Turret	15 cm	Small Arms	MW, Extra Attacks (+1)	
Notes:	Supreme Commander			

Veteran Princeps

The older a Princeps gets, the tighter the bond between him and his Titan becomes, and the more fluidly the Titan responds to his mental impulses. As a survivor of many battles, a Veteran Princeps has considerable experience, and is an experienced tactician. He is looked up to by other Princeps', and has the authority and instinct for when his battlegroup may be best applied in the chaos of the battlefield.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Commander, Leader			

Carapace Multilasers

Battle Titans fighting in built-up areas are sometimes fitted with multi-lasers to protect the Titan from infantry assault. These multilasers are also fitted with targeting systems which can track fast-moving aircraft, allowing the Titan some modicum of cover against enemy airpower if operating alone.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Carapace Multilasers	30cm	AP5+/AT6+/AA5+	-	
Notes:				

Sacred Icon

Many Titans are fitted with large banners or other relics of the Mechanicus Cult, pledging their dedication to the Machine God and the Omnissiah. The Princes' of these Titans believe that carrying these relics will bring the Machine Gods favour to them during battle, and the sight of the might Titans striding forth bearing these banners inspires the Skitarii to greater acts of valour.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Adds <i>Inspiring</i> to Titan. If replacing a weapon, counts as a Tactical weapon with regards to the Titans loadout.			

Devotional Bell

This bell structure is always carried by the Custodian Titan of an order. Built from valuable and sacred Terran metals and anointed with a drop of the Emperor's blood, the bell acts as a mobile shrine for the Imperial Cult and a rallying point on the battlefield. The presence of a Custodian Titan in a battle is a complete anathema to daemonic intrusions into the material universe as it directly extends the Emperor's will and spirit to his mortal followers.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	+5cm	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Adds <i>Inspiring</i> , <i>Invulnerable Save</i> and <i>Leader</i> to the Titan. When replacing a weapon, counts as two Tactical weapons with regards to the Titans loadout.			

Carapace Landing Pad

The Carapace Landing Pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	-	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Adds <i>Indirect Fire</i> to any BP weapons on the Titan. A Carapace Landing Pad counts as a Tactical weapon with regards to the Titans loadout.			

2.4 – Skitarii and Equipment

Skitarii Tribune

The Skitarii Tribune is on a par with a Guard Lieutenant in the ranking Scheme, he commands one of the Legions Centuries. Skitarii do not use the command squads of the Guard, preferring the flexibility of a lone commander, though it is common for him to join squads.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Heavy Bolter	30cm	AP5+		
Notes:	Commander, Leader			

Electro-Priest

Also known as the Luminen or “the spark of life”, Electro-priests are living generators, capable of coursing energy into anything they touch. The bodies of Electro-Priests are covered in spiralling electro circuits, metal-based tattoos which coil about their bodies like a magneto. Electro grafts in their nervous system allow them to generate a crackling fount of electrical energy through their copper etched palms, the charge building as the Luminen works himself into a ecstatic frenzy until the priest collapses from physical exhaustion. Electro-priests use their power to “resurrect” powerless artefacts or to destroy enemies of the Machine God like bolts of living lightning.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Electro-Grafts	Base Contact	Assault Weapons	MW, Extra Attacks (+1)	
Notes:	Fearless, Invulnerable Save, Inspiring			

Skitarii

The Skitarii are forge guards, human soldiers with basic bionic augmentations for communication, weapon links and sensory feeds.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Heavy Bolter	30cm	AP5+		
Notes:				



Praetorian Combat Servitors

Praetorians are intended to provide complete protection for the Tech-priest on the battlefield. They are elite cyborgs warriors which bodyguard the Magos and protect temples, shrines and other facilities threatened with direct attack. Heavily armed and armoured they typically mass over twice the bulk of a man or more, with tracks or jointed legs to carry their immense weight. Some Praetorians are created from vat-grown giants or mind-scrubbed Ogryns. All are designed to intimidate and, if necessary, obliterate.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	15cm	Small Arms		
Praetorian CCW	Base Contact	Assault Weapons	Extra Attacks(+1)	
Plasma Gun	15cm	AP5+ / AT5+		
Notes:	Fearless			

