

LEGIO DESTRUCTOR

TITAN LEGION ARMY LIST

Titans have an initiative rating of 1+. All other units types have an initiative rating of 2+.
Titan Legion armies have a strategy rating of 3.

BATTLE TITAN FORMATIONS

Formation	Units	Cost
Emperor Battle Titan	One Emperor Titan (<i>Either Imperator or Warmonger configuration</i>)	1250 Points
Warlord Battle Titan	One Warlord Titan	725 Points
Reaver Battle Titan	One Reaver Titan	575 Points

SCOUT TITAN FORMATIONS

Up to two Scout Titan Formations may be selected for each Battle Titan formation in the army.

Formation	Units	Cost
Warhound Titan Pack	Two Warhound Titans	500 Points

SUPPORT FORMATIONS

One Support Formation may be selected for each Titan formation in the army.

Formation	Units	Cost
Forge Knight Squadron	Three Forge Knights <i>or</i> Six Forge Knights	200 Points 375 Points
Recon Platoon	Four Sentinels	100 Points
0-1 (<i>Per Corvus Assault Pod</i>) Skitarii Demi-Century	Nine Hypaspist units, plus one Tech-Priest unit	100 Points

AIRSPACE FORMATIONS

One Airspace Formation may be selected for each Titan formation in the army.

Formation	Units	Cost
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Bomber	One Marauder Heavy Bomber	150 Points
0-1 Orbital Support	One Adeptus Mechanicus Gothic Class Cruiser <i>or</i> One Ark Mechanicus	150 Points 150 Points
Lysander Fighter	One Lysander Fighter (0-1 <i>per Warmonger Titan</i>)	75 Points

Scout Titan Weapons

COST

Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+25 Points

Battle Titan Carapace Weapons

COST

Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Apocalypse Missile Launcher, Turbolaser Destructor	+25 Points
Support Missile	+50 Points

Battle Titan Arm Weapons

COST

Corvus Assault Pod, Titan Close Combat Weapon	Free
Gatling Blaster, Apocalypse Missile Launcher, Melta Cannon	+25 Points
Laser Blaster, Volcano Cannon, Plasma Destructor (Warlord Titans Only), Quake Cannon (Warlord Titans Only)	+50 Points

Titan Upgrades	Range	Firepower / Effect	Cost
0-1 Legate	—	Supreme Commander	+50pts
Veteran Princeps (0-1 per formation)	—	Commander, Leader	+25pts
Carapace Multi-Lasers (<i>Battle Titans Only</i>)	30cm	2x AP5+ / AT6+ / AA5+	+50pts
Sacred Icon	—	Inspiring	+25pts

SCOUT TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
<i>Plasma Blastgun</i>	45cm	2x MW2+, Slow Firing
<i>Inferno Gun</i>	30cm	BP3, Ignores Cover
<i>Vulcan Megabolter</i>	45cm	4x AP3+ / AT5+
<i>Turbolaser Destructor</i>	60cm	4x AP5+ / AT3+

BATTLE TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
<i>Corvus Assault Pod</i>	—	Transport (10 infantry). Some unit types take up two spaces (see the Corvus Assault Pod entry on page 11).
<i>Close Combat Weapon (Arm Only)</i>	(Base Contact)	Extra Attacks (+3), Titan Killer (D3)
<i>Apocalypse Missile Launcher</i>	60cm	BP3
<i>Gatling Blaster</i>	60cm	4x AP4+ / AT4+
<i>Melta Cannon</i>	30cm AND (15cm)	MW2+, Titan-Killer (D3) Small Arms, Extra Attacks (+1), Titan Killer (D6)
<i>Laser Blaster</i>	60cm	6x AP5+ / AT3+
<i>Volcano Cannon</i>	90cm	MW2+, Titan-Killer (D3)
<i>Plasma Destructor</i>	75cm	4x MW2+, Slow Firing
<i>Quake Cannon</i>	90cm	BP3, Macro Weapon
<i>Support Missile (Carapace Only)</i> <i>Warhead Type—Pick one:</i>	Unlimited	Indirect Fire, Warhead, One-Shot.
<i>Vortex</i>	—	BP3, Macro-Weapon, Titan-Killer (1), Ignores Cover
<i>Warp</i>	—	MW2+, Titan-Killer (D3), Ignores Shields/Powerfields
<i>Deathstrike</i>	—	MW2+, Titan-Killer (D6)
<i>Barrage</i>	—	10BP, Disrupt

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<i>Hypaspists</i>	Infantry	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	—
<i>Skitarii Tech-Priest</i>	Infantry	15cm	4+	4+	4+	Heavy Bolter Augmentations	30cm (Base Contact)	AP5+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Leader, Commander, Invulnerable Save.
<i>Sentinel</i>	LV	20cm	6+	6+	5+	Multi-Laser	30cm	AP5+ / AT6+	Walker, Scout
<i>Lysander Fighter</i>	Aircraft	Fighter	6+	—	—	Storm Bolters Heavy Bolter	15cm 30cm	AP4+ / AA5+, Fixed Forward. AP5+ / AA6+, Fixed Forward.	
<i>Ad-Mech. Gothic Class Cruiser</i>	SC	—	—	—	—	2x Pin-Point Attack	n/a	MW2+, Titan-Killer (D3)	
<i>Ark Mechanicus</i>	SC	—	—	—	—	2x Pin-Point Attack Orbital Bombardment	n/a n/a	MW2+, Titan-Killer (D3) 5BP, Macro Weapon	Slow and Steady
<i>Marauder Heavy Bomber</i>	Aircraft, War Engine	Bomber	5+	n/a	n/a	2x Twin Heavy Bolters Twin Lascannon Bomb racks	15cm 45cm 15cm	AA5+ AT4+, Fixed Forwards Arc 3BP, Fixed Forwards Arc	Damage Capacity 2 Critical : The Bomber is destroyed
<i>Forge Knight</i>	AV	20cm	4+	4+	5+	Arc Lance Manipulators	30cm (Base Contact)	AT4+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Reinforced Armour, Walker, Invulnerable Save, Infiltrator.