

CODEX
COLLEGIA TITANICA

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THE AGE OF KNOWLEDGE IS DEAD, A COLD AND CORRUPTED MEMORY,
THE DEATH OF INNOCENCE IS COME
AND THE NEW AGE OF IGNORANCE IS UPON US,
MORTAL BODIES WITHER AND MORTAL MINDS FADE,
AND YET THE ANIMUS MACHINA IS IMMORTAL,
AND THE GOD-ENGINE ENDURES ALL.

THE GOD-MACHINES WALK

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically **<LEGIO>**. This is a shorthand keyword for a keyword of your own choosing, as describe below.

<LEGIO>

If you include a unit in your army with the **<LEGIO>** keyword, you must nominate which **<LEGIO>** the unit is from. You then simply replace the **<LEGIO>** keyword in every instance on that unit's datasheet with the selected titan legion.

ABILITIES

The following special rules are common to many of the units in a **COLLEGIA TITANICA** detachment.

TITAN GUARD

The forces that march to war at the feet of the God-Engines are sworn to defend the immense war machines at all costs from those who would do them harm. To fail these vows is utterly unthinkable, and once such a sacred duty is accepted, no force save death itself could separate the God-Engine from its sworn defenders. A unit entirely composed of models with this special rule automatically pass all morale tests as long as a **<LEGIO> GOD-ENGINE** is on the battlefield. Additionally, such is the quality of their wargear and their devotion to their charge, you may re-roll a single dice for a unit with this special rule, once per phase. Should a friendly **<LEGIO> GOD-ENGINE** be destroyed, such is the shame at their failure, all **<LEGIO>** units may not benefit from this special rule for the remainder of the game.

IN THE SHADOW OF GODS

The forces of the Secutarii have trained alongside the God-Engines of their legion, and are adept at fighting at the feet of such war machines. A unit with this special rule may be positioned on the base of any **<LEGIO> GOD-ENGINE**, and may be picked up and placed on the base of a **<LEGIO> GOD-ENGINE** if one would end its move on top of them. If a **GOD-ENGINE** with friendly **INFANTRY** on its base is charged, all models on the base must be moved within 1" of the charging unit. Additionally, a unit with this special rule which is entirely within 12" of a **<LEGIO> GOD-ENGINE** may benefit from the **GOD-ENGINE's** void shield save against mortal wounds dealt by enemy units, following all the normal rules for void shields.

VOID SHIELDS

Void Shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except weapons with the Melee type. Void Shields are unaffected by the AP of the attack, and may also be taken against mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the model, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed, and so as the model is damaged, the defensive potential of its void shields is reduced according to the model's damage table.

MACHINA AETURNUM

A model with this ability does not automatically fail save rolls of 1. This does not apply to Void Shield saves.



TITANIC LEGIONS

A Battle-forged **COLLEGIA TITANICA** detachment gains the following abilities.

PRINCEPS SENIORES

Although the relationship between the Secutarii and the God-Engines of the titan maniple is symbiotic in nature, the highest ranked princeps in the maniple has the final say in any tactical decisions. To represent this, you may nominate a single **<LEGIO>** **GOD-ENGINE** as your warlord. That model then gains the **CHARACTER** keyword. Additionally, add 4 to their Wounds characteristic, and they count their Weapon Skill and Ballistic Skill as one tier higher on their damage table.

KNIGHT BANNERS

When the titan legions march to war, they do so with accompanying banners of knights at their side. All models in any Battle-forged **QUESTOR MECHANICUS** detachments in your army may add the **COLLEGIA TITANICA** keyword to their faction keywords.

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armored vehicles in their pwn right. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines suchs as titans, but their power is enough to annihilate the most well-protected target. These immensely destructive weapons are particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled. (This doubling takes place after any randomized damage has been rolled for.)

WARGEAR LISTS

SECUTARII PISTOLS

Arc Pistol
Flechette Pistol
Macrostubber
Phosphor Serpenta
Radium Pistol
Stubcarbine
Volkite Serpenta

SECUTARII LONGARMS

Galvanic Arquebus
Radium Carbine

SECUTARII MELEE

WEAPONS
Arc Maul
Power Sword
Taser Goad

SECUTARII SPECIAL

WEAPONS
Arc Rifle
Plasma Caliver
Transuranic Arquebus
Volkite Caliver

TECH-PRIEST RANGED

WEAPONS
Eradication Ray
Nanophage Rifle
Rad Cleanser
Volkite Culverin



WARLORD TRAITS

If your warlord is leading an detachment entirely composed of units with the **COLLEGIA TITANICA** keyword, and your Warlord has the **INFANTRY** keyword, they may take one of the following warlord traits instead of one of the traits from the core book. If your warlord has the **GOD-ENGINE** keyword, they must instead choose a warlord trait from the appropriate list.

