



ORDER

# REAVER TITAN

SCALE: 8 (IMMENSUS)

250 POINTS + WEAPONS

COMMAND

4+

BALLISTIC SKILL

3+

SPEED

6"/9"

WEAPON SKILL

4+

MANOEUVRE

2/3

SERVITOR CLADES

3

1 0 1 1 0 0 0 1 1 0 1 0 0 1 1 1 0 1 1 0  
1 0 0 1 1 1 1 1 1 0 0 0 0 1 1 0 0 1 1  
0 0 1 0 1 0 1 0 1 1 0 1 1 1 0 0 0 1 0 1  
1 0 0 1 0 1 1 1 0 0 1 0 0 1 0 0 1 0 1 0

PLASMA REACTOR



VOID SHIELD

3+

3+

4+

4+

X

HEAD

11-13: Direct Hit  
14-16: Devastating Hit  
17+: Critical Hit



1. MIU Feedback
2. MIU Feedback  
Moderati Wounded
3. Moderati Wounded  
Principes Wounded

BODY

10-12: Direct Hit  
13-14: Devastating Hit  
15+: Critical Hit



1. Reactor Leak (1)
2. Reactor Leak (1)  
VSG Burnout
3. Reactor Leak (2)  
VSG Burnout

LEGS

11-12: Direct Hit  
13-14: Devastating Hit  
15+: Critical Hit



1. Stabilisers Damaged
2. Stabilisers Damaged  
Locomotors Seized
3. Immobilised

LEFT ARM

CARAPACE

RIGHT ARM







ORDER

# WARHOUND TITAN

SCALE: 6 (GRANDIS)

180 POINTS + WEAPONS

COMMAND

5+

BALLISTIC SKILL

3+

SPEED

8"/12"

WEAPON SKILL

4+

MANOEUVRE

3/5

SERVITOR CLADES

2

SQUADRON:

Warhound Titans can be formed into Squadrons of 2-3 Titans.

PLASMA  
REACTOR



VOID SHIELD

3+

4+

4+

X



HEAD  
11-13: Direct Hit  
14-15: Devastating Hit  
16+: Critical Hit



BODY  
10-11: Direct Hit  
12-13: Devastating Hit  
14+: Critical Hit



LEGS  
10-12: Direct Hit  
13-14: Devastating Hit  
15+: Critical Hit



1. MIU Feedback
2. MIU Feedback
3. Moderati Wounded

1. Reactor Leak (1)
2. Reactor Leak (1)
3. Reactor Leak (2)

1. Stabilisers Damaged
2. Stabilisers Damaged
3. Locomotors Seized

3. Immobilised

LEFT ARM

RIGHT ARM







ORDER

# WARLORD TITAN

SCALE: 10 (MAGNIFICUS)

385 POINTS + WEAPONS

COMMAND

3+

BALLISTIC SKILL

3+

SPEED

4"/6"

WEAPON SKILL

5+

MANOEUVRE

1/2

SERVITOR CLADES

4

ARDEX-DEFENSOR CANNON: When the Titan is activated in the Combat phase, each enemy unit that is within its Front or Rear arc, and within 6", suffers D3 Strength 5 hits

PLASMA REACTOR



VOID SHIELD

3+

3+

3+

4+

4+

X



HEAD  
13-14: Direct Hit  
15-16: Devastating Hit  
17+: Critical Hit



BODY  
12-13: Direct Hit  
14-15: Devastating Hit  
16+: Critical Hit



LEGS  
13-14: Direct Hit  
15-16: Devastating Hit  
17+: Critical Hit



1. MIU Feedback
2. MIU Feedback  
Moderati Wounded
3. Moderati Wounded  
Principes Wounded



1. Reactor Leak (1)  
VSG Burnout
2. Reactor Leak (1)  
VSG Burnout
3. Reactor Leak (2)  
VSG Burnout



1. Stabilisers Damaged
2. Stabilisers Damaged  
Locomotors Seized
3. Immobilised

LEFT ARM

CARAPACE

RIGHT ARM