Mole Mortar

The Mole Mortar presents Imperial tunneller technology at its most practical. Originally developed in the Dark Age of Technology, the Mole Mortar was used to breach fortifications too strong for conventional weaponry to damage. Due to the unique way it operates, the Mole Mortar was able to circumvent most defences, striking from below to explode within bunkers and other structures. The Skitarii favour the Mole Mortar as a close support weapon, allowing them to strike unexpectedly at the most heavily-armoured enemy, and allowing the Skitarii infantry to exploit the confusion sown in the enemy lines.

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	-	-	5+
Weapon	Range	Firepower	Notes	
Mole Mortar	30cm	1BP	Indirect Fire, Disrupt	
Notes:				

Thudd Gun

The Thudd Gun is the alternative support weapon used by the Skitarii. It shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession with a distinctive "thud-thud-thud" noise, leading to the common name of "Thudd Gun".

Whilst engaged in clearing the Ork Rokks around Death Mire, the Skitarii found the extra range provided by the Thudd Gun to be beneficial, allowing them to advance under its covering umbrella of fire. A number of Tribunes noted that the Orks had begun to react psychologically when the Thudd Guns opened fire, dispersing their formations in the hope of escaping the worst of the damage before counter-charging. Co-ordinated actions between Thudd Gun batteries and Cataphract crews allowed the Skitarii infantry to advance on Ork positions comparatively unmolested, leading to a re-examination of this ancient weapon of war.

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	-	-	5+
Weapon	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+ / AT6+	Indirect Fire	
Notes:	Thudd Guns are allowed to use the <i>Indirect Fire</i> rules normally only allowed to units that fire barrages (see 1.9.8). All of the rules for <i>Indirect Fire</i> apply in full, including the rules for doubling the Thudd Gun's range when it fires indirectly.			



2.5 – Knights

Baron

While most Knights are drawn from the hereditary warrior class of the Knight Worlds, only those of the ruling noble elite is ever allowed to don the suit of a Knight Baron. These aspirants must climb through the ranks just as any other Knight Warrior must, but because of their special place in society this ordeal is made more difficult for them, so that when they do graduate they are veterans of the highest order with razor sharp skills. Only then are they given the Knight Baron suit, a platform armed with a rapid fire cannon, power lance, and shock lance, which will require them to use every ounce of that skill they have earned. All this is needed because the Knight Baron is expected to lead the attacks of his kinsmen from the front to instil them with pride and martial fervour.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Baron Cannon	45cm	2x AP4+ / AT4+		
Power Lance	(15cm)	Small Arms	Extra Attack (+1), MW, First Strike	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC2; Knight Shield; Critical: The Baron's head is destroyed, killing the pilot. The Baron is destroyed. Walker, Reinforced Armour, Thick Rear Armour, Commander, Inspiring, Fearless			

Seneschal

The Seneschal is a trusted retainer of the Baron, and will lead formations of Knights in place of the Baron when necessary. A Baron's retinue will usually consist of highly trained warriors, familiar with the three main combat suits and able to command any of them with equal effectiveness.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes:	Inspiring, Leader			



Knight Errant

As soon as an aspirant has finished his training, and has gone through the Rites of Induction Militant, he is given his first suit, and that is of the Knights Errant. Armed with the deadly thermal cannon, power gauntlet, and a shock lance, the Knight Errant suit fits well the aggressive headstrong nature of all these young warriors, by being an excellent assault platform well suited for close ranged combat. Soon this carefree attitude will be tempered by experience and age, and the Knight Errant will move on, but all of them will remember the hard lessons they learned in their first suits.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Thermal Cannon	30cm <i>And</i> (15cm)	MW4+ <i>And</i> Small Arms	Extra Attack (+1), MW	
Power Gauntlet	Base Contact	Assault Weapon	Extra Attack (+1), MW	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC1, Walker, Reinforced Armour, Knight Shield			