INFANTRY TRAITS

ENHANCED AUGMETICS

Your Warlord has received the Ommissiah's gift of cold logic and inviolate metal.

Add 1 to the Wounds characteristic of your Warlord. In addition, roll a dice each time your Warlord loses a wound. On a roll of 6, your warlord shrugs off the damage and does not lose the wound.

SLAYER OF THE UNWORTHY

At your Warlord's command, those who dare approach the feet of the god-engines are cut down without mercy.

All friendly **<LEGIO>** units within 6" of your Warlord may re-roll all failed hit rolls when shooting at an enemy unit within 8" of a friendly **<LEGIO> GOD-ENGINE**.

ZEALOUS PROTECTOR

Your Warlord's fanatical devotion to their charge is legendary, and they will protect it with their life.

Friendly **<LEGIO>** units within 6" of your Warlord may add 3" to their Movement characteristic as long as they end their move closer to a friendly **<LEGIO> GOD-ENGINE**.

HERALD OF DIVINE WRATH

Wherever your Warlord shoots, is soon consumed by thunder and fire of titanic guns.

Friendly **<LEGIO> GOD-ENGINES** may re-roll all failed hit rolls of 1 when shooting at the same target your Warlord hit with at least one shooting attack earlier in the same friendly shooting phase.

GUARDIAN OF THE FAITHFUL

Your Warlord protects their allies, together forming an impenetrable web at the god-engine's feet.

Your Warlord counts as two units for the purposes of the Kyropatris Field and Kyropatris-Majoris Field rule.

VETERAN OF A THOUSAND BATTLEFIELDS

Hardened and experienced, your Warlord's mechanical body has become saturated with the destructive power of engine warfare.

Reduce the Toughness of enemy units (other than **VEHICLES**) by 1 whilst they are within 6" of your Warlord.

GOD-ENGINE TRAITS

CALLOUS STRIDE

The god-engine walks with purpose, scornful of all the insignificant beings at its feet. The wise stand clear of its mighty treads.

All friendly **INFANTRY**, **BIKER**, and **CAVALRY** units count as having the *In the Shadow of Gods* ability.

TOWERING MAJESTY

Truly a sight to behold, the massive god-engine stands over all as a towering effigy of the Machine God.

As long as your Warlord is on the battlefield, all friendly **units** on the board improve their Leadership characteristic by 2.

FELL PORTENT

At the sound of the god-engine's war horn, its foes know their doom has come.

As long as your Warlord is on the battlefield, all enemy units must subtract 2 from their Leadership characteristic.

BRINGER OF RUIN

With each volley of its monstrous guns, the god-engine atomizes the lesser foes who dare stand before it

Double the dice rolled to determine the number of shots when fired at non-**CHARACTER INFANTRY**.

GODSLAYER

The god-engine thirsts for combat with its titanic bretheren.

Your Warlord may count all damage rolls of a 1 or 2 as a 3 instead against enemy models with the **TITANIC** keyword.

LORD OF BATTLE

As the earth trembles beneath the feet of the god-engine, its allies know the Ommissiah walks with them.

Friendly **<LEGIO> INFANTRY** within 12" of your Warlord may reroll all failed hit rolls of 1.



SACRED RELICS OF THE OMNISSIAH

If your army is led by a **COLLEGIA TITANICA** Warlord, you may give one of the following Sacred Relics to a **COLLEGIA TITANICA CHARACTER** in your army. Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced.

COMPOUND UMBRA-613D

An astoundingly rare and valuable substance which must be synthesized under exacting conditions, Compound Umbra-613d is an incredibly radioactive metal alloy the color of the blackest night. Such is this compound's radioactivity that it disintegrates all but the densest material in seconds, turning it into blackened dust as it is shredded on the molecular level. For the tech-adepts insane enough to purposefully fabricate the substance, it can prove a terrifying weapon, however if mishandled, can prove disastrous even for heavily augmented individuals. Most often, a nanyte colony is created out of the compound, which can then be fired out of a specialized, hardened rifle. Once fired, the ebon cloud of nanytes begin consuming the target, while the radioactivity emanating from their poisonous forms erodes anything unfortunate enough to be in the vicinity, turning it into charred particulate in seconds. A well placed shot can cripple systems and disintegrate armor, such that even God-Engines must fear this weapon's touch.

