





### Warhound Class Titan

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



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.*


### 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)


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### Reaver Class Titan

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



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.*


### 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)


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### Warlord Class Titan

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



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 Warlord is by far the most widely employed, numerous and versatile class of Imperial Battle Titan deployed by the Collegia Titanica; it is second in power only to the rare Emperor Class Titans. Some Warlords date back to time of the Great Crusade or even the Dark Age of Technology.*


### 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)



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**Cerberus - Warhound Class Titan** 

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



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.

**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)


*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.*



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**Sirius - Warhound Class Titan** 

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



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.

**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)

*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.*

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