



**Warlord:** Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

**Critical Hit Effect:** 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 1 the reactor explodes, destroying the Warlord; on a roll of 2-3 the Warlord suffers one 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 5cm of the Warlord will be hit on a roll of 4+.

Damage Capacity: 8

Weapon	Range	Firepower	Notes
2x Turbo-Laser	60cm	4x AP5+/AT3+	FXF
Destructors	60cm	4x AP4+/AT4+	Forward Arc
Galling Blaster	90cm	MW2+	Forward Arc, TK (D3)
Volcano Cannon			

Mars Pattern, Standard Weapon Configuration

Speed: 15cm  
Armor: 4+  
CC: 2+  
FR: 3+

Type: WE  
**IMPERIAL WARLORD TITAN**

**Reaver:** 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.

**Critical Hit Effect:** 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 1 the reactor explodes, destroying the Reaver; on a roll of 2-3 the Reaver suffers one 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 5cm of the Reaver will be hit on a roll of 3+.

Damage Capacity: 6

Weapon	Range	Firepower	Notes
2x Turbo-Laser	60cm	4x AP5+/AT3+	Forward Arc
Destructors	60cm	3BP	FXF
Rocket Launcher			

Mars Pattern, Standard Weapon Configuration

Speed: 20cm  
Armor: 4+  
CC: 3+  
FR: 3+

Type: WE  
**IMPERIAL REAVER TITAN**

**Warhound:** 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. The plasma blastgun may either fire one shot and still have one shot in reserve for next turn, or fire two shots and not shoot next turn at all.

**Critical Hit Effect:** 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 can't 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 then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Damage Capacity: 3

Weapon	Range	Firepower	Notes
Plasma Mega-Blastgun	45cm	2x MW2+	Slow Firing, Forward Arc
Vulcan Mega-Bolter	45cm	4x AP3+/AT5+	Forward Arc

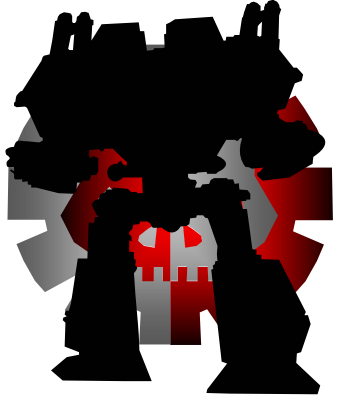
Mars Pattern, Standard Weapon Configuration

Speed: 30cm  
Armor: 5+  
CC: 4+  
FR: 4+

Type: WE  
**IMPERIAL WARHOUND TITAN**

## WARLORD CLASS BATTLE TITAN

One Warlord class titan.



**850 Points**

## REAVER CLASS BATTLE TITAN

One Reaver class titan.



**650 Points**

## WARHOUND CLASS SCOUT TITAN

One or two Warhound class titan(s).



**250 Points each**