Model with Nanophage Rifle only. Compound Umbra-613d replaces the weapon with the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Compound Umbra-613d	60"	Heavy 1	*	*	*
Instead of rolling to wound, this weapon inflicts 1D4+1 mortal wounds on the target.					

TITANSHARD ARMOR

This masterwork armor is crafted from the adamantine fragments of a fallen titan, bestowed only upon the most worthy of a god-engine's protectors. To wear such a treasured relic is to embody the indomitable spirit of one of the Omnisiah's mighty god-machines.

INFANTRY model only. The bearer gains a 2+ save. Additionally, whenever they would lose a wound, roll a die. On a 5+, they do not lose that wound.

QUIETUS

This ancient axe is crafted from the armor of the fallen Emperor titan, Vigilus Aeternum, which was brought down during the Schism of Mars. Even in death, the vengeful machine spirit hungers for the death of its foes, and takes great satisfaction in slaying enemy engines. To date, the axe has claimed 14 confirmed engine kills, and its mere presence on the battlefield is enough to make any princeps wary.

INFANTRY model only. Quietus replaces one of their melee weapons with the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Quietus	Melee	Melee	x2	-4	3
Add 1 to all wound rolls with this weapon against TITANIC units. When attacking a TITANIC model, you may roll an additional D3 for damage. If the result is a 3, then you may roll an additional D3 damage. Continue this until you fail to roll a 3.					

OCTAVIA-PRIME

An immense scyllax automata composed of uncountable numbers of mechatendrils, Octavia-Prime was created to aid a titan's tech-priest in managing the mighty engine; operating the plasma reactor with machine-like efficiency, while simultaneously directing the god-engine's servitor clades in perfect synchronicity. Though some have suspected the automata is some form of heretech, those tech-priests who are fortunate enough to receive the automata's aid will invariably attest to the sanctity of its Omnisian-given form.

GOD-ENGINE model only. Before the battle, but after finishing deployment, roll 2D4. You gain a number of Reactor Counters equal to the higher of the two dice. You may spend one of these Reactor Counters to re-roll any dice you roll for the bearer, just like using Command Points with the Command Re-roll stratagem. Each time you re-roll a dice using this ability more than once in the same phase, roll a dice. On a roll of a 1 or 2, the reactor overheats and deals D3 mortal wounds to the bearer.



MAZAR HIVE

The Mazar Hive is of unknown origins, a colony of small machines acting with a single purpose to aid their host. This cadre of machines are created and dispatched from a metal formation housed somewhere within the god-engine's frame, and work in perfect synchronicity in order to repair and maintain the engine it has affixed itself to. In many ways the hive is an infestation rather than any sort of purposeful addition; the hive owes no allegiance to any forge or legio, and will appear and disappear on an engine seemingly overnight. Once the hive has attached itself to an engine, it will diligently maintain its host as long as the tech-adepts overseeing the god-engine, as well as the titan's crew, respect the hive and its contributions. Many crews construct a shrine around the hive itself, praising it for its assistance as well as occasionally requesting specific aid from the intelligence governing the hive. Should the hive be antagonized or feel rejected, it will swiftly depart from its current host, and find a new engine to attach itself to.

GOD-ENGINE model only. At the start of each turn, the bearer regains 3D4+3 lost wounds. The bearer may only be healed up to the highest value on their current damage tier.

AURORA MECHANICUM

This device from the Dark Age of Technology appears as a delicate, golden amulet with a brilliantly glowing crystal at its heart. When activated, a shimmering aura of light envelops the bearer, appearing as a halo of golden dust motes in the air. The glowing barrier is capable of deflecting even the most potent of ranged attacks, and then recharging in seconds.

INFANTRY model only. Friendly <LEGIO> **INFANTRY** units fully within 3" of the bearer gain the benefit of the aurora. While the aurora is active, instead of rolling to wound normally, roll a D6 and add the weapon's Strength. If the total is less than 12, the aurora negates the hit, and no wound is inflicted. If the total is 12 or higher, the aurora absorbs the hit, negating it, and then collapses. Once collapsed, the aurora has no further effect that turn, however it automatically re-charges and is restored to full effectiveness at the start of your next turn. The aurora does not protect against (nor has any chance of being collapsed by) any attack originating within 3" of the bearer.