Knight Lancer

Some Knights Errant remain aggressive and headstrong no matter how much older they get, nor how much battle experience they gain. A Knight Paladin is a tempered skilled warrior and a poor suit for an aggressive rash warrior. However the Household has a need for a suit that has the speed to outflank the enemy, scout out their positions, and distract hostile forces. The agile Knight Lancer easily fills this role, and it is into these machines that they place their most aggressive warriors.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Knight Cannon	45cm	AP4+ / AT4+		
Power Lance	(15cm)	Small Arms	Extra Attack (+1), MW, First Strike	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC1, Walker, Reinforced Armour, Knight Shield			

Knight Paladin

Armed with a Knight cannon and an auto-cannon for ranged combat and a chain sword and shock lance for close combat the Paladin is the archetypal Knight. While the Knight Paladin is the least specialized of all the Knights it is the most tactically flexible of them all, and in combat will carry the burden of most of the fight. Because of this the Paladin is reserved for use only by veterans with years of experience, or only the most promising of all the aspirants coming out of the ranks of the Knights Errant.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Knight Cannon	45cm	AP4+ / AT4+		
Autocannon	45cm	AP5+ / AT6+		
Heavy Chain Sword	Base Contact	Assault Weapon	Extra Attack (+1), MW	
Shock Lance	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Notes:	DC1, Walker, Reinforced Armour, Knight Shield			



Knight Crusader

The heaviest Knight fielded on the Knight Worlds is the Crusader/Castellan suit. While much heavier, and slower, than the other Knights, these two types have substantially greater ranged firepower, and much thicker armour. Knights Errant that display skill as patient marksmen, who disdain the excitement of close action will quickly find themselves pulled from the ranks of the Knights Errant and outfitted in one of these heavy support Knight suits. These two Knight suits are both armed with a modified quake cannon and only differ in their secondary armament, with the Crusader designed more for an anti-tank role, while the Castellan is better suited for the anti-personnel role.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Quake Cannon	90cm	2BP	Macro Weapon	
Crusader Lascannon	45cm	2x AP6+ / AT4+		
Notes:	DC2; 1 Void Shield; Critical: The Crusader's head is destroyed, killing the pilot. The Crusader is destroyed.			
	Walker, Reinforced Armour, Thick Rear Armour			

Knight Castellan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Quake Cannon	90cm	2BP	Macro Weapon	
Gatling Autocannon	45cm	2x AP4+ / AT6+		
Notes:	DC2; 1 Void Shield; Critical: The Castellan's head is destroyed, killing the pilot. The Castellan is destroyed.			
	Walker, Reinforced Armour, Thick Rear Armour			

2.6 – The Ordinatus

The Ordinatus are detailed in two sections – the chassis, which is common to each variant, and the main gun, which varies. When upgrading Ordinatus Mars, the new weapon replaces the Mars’ Sonic Disruptor.

The Cult Mechanicus revere the Ordinatus as avatars of the Machine-God, creations of such cunning and power they could never be improved or outdated. Thus they have been carefully maintained, and when sent to war they are inscribed with sacred runes, anointed with the most precious oils and unguents, and blessed by the Lord of the Centurio Ordinatus. Their crews are the most highly trained of the Skitarii, warriors who fight with the zealous fanaticism of those who serve a living god.

Ordinatus Chassis

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Lascannon	45cm	AT5+		
Notes:				
DC3; 6 Void Shields; Critical: Ordinatus' plasma reactor has been breached. Roll a d6 in the end phase for each breach. On a 1, the reactor explodes, destroying the Ordinatus. On a 2-3 Ordinatus suffers 1 more point of damage. On a 4-6, the breach is repaired.				
Thick Rear Armour, Inspiring, Fearless				

Ordinatus Mars

Many times, the Lord of the Centurio Ordinatus must deploy Ordinatus Mars to crush a rebel citadel or enemy stronghold, and in doing so order the destruction of irrecoverable pieces of ancient technology. This death of knowledge is felt keenly by the adepts of the Machine-God, thus Ordinatus Mars is also known by the grim title of “Bringer of Woe” by the Adeptus Mechanicus.

