

Warlord Class Battle Titan Configurations

The Warlord configuration known as **Nightgaunt** is a design mainly used to hunt down enemy Titans and destroy them in close combat or short ranged firefights. Thus he is always equipped with one or two closecombat or firefight weapons. High energy weapons are seldom used on a Nightgaunt to grant him a high speed and manouverability to better fulfill its role on the battlefield.

WARLORD CLASS BATTLE TITAN - NIGHTGAUNT (600 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Titan CC-Weapon	Forward Arc		
Right Arm	Las Burner	Forward Arc		
Damage Capacity 8. 3 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - NIGHTGAUNT (650 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta Cannon	Forward Arc		
Right Arm	Titan CC-Weapon	Forward Arc		
Damage Capacity 8. 2 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - NIGHTGAUNT (650 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Volcano Cannon	Forward Arc		
Right Arm	Titan CC-Weapon	Forward Arc		
Damage Capacity 8. 2 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

The **Eclipse** Warlord is a lighter version of the more common Death Bringer. He is used if more staying power is needed than a Reaver Class Batteltitan could provide but a Death Bringer is not needed or available.

WARLORD CLASS BATTLE TITAN - ECLIPSE (775 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Volcano Cannon	Forward Arc		
Right Arm	Gatling Blaster	Forward Arc		
Left Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Right Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Damage Capacity 8. 3 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - ECLIPSE (750 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Gatling Blaster	Forward Arc		
Right Arm	Gatling Blaster	Forward Arc		
Left Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Damage Capacity 8. 4 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - ECLIPSE (725 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Las Burner	Forward Arc		
Right Arm	Gatling Blaster	Forward Arc		
Left Carapace	Inferno Gun	Fixed Forward Arc		
Damage Capacity 8. 4 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

The **Death Bringer** Warlord is the most common configuration of the Warlord Battle Titan. His versatile weapon mounts means that he can be equipped for a multitude of battlefield roles.

WARLORD CLASS BATTLE TITAN - DEATH BRINGER (825 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Volcano Cannon	Forward Arc		
Right Arm	Gatling Blaster	Forward Arc		
Left Carapace	Doublebarrelled Turbolaser-Destructors	Fixed Forward Arc		
Right Carapace	Doublebarrelled Turbolaser-Destructors	Fixed Forward Arc		
Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - DEATH BRINGER (850 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta Cannon	Forward Arc		
Right Arm	Laser Blaster	Forward Arc		
Left Carapace	Vulcan Megabolter	Fixed Forward Arc		
Right Carapace	Vulcan Megabolter	Fixed Forward Arc		
Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - DEATH BRINGER (900 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta or Volcano Cannon	Forward Arc		
Right Arm	Titan CC Weapon	Forward Arc		
Left Carapace	Plasma Blastgun	Fixed Forward Arc		
Right Carapace	Plasma Blastgun	Fixed Forward Arc		
Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

The **Nemesis** Warlord is fielded if brute firepower is needed. He excels in the role as far ranging fire support unit and as a siegetitan where manouverability is not as valued as the ability to whipe out whole companies with one volley. Sometimes he is equipped with a single closecombat weapon to discourage deepstrikng foes to assault him.

WARLORD CLASS BATTLE TITAN - NEMESIS (1050 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Quake or Volcano Cannon	Forward Arc		
Right Arm	Quake or Volcano Cannon	Forward Arc		
Left Carapace	Carapace Landing Pad	Fixed Forward Arc		
Right Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Head	Deathstrike (Quake) Cannon	Fixed Forward Arc		
Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - NEMESIS (800 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Corvus Assault Pod	Forward Arc		
Right Arm	Corvus Assault Pod	Forward Arc		
Left Carapace	Inferno Gun	Fixed Forward Arc		
Right Carapace	Inferno Gun	Fixed Forward Arc		
Damage Capacity 8. 7 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARLORD CLASS BATTLE TITAN - NEMESIS (1050 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	2+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Destructor	Forward Arc		
Right Arm	Plasma Destructor	Forward Arc		
Left Carapace	Support Missile	Fixed Forward Arc		
Right Carapace	Support Missile	Fixed Forward Arc		
Head		Fixed Forward Arc		
Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.				
Notes: <i>Fearless, Reinforced Armour, Thick Rear Armour. Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. A Nemesis Warlord Titan may choose not to use its Head Weapon Mount and one Carapace Weapon Mount to replace the Head with a Deathstrike Cannon and one Carapace Weapon Mount with a Fire Control Centre.				

Reaver Class Battle Titan Configurations

The **Vandal** Reaver is a fast Assault Titan ideally used to destroy enemy warengines and heavily armoured vehicles in closecombat or short ranged firefights.