NILMAERUS-PSI PATTERN VOID SHIELDS

This venerable bank of void shields was created from an STC fragment located on the fringe of Segmentum Pacificus by an explorer expedition during the late days of the Great Crusade. Much more resilient than the standard titan void shields, the Nilmaerus-Psi pattern shields are able to absorb an impressive amount of energy without collapsing. Only one set of these shield generators were ever produced, as the Horus Heresy saw the destruction of the only STC fragment to contain the designs.

GOD-ENGINE model only. The bearer counts as being one step higher on their damage table when determining their void shield save.



STRATAGEMS

If your army is Battle-forged, and includes any Collegia Titanica units (excluding Auxiliary Support Detachments), you have access to the Stratagems listed below, meaning you can spend Command Points to activate them. These help to reflect the nature of engine warfare.

1 CP

TECH-ADEPT

There is no task more holy than repairing war engines damaged in the crusade to fulfill the Machine God's will.

Use this Stratagem after an **COLLEGIA TITANICA CHARACTER** from your army has used an ability to repair a friendly model. That character can immediately attempt to use that ability again, and can even use it to repair the same model.

1 CP

DATASPIKE

An intense micro-burst of highly concentrated doctrinal sacrament can overload any nearby machine spirit with explosive results.

Use this Stratagem immediately after fighting with a **COLLEGIA TITANICA CHARACTER**. Resolve one additional attack against an enemy **VEHICLE** within 1" of the character. If the attack hits, the enemy vehicle suffers D3 mortal wounds.

1 CP

CUT THEM DOWN

Binharic chants reverberate through the noosphere, as the secutarii let none approach the Ommissiah's God-Engines.

Use this Stratagem at the start of any of your turns. Select a single **COLLEGIA TITANICA INFANTRY** unit from your army that is within 6" of a friendly **GOD-ENGINE**. Until the start of your next turn increase the Attacks characteristic of all models in that unit by 1.

1+ CP

FIRE AND FURY

As the foe attempts to close with the God-Engine, the secutarii let loose their blessed firepower.

Use this Stratagem when an enemy unit declares a charge against a **GOD-ENGINE** from your army. One or more friendly **SECUTARII** units within 12" of the **GOD-ENGINE** may then overwatch against the charging unit, as if they were getting charged themselves. For each **SECUTARII** unit selected beyond the first, increase the cost of this Stratagem by 1.

1 CP

BENEVOLENCE OF THE OMMISSIAH

This blessing is a protective incantation that inspires the machine spirit of sacred war engines to defy the enemy's attacks.

Use this Stratagem when a unit from your army suffers a mortal wound. Roll a D6 for that mortal wound and each other mortal wound inflicted on that model for the rest of the phase: on a 5+ the mortal wound being rolled for is ignored.

1/3 CP

MACHINE SPIRIT RESURGENT

To invigorate the failing machine spirit of a damaged vehicle is a sacred task that can be greatly aided by certain broadcast data-hymns played in the correct sequence

Use this Stratagem at the start of any turn. Pick a **COLLEGIA TITANICA VEHICLE** unit from your army. Until the end of this turn, use the top row of the model's damage table, regardless of how many wounds it has left. This ends immediately if the model is reduced to 0 wounds. If the selected unit is a **GOD-ENGINE**, this stratagem costs 3 CP instead and does not apply to Void Shields.

1 CP

COLLATERAL DAMAGE

The immense macroweapons of the God-Engines deal indiscriminate destruction.

Use this Stratagem before one of your **GOD-ENGINES** makes a shooting attack. Select a single enemy unit; for the remainder of the phase the **GOD-ENGINE** ignores all penalties to hit the selected unit. Additionally, the selected enemy unit does not gain any bonus to their saving throws for being in cover when attacked by the **GOD-ENGINE**.

1 CP

INEXORABLE ADVANCE

With each mighty step, the God-Engines crush their foes beneath their feet.

Use this Stratagem when a **GOD-ENGINE** from your army moves. For the duration of the movement phase, when the selected **GOD-ENGINE** moves, it may move through any number of units as if they were not there. If the **GOD-ENGINE** would end its move on top of any units, those units are automatically moved the shortest distance until they are more than 1" from the **GOD-ENGINE** and all enemy units. The first time each unit is moved in this way, roll 1D6, and on a roll of a 6, that unit suffers D3 mortal wounds. **TITANIC** units may not be moved through in this way, and never suffer mortal wounds due to this stratagem. If a friendly unit would be displaced by this stratagem, and they have the In the Shadow of Gods special rule, simply move them out of the way so that they do not impede the **GOD-ENGINE**'s movement - they do not suffer any mortal wounds.