It is not only buildings which are vulnerable to the Sonic Disruptor –bones shatter, organs burst and electronic equipment explodes as the wall of sonic energy passes over them. The frequency of the Sonic Disruptor ravages those who fall victim to it, from a subsonic rumbling that tears buildings apart to a supersonic squeal that pierces eardrums and flays skin from flesh. The Sonic Disruptor scales rapidly up and down these frequencies, causing a blast of sonic energy that rolls forward like the force wave from some massive explosion.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Sonic Disruptor	100cm	10BP	Ignore Cover, Disrupt, Fixed Forward	



Ordinatus Armageddon

Ordinatus Armageddon first shed blood during the massive Chaos invasion of the planet of the same name. The Khorne Banelords, Lords of Battle and daemon engines were instrumental in the destruction of many cities, but a genius of the Adeptus Mechanicus, Geronimus Undersen, devised an Ordinatus as a defence against the marauding war engines. Undersen mounted a massive starship weapon onto a land-based chassis, giving the Imperial forces an immense machine powerful enough to destroy even the largest and most powerful foes.

In the ensuing battle for Tartarus Hive, Armageddon destroyed no less than four Chaos Titans and two detachments of daemon engines. Without the heavy firepower of these machines, the Chaos assault broke upon the mile-high walls of Tartarus like a tide against the rocks.

The Nova Cannon is similar to the Plasma Annihilator of an Imperator Titan. However, rather than releasing a burst of raw plasma, the Nova Cannon can focus and control the potent energies to greater precision. This allows the crew to siphon small amounts of plasma into the discharge chamber, producing a rapid burst of fire. Alternatively, the crew can flood the chamber with all the remaining plasma and send out an earth-shattering blast of energy.

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Nova Cannon	100cm	4 x MW3+	Titan Killer (D3), Fixed Forward	

Ordinatus Golgotha

After Ork Warlord Ghazghkull Thraka was defeated on the Hive world of Armageddon for the first time he fled to the stars. His nemesis, Commissar Yarrick, tracked Ghazghkull down to the Squat world of Golgotha. Despite the assistance of Yarrick, the Squats were defeated by Ghazghkull's horde and Yarrick was captured. In an attempt to humiliate his arch-foe, Ghazghkull did not kill Yarrick, but imprisoned him instead.

However, the resourceful Yarrick managed to escape and returned to Golgotha with a punitive force of Titans and Skitarii. The early battles went badly for the Imperium, as the sheer size of the Ork horde overwhelmed them time and time again. In an attempt to smash the massive Ork mobs, Ordinatus Golgotha was constructed in the recaptured strongholds of the Squats. Golgotha's terrifying Hellfire missiles devastated the Orks, slaying thousands over the course of a week. The Orks were routed from the Squat homeworld and since then Ordinatus Golgotha has always been at the forefront of any battle against enemies who have a strong numerical advantage.

Hellfire is a common term for a potent acidic-virus compound developed by the Adeptus Mechanicus. It burns through armour and sears flesh, usually leaving the few who survive hideously scarred and crippled. It is a matter of opinion whether it is better to die by a Hellfire attack or to survive!