REAVER CLASS BATTLE TITAN - VANDAL (550 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta Cannon	Forward Arc		
Right Arm	Titan CC-Weapon	Forward Arc		
Damage Capacity 6. 3 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - VANDAL (550 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Titan CC-Weapon	Forward Arc		
Right Arm	Las Burner	Forward Arc		
Damage Capacity 6. 3 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - VANDAL (650 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Laser Blaster	Forward Arc		
Right Arm	Laser Blaster	Forward Arc		
Damage Capacity 6. 3 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

The **Hun** Reaver is the most common configuration of the Reaver. He is some kind of jack-of-all-trades on the battlefield. Useful in all roles but for more specialised roles a Vandalor Goth may be more useful.

REAVER CLASS BATTLE TITAN - HUN (700 or 750 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Laser or Gatling Blaster	Forward Arc		
Right Arm	Laser or Gatling Blaster	Forward Arc		
Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - HUN (600 or 625 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Laser or Gatling Blaster	Forward Arc		
Right Arm	Titan CC-Weapon	Forward Arc		
Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - HUN (675 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta Cannon	Forward Arc		
Right Arm	Plasma Cannon	Forward Arc		
Carapace	Plasma Blastgun	Fixed Forward Arc		
Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

The **Goth** Reaver is the Artillery Titan for the Legio. Designed to obliterate fortified positions and enemy troops from far away where manouverability is not as important as high firepower.

REAVER CLASS BATTLE TITAN - GOTH (750 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Quake or Volcano Cannon	Forward Arc		
Right Arm	Quake or Volcano Cannon	Forward Arc		
Carapace	Apocalypse Missile Launcher	Fixed Forward Arc		
Damage Capacity 6. 5 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - GOTH (650 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Cannon	Forward Arc		
Right Arm	Plasma Cannon	Forward Arc		
Carapace		Fixed Forward Arc		
Damage Capacity 6. 5 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

REAVER CLASS BATTLE TITAN - GOTH (650 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon Mounts	Weapon	Notes		
Left Arm	Melta Cannon	Forward Arc		
Right Arm	Corvus Assault Pod	Forward Arc		
Carapace	Inferno Gun	Fixed Forward Arc		
Damage Capacity 6. 5 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

Warhound Class Scout Titan Configurations

The **Wolf** Warhound Titan always operates in packs of two where their cybernetic personality imprints is the most useful to find and hunt down their prey.

WARHOUND CLASS SCOUT TITAN - WOLF (500 points for 2)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Blastgun	Forward Arc		
Right Arm	Doublebarrelled Turbolaser- Destructors	Forward Arc		
Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARHOUND CLASS SCOUT TITAN - WOLF (500 points for 2)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Inferno Gun	Forward Arc		
Right Arm	Doublebarrelled Turbolaser- Destructors	Forward Arc		
Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARHOUND CLASS SCOUT TITAN - WOLF (500 points for 2)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Blastgun	Forward Arc		
Right Arm	VulcanMegabolter	Forward Arc		
Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

Not as nimble or well protected as the Wolf, the **Mastiff** Warhound acts solitary as a vanguard stalker flanking enemy positions to sow confusion with well planned hit-and-run attacks.

WARHOUND CLASS SCOUT TITAN - MASTIFF (250 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Blastgun	Forward Arc		
Right Arm	Vulcan Megabolter	Forward Arc		
Damage Capacity 3. 1 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARHOUND CLASS SCOUT TITAN - MASTIFF (250 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Blastgun	Forward Arc		
Right Arm	Inferno Gun	Forward Arc		
Damage Capacity 3. 1 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARHOUND CLASS SCOUT TITAN - MASTIFF (250 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Plasma Blastgun	Forward Arc		
Right Arm	Doublebarrelled Turbolaser-Destructors	Forward Arc		
Damage Capacity 3. 1 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

Similar as the Mastiff, the **Jackal** is used in the same role but his higher protection through Void Shields means that he can be up close and personal with his foes. Because of this the favourite weapon for Jackal Principes is the Inferno Gun to greet his foes with a warm welcome and the short ranged Vulcan Mega-Bolter to sow confusion to enemy infantry.

WARHOUND CLASS SCOUT TITAN - JACKAL (275 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Vulcan Megabolter	Forward Arc		
Right Arm	Inferno Gun	Forward Arc		
Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				
Notes: <i>Fearless, Reinforced Armour, Walker.</i> May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

WARHOUND CLASS SCOUT TITAN - JACKAL (275 points)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	4+
Weapon Mounts	Weapon	Notes		
Left Arm	Inferno Gun	Forward Arc		
Right Arm	Inferno Gun	Forward Arc		
Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				
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