1 CP

RECHARGE VOID SHIELDS

Breathing life into the God-Engine's reactor, the tech-priest directs extra power to the titan's void shields.

Use this stratagem at the start of any turn. Select a single **GOD-ENGINE** in your army, and roll 5 dice. For the rest of the round, the selected **GOD-ENGINE** adds 1 their void shield save for each 4+ rolled. The adjusted total may never exceed the **GOD-ENGINE**'s starting void shield save value, listed on their damage table.

1 CP

THE WRATH OF GODS

As their allies are turned to dust around them, the enemies of the Ommissiah fear the divine might of his God-Machines.

Use this Stratagem immediately after one of your **GOD-ENGINES** shoots at an enemy **INFANTRY** unit. In the subsequent Morale phase, that unit counts double any casualties suffered from one if your **GOD-ENGINES** that turn.

1 CP

SUPPORTED WITHDRAWAL

Every God-Engine is a treasured and sacred gift of the Ommissiah, and if one is wounded, its maniple will protect the engine's withdrawal lest it be laid low by the enemy.

Use this Stratagem when one of your **GOD-ENGINES** would be destroyed. Do not roll to see if it explodes, and instead remove it from the battlefield as normal. However, the **GOD-ENGINE** does not count as destroyed for the purposes of the **TITAN GUARD** special rule.

2 CP

DESTROYER OF WORLDS

Titanic guns reshape the landscape with each thunderous volley.

Use this Stratagem immediately after one of your **GOD-ENGINES** shoots at a unit partially, or entirely, on a terrain piece. If any of the **GOD-ENGINE**'s shooting attacks hit, the terrain piece is reduced to rubble, and no unit may claim cover from it for the duration of the game.

DESIGNER'S NOTE: It can be fun and cinematic to replace the terrain with rubble as it gets wrecked.

3 CP

MANIPLE SUPPORT

The God-Engines one can see are rarely the most dangerous.

Use this Stratagem in any of your Shooting phases. Select a point on the battlefield, and mark it with a token. At the start of your next turn, all units within 6" of the designated point suffer D3 mortal wounds.



BLESSED ARMAMENTS

NAME	RANGE	TYPE	S	AP	D	SPECIAL
Arc Maul	Melee	Melee	+2	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Mechadendrite Hive	Melee	Melee	S	0	1	Each time the bearer fights, they may make an additional 3 attacks with this weapon. When attacking a VEHICLE, this weapon has Damage D3.
Omnissian Axe	Melee	Melee	+1	-2	2	-
Power Sword	Melee	Melee	S	-3	1	
Taser Goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon deals 3 hits rather than 1.
NAME	RANGE	TYPE	S	AP	D	SPECIAL
Arc Pistol	12"	Pistol 1	7	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Arc Rifle	24"	Rapid Fire 1	7	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Archeotech Pistol	18"	Pistol D3	6	-2	2	-
Eradication Ray	24"	Heavy D3	6	-2	1	Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3.
Flechette Pistol	12"	Pistol 5	3	0	1	-
Galvanic Caster						
-Flechette	8"	Assault D3	3	0	1	This weapon automatically hits its target.
-Ignis	18"	Assault 2	4	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
-Hammershot	30"	Heavy 1	4	-2	2	-
Galvanic Arquebus	30"	Rapid Fire1	3	-1	1	-
Macrostubber	12"	Pistol 5	4	0	1	-
Nanophage Rifle	60"	Heavy 1	*	*	*	Instead of rolling to wound, this weapon inflicts 1 mortal wounds on the target.
Phosphor Serpenta	18"	Assault 1	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Plasma Caliver						
-Standard	18"	Assault 2	7	-3	1	-
-Overcharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Rad Cleanser	9"	Assault D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+.
Radium Carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ with this weapon, that hit inflicts 2 damage instead of 1.
Radium Pistol	12"	Pistol 1	3	0	1	Each time you make a wound roll of 6+ with this weapon, that hit inflicts 2 damage instead of 1.
Stubcarbine	18"	Pistol 3	4	0	1	-
Transuranic Arquebus	60"	Heavy 2	6	-2	D3	This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Twin Mauler Bolt Cannon	24"	Heavy 6	6	-2	1	-
Volkite Caliver	18"	Assault 3	4	0	1	Each hit roll of 6+ generates another 2 automatic hits.
Volkite Culverin	24"	Heavy 5	6	0	1	Each hit roll of 6+ generates another 2 automatic hits.
Volkite Serpenta	12"	Pistol D3	4	0	1	Each hit roll of 6+ generates another 2 automatic hits.