Type	Speed	Armour	Close Combat	Firefight
Upgrade	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
6 x Hellfire Missiles	Unlimited	4BP	Macro-Weapon, Single Shot, Ignore Cover, Indirect Fire	



2.7 – Shared Imperial Units

Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	-	
Heavy Bolter	30cm	AP5+	-	
Notes:	Transport (may carry one Field Gun OR any two of the following units: Skitarii infantry, Skitarii Tribune, Praetorian)			

Hydra

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+		
Heavy Bolter	30cm	AP5+		
Notes:				

Leman Russ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+ / AT4+		
Lascannon	45cm	AT5+		
2x Heavy Bolter	30cm	AP5+		
Notes:	Reinforced Armour			

Armageddon Pattern Sentinel

While the standard Mars pattern Sentinel is equipped with a multilaser, Armageddon produces a slightly different variant, armed with a tank hunting lascannon. This is a relic of the previous invasion, where the scouting Sentinel formations have needed the capability to deal with fast-moving armoured Ork patrols from a distance. On arrival on Armageddon, the Skitarii requisitioned Sentinels that had been earmarked for the Steel Legion, giving the infantry some anti-armour support.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lascannon	45cm	AT5+		
Notes:	Walker, Scout			



2.8 – Imperial Navy

Thunderbolt Fighter

Thunderbolts are useful both as interceptors and as ground attack aircraft. When Ghazghkull launched his attack on Armageddon, it was the squadrons of the Imperial Navy that bore the initial brunt and suffered ruinous losses. Of the one hundred and eighteen Thunderbolt squadrons launched by the Navy, less than thirty returned after their initial sorties. Well trained and armed, the Thunderbolt pilots were simply no match for the sheer number of craft launched by the Ork fleet who were able to put out swarms of flyers.

Realizing that they were involved in a war of attrition that could not be won by the Imperium, Admiral Parol was forced to withdraw the fleet and re-assign as many of the surviving squadrons as he could spare to ground airbases and airfields on Armageddon itself. Throughout the war, Thunderbolt squadrons continued to maul the Ork air assaults and was often the only thing stopping the Orks achieving complete air dominance.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter/Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Storm Bolters	15cm	AP4+ / AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+ / AT6+ / AA5+	Fixed Forward Arc	
Under-wing Rockets	30cm	AT4+	Fixed Forward Arc	
Notes:				

Marauder Destroyer

The Destroyer is the name given to a particular variant of the Marauder bomber designed for dedicated planetside ground attack missions. The Marauder Destroyer specialises in low-level attacks, carrying a reduced bomb payload in favor of superior firepower. During the Second War for Armageddon, Ork dominance of the skies forced the few remaining Marauders to be retrofitted for night-ops, flying extremely low in order to avoid detection, creating the Destroyer in the process.

During the Third War, the Marauder Destroyers were used to eliminate Ork airfields, command posts and supply dumps with precise low-altitude strikes. They were often coupled with the Titan Legions, spear-heading counter-attacks in force. The results of this tactic can be seen in the ruins of the Rok drop-sites near Death Mire, where wing-pairs of Marauder Destroyers acted in concert with the Legios Tempestor and Victorum to harry the Orks as they attempted to land and disperse.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
3 x Twin Autocannon	45cm	AP4+ / AT5+ / AA6+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AA5+		
Twin Assault Cannon	30cm	AA4+	Rear Arc	
2 x Under-wing Rockets	30cm	AT5+	Fixed Forward Arc	
Bomb Rack	15cm	2BP	Fixed Forward Arc	
Notes:	2DC; Critical: The control surfaces are heavily damaged, forcing the crew to eject. The Marauder Destroyer is destroyed.			



3.0 – Titan Templates

Keeping track of what weapons your titan has can be tricky in during the heat of battle, so these templates have been created to help with that. Simply note in the boxes what weapons your titan has, and to keep track of how many hits and/or void shields your Titan has left.

