

Chaos Feral Titan List – 1.0

Chaos Feral Titan ARMY LIST

The Titan Clan has a Strategy Rating of 3. All Titan Formations have Initiative rating of +1. *All other Formations have +2 Initiative rating.*

Chaos Feral Battle Titans (You can take as many options from here)			
FORMATION	UNITS	EXTRAS	COST
Carrion Lord Class Titan	1 Carrion Lord Class Titan	Must take - 6 Warlord weapons, 1 Chaos Mark May take Daemonic Possession, Daemonic Taint, Daemonic Aura	1000 points
Warlord Class Titan	1 Warlord Class Titan	Must take - 4 Chaos Warlord Weapons and 1 Chaos Mark May take Daemonic Possession, Daemonic Taint, Daemonic Aura	600 points
Reaver Class Titan	1 Reaver Class Titan	Must take - 3 Chaos Reaver Class Weapons and 1 Chaos Mark May take Daemonic Possession, Daemonic Taint, Daemonic Aura	500 points
Lesser Chaos Titan Formations You may have up to three of these per two Chaos Titan formations			
FORMATION	UNITS	EXTRAS	COST
Warhound Class Titan	1 Warhound Class Titan	Must take - 2 Chaos Warhound Weapons and 1 Chaos Mark May take Daemonic Taint, Daemonic Aura	150 points
Demon Knights	4 Demon Knights	Must take – 1 Chaos Warhound weapon per Demon Knight	350 points
Deathwheel	1 Deathwheel		275 points
Support Formations - You may have up to three of these per two Chaos Battle Titan formations			
Defiler Pack	4 Defilers		250 points
Soulgrinders	4 x Soulgrinders		300 points
Chaos Marine Warband	8 Chaos Marines, a Lord character and Rhinos		355 points
Obliterator Cult	4 Obliterators		350 points
Acolytes	8 Cultists with a Heretek Character, Demonic Pact		150 points
Chosen	4 Chaos Space Marines		125 points
Aircraft Support <i>(up to 1/3 of points maybe spent on Aircraft)</i>			
FORMATION	UNITS	EXTRAS	COST
Hellblades	Three Hellbaldes	None	200 points
CHAOS FERLA TITAN UPGRADES			
UPGRADES		EFFECTS	COST
Daemonic Possesion 0-1 per army		Supreme Commander	100 points
Dameonic Taint		Inspiring	75 points
Daemonic Aura		Leader	50 points

CHAOS FERAL TITAN FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Daemonic Possesion	CH	n/a	n/a	n/a	n/a				<i>Supreme Commander.</i>
Daemonic Aura	CH	n/a	n/a	n/a	n/a				<i>Leader</i>
Daemonic Taint	CH	n/a	n/a	n/a	n/a				<i>Inspiring.</i>
Cult Carrion Lord Titan	WE	15cm	4+	3+	4+	6x Warlord weapons	-	-	DC16, 4 Void Shields, Fearless, RA, Walker, Critical .
Cult Warlord Titan	WE	15cm	4+	3+	3+	4x Warlord Weapons	-	-	DC8, 6 Void Shields, RA, TRA ,Fearless, Walker, Step over, Critical - reactor
Cult Reaper Titan	WE	20cm	4+	3+	3+	3x Reaper Weapons	-	-	DC 6, 4 Void Shields, Fearless, RA, Walker, Step over, Critical - reactor
Cult Warhound Titan	WE	30cm	5+	3+	4+	2x Warhound Weapons	-	-	DC3, 2 Void Shields, Fearless, RA, Walker, Step over, Critical - staggers
	WE	30cm	4+	5+	3+	2x Twin Reaper Autocannon (Left arc)	30cm	AP4+/AT6+	DC4, 2 Void Shields, Reinforced Armour, Fearless, Critical - Stagger
						2x Twin Reaper Autocannon (Right arc)	30cm	AP4+/AT6+	3d6 and destroy
DeathWheel						Battle Cannon (Left Arc)	75cm	AP4+/AT4+	
						Battle Cannon (Right arc)	75cm	AP4+/AT4+	
Demon Knight	WE	30cm	4+	4+	5+	1x warhound weapon each	-	-	DC2, Scout, Walker, Inv save, Fearless, Crit - destroyed
Defilers	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	Fearless, Infiltrator, Inv Save, walker
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, Ignore cover	
						Battle Claws	(base contact)	(Assault Weapons) MW, EA(+1)	
Soul-grinder	AV	15cm	3+	3+	4+	Phlegm	35cm	AP4+/AT4+	Fearless, Infiltrator, Inv Save, walker
						Harvester Claws	(base contact)	(assault Wepaons) MW, EA(+1)	
						AND (small arms)	(small arms)	EA(+3)	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(small arms)	(small arms)	May transport two Chaos Marine units
Obiliterators	INF	15cm	4+	3+	2+	3x Body Weapons	45cm	AP5+/AT5+/AA6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Chaos Marine	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Cultist	INF	15cm	-	5+	6+	Firearms	(15cm)	(Small Arms)	
						Heavy Weapons	30cm	AP6+ / AT6+	
Heretek	CH	n/a	n/a	n/a	n/a	Tainted Implants	(15cm)	(Small arms), EA (1+)	Leader, Inv save
						(Assault Weapon)	base contact	MW, EA(1+)	
Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	Scout
Hellblades	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+	

Weapons Table

Name	Range	Notes	Points cost
Warlord Class Weapons			
Assault Fist	(base contact)	EA (4+)	15 points
Storm Caster	45 cm	6BP	20 points
Hex Gatling	45 cm	14xap5+/at5+	25 points
Doom Cannon	60 cm	4x AP4+/ AT4+	25 points
Reaver Class Warpons			
Energy Flail	(base contact)	EA(4+)	10
Twin Hell Mortar	45 cm	5BP	15
Scatter Blaster	45 cm	9x AP5+ /AT6+	30
Rocket Launcher	60 cm	5xAP4+/ AT4+	45
Warhound Class Weapons			
Talons	(base contact)	EA(4+)	Free
Hell Mortar	45 cm	3 BP	Free
Hex Blaster	45 cm	6x AP5+ /AT6+	Free
Cluster Missile	45 cm	3xAP4+/ AT4+	Free

Chaos Mark Table

Chaos Mark	Effects	Points Cost
Khorne	+1DC +2CC attacks, Cannot sustain fire	100 points
Slaanesh	+ 5cm movement	125 points
Nurgle	+2DC, Cannot Triple Move	125 points
Tzeentch	+1 Void Shield, EA +2 FF MW	150 points