



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
Void Shields: 6

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
Void Shields: 4

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 D6m 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
Void Shields: 2

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

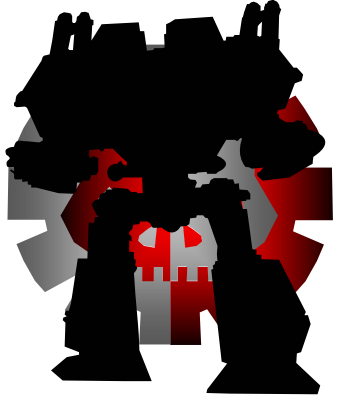
Mars Pattern, Standard Weapon Configuration

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).



**275 Points/Single
500 Points/Pair**