Warlord

Titan Name:					
Void Shields:	6		Damage Capacity	8	
Type		Speed	Armour	Close Combat	Firefight
War Engine		15cm	4+	2+	3+
Mount	Weapon	Range	Firepower	Notes	
Carapace 1				Fixed Forward Arc	
Carapace 2				Fixed Forward Arc	
Arm 1				Forward Arc	
Arm 2				Forward Arc	
Notes:		<p><i>Critical:</i> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+.</p> <p>Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide</p>			

Reaver

Titan Name:					
Void Shields:	4		Damage Capacity	6	
Type		Speed	Armour	Close Combat	Firefight
War Engine		20cm	4+	3+	3+
Mount	Weapon	Range	Firepower	Notes	
Carapace 1				Fixed Forward Arc	
Arm 1				Forward Arc	
Arm 2				Forward Arc	
Notes:		<p><i>Critical:</i> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will take a hit on a roll of 5+.</p> <p>Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide</p>			

Warhound

Titan Name:					
Void Shields:	2		Damage Capacity	3	
Type		Speed	Armour	Close Combat	Firefight
War Engine		30cm	5+	4+	4+
Mount	Weapon	Range	Firepower	Notes	
Arm 1				Forward Arc	
Arm 2				Forward Arc	
Notes:		<p><i>Critical:</i> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cannot move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units they will take a hit on a D6 roll of 6+ (normal saves apply).</p> <p>Fearless; Reinforced Armour; Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide</p>			

4.0 – Collector’s Models

Weapons

Weapon	Counts As	Range	Firepower	Notes
Battle Claw	Power Fist	(Base)	Assault	EA(+2), TK(d3)
Harpoon Missile	Vortex Missile	Unlimited	MW4+	Single shot, 1
Laser Blaster	Vulcan Mega Bolter	45cm	4 x AP5+ / AT3+	
Power Ram	Wrecker	(Base)	Assault	EA(+1), MW, 2
Power Saw	Chainfist	(Base)	Assault	EA(+4), MW
Trident	Wrecker	30cm	MW2+	Ignore Shields, 3
Warp Missile	Vortex Missile	Unlimited	MW3+	TK(D3), Ignore Shields, Single Shot, No LOF required

1, War Engines taking any damage join your side

2, Walker knocked over (destroyed) if damaged

3, Always cause Critical on a hit

Heads/Upgrades

Head	Counts As	Range	Firepower	Notes
Combat Head	Veteran Princeps	+1CC, -1FF, May transport 4 units		
Command Head	Veteran Princeps			
Corvus Assault Head	Corvus Assault Pod ⁴	15cm	Small Arms	EA(+2), Transport (8)
Custodian Head	Legate			
Deathstrike Head	Quake Cannon ⁴	180cm	3BP	MW, Slow Fire, 5
Dragon Head	Veteran Princeps	30cm	AP3+	Ignore Cover
Eagle Head	Sacred Icon ⁶			
Fire Control Centre	Carapace Landing Pad			
Weapon Head	Veteran Princeps	+1FF, -1CC		

4, One weapon mount on this Titan, normally able to carry this weapon, is unavailable

5, Halves Titan speed

6, Icon must be paid for, as it doesn't occupy a weapon mount.



Divisio Telepathica Psi-Titan – Counts as a Warlord Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
Psi-Cannon	30cm	6BP	Disrupt, Ignore Cover, TK(D3)	
	or 15cm	Small Arms	EA(+2), Ignore Cover, TK(D3)	
Head Guns	30cm	4 x AP5+/AT5+	Forward Arc	
Arm Weapon	-	-	Forward Arc	
Arm Weapon	-	-	Forward Arc	
Notes:	DC8; 6 Void Shields; <i>Critical:</i> The Warlord's plasma reactor has been breached. Roll a D6 for each breach in the reactor in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+. Inspiring; Fearless; Reinforced Armour; Walker; Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide			

Consider the Warlord to be armed with 1 tactical weapon and 1 support weapon on its carapace, and to have 2 Arm Slots free for additional weapons.

Robots – Counts as Praetorian Combat Servitor

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	10cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+ / AT5+		
Power Fist	(Base)	Assault Weapon	MW, EA(+1)	
Notes:	Fearless, Walker			

Warden Knights – Counts as Leman Russ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battlecannon	75cm	AP4+ / AT4+		
2 x Multilaser	30cm	AP5+ / AT6+		
Notes:	Walker, Reinforced Armour, Knight Shield			

