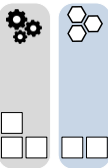




Warhound Class Titan

• Walker • Fearless • Reinforced Armour • 3 DC • 2 VS •





IMAGE



30cm

Name	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+	Slw
Vulcan Mega Bolter	45cm	4x AP4+/AT5+	

Critical Hit Effect

The unit takes a point of damage and is moved D6cm in a random direction. All units it moves into or over suffer a hit on a roll of 6+.

Special Rules

May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.

The Warhound Scout Titan is the smallest class of Imperial Titan. With the deployment of a full Titan Legion, Warhounds are commonly used to reconnoiter ahead of the Battle Titans and draw enemy war machines towards them. Despite its designation as a scout, the class is formidably armed.

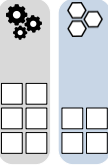
<http://wh40k.lexicanum.com/>


References

Fearless (TP 2.13)
 Reinforced Armour (TP 2.1.11)
 Slw -Slow Firing (TP 2.2.8)
 VS - Void Shields (TP 5.4.1)
 Walker (TP 2.1.18)


Reaver Class Titan

• Walker • Fearless • Reinforced Armour • 6 DC • 4 VS •





IMAGE



20cm

Name	Range	Firepower	Notes
Rocket Launcher	60cm	3BP	
2x Turbo-Laser Destructor	60cm	4x AP5+/AT3+	

Critical Hit Effect

The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.

Special Rules

May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.

The Reaver Battle Titan is a medium class Imperial Titan, a flexible war engine typically deployed to provide close support for conventional forces in a shock/assault role. While not as common (or heavily armed) as the Warlord, nor as quick and agile as the Warhound, the Reaver is nonetheless a deadly machine.

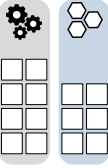
<http://wh40k.lexicanum.com/>


References

Fearless (TP 2.13)
 Reinforced Armour (TP 2.1.11)
 Slw -Slow Firing (TP 2.2.8)
 VS - Void Shields (TP 5.4.1)
 Walker (TP 2.1.18)


Warlord Class Titan

• Walker • Fearless • Reinforced Armour • TRA • 8 DC • 6 VS •





IMAGE



15cm

Name	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+, TK(D3)	
Gatling Blaster	60cm	4x AP4+/AT4+	
2x Turbo-Laser Destructor	60cm	4x AP5+/AT3+	

Critical Hit Effect

The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.

Special Rules

May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.

The only true threat to a Warlord is another Titan of the same magnitude.

<http://wh40k.lexicanum.com/>

References

Fearless (TP 2.13)
 Reinforced Armour (TP 2.1.11)
 Slw -Slow Firing (TP 2.2.8)
 TRA - Thick Rear Armour (TP)
 VS - Void Shields (TP 5.4.1)
 Walker (TP 2.1.18)