POINTS VALUES

UNITS

Unit	Points Per Model
Secutarii Axiarch	75
Magos Reductor	135
Secutarii Velites	9
Secutarii Triarii	9
Secutarii Celeres	18
Triaros Armored Conveyor	280
Warhound Titan	2000
Reaver Titan	4000
Warbringer Titan	5000
Warlord Titan	6000

MELEE WEAPONS

Weapon	Points
Arc Maul	5
Mechadendrite Hive	0
Omniussian Axe	0
Power Sword	4
Taser Goad	6

WARGEAR

Wargear	Points
Omnispex	7
Enhanced Data-tether	9
Mag-inverter Shield	10

RANGED WEAPONS

Weapon	Points
Arc Pistol	3
Arc Rifle	4
Archeotech Pistol	12
Cognis Volkite Caliver	9
Eradication Ray	14
Flechette Pistol	2
Galvanic Caster	16
Galvanic Arquebus	0
Macrostubber	2
Nanophage Rifle	18
Phosphor Serpenta	6
Plasma Caliver	14
Rad Cleanser	12
Radium Carbine	0
Radium Pistol	0
Stubcarbine	2
Twin Mauler Bolt Cannon	16
Volkite Caliver	8
Volkite Culverin	21
Volkite Serpenta	3



SECUTARII AXIARCH

NAME	M	WS	BS	S	T	W	A	LD	SV
Secutarii Axiarch	6"	2+	2+	4	4	4	4	9	4+

A Secutarii Axiarch is a single model, armed with an Arc Maul, and a Radium Pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc Maul	Melee	Melee	+2	-3	2	-
Radium Pistol	12"	Pistol 1	3	0	1	Each time you make a wound roll of 6+ with this weapon, that hit inflicts 2 damage instead of 1.

WARGEAR OPTIONS

- ✦ This model may replace its Arc Maul with an item from the *Secutarii Melee Weapons* list.
- ✦ This model may replace its Radium Pistol with an item from the *Secutarii Pistols*, *Secutarii Longarms*, or *Secutarii Special Weapons* lists.
- ✦ This model may replace either their Arc Maul or Radium Pistol with a Mag-inverter Shield.

ABILITIES

Titan Guard, In The Shadow of Gods

Kyropatris-Majoris Field: A SECUTARII AXIARCH has a 5+ invulnerable save. If this model is within 6" of at least 2 units of SECUTARII, not including this model, the invulnerable save increases to 4+.

Binaric Stratagems: Friendly <LEGIO> SECUTARII units within 6" of this model may re-roll failed hit rolls of 1 in the shooting phase.

Mag-inverter Shield: You may add 1 to all save rolls made for a model with a Mag-inverter Shield.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>

KEYWORDS: INFANTRY, CHARACTER, SKITARII, SECUTARII, AXIARCH



MAGOS REDUCTOR

NAME	M	WS	BS	S	T	W	A	LD	SV
Magos Reductor	6”	2+	2+	4	4	5	3	8	4+
A Magos Reductor is a single model, equipped with a Mechadendrite Hive, Omnissian Axe, an Archeotech Pistol, and an Eradication Ray.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Omnissian Axe	Melee	Melee	+1	-2	2	-			
Mechadendrite Hive	Melee	Melee	S	0	1	Each time the bearer fights, they may make an additional 3 attacks with this weapon. When attacking a VEHICLE , this weapon has Damage D3.			
Archeotech Pistol	16”	Pistol D3	6	-2	2	-			
Eradication Ray	24”	Heavy D3	6	-2	1	Attacks from this weapon that target enemies at 8” or less are resolved with an AP of -4 and a Damage of D3.			
Volkite Culverin	24”	Heavy 5	6	0	1	Each hit roll of 6+ generates another 2 automatic hits.			
Nanophage Rifle	60”	Heavy 1	*	*	*	If an attack with this weapon hits, its target suffers a single mortal wound.			
Rad Cleanser	8”	Assault D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+.			
WARGEAR OPTIONS	✖ This model may replace its Archeotech Pistol with an item from the <i>Secutarii Pistols</i> list. ✖ This model may replace its Eradication Ray with an item from the <i>Tech-Priest Ranged Weapons</i> list.								
ABILITIES	Titan Guard, In The Shadow of Gods Stasis Field: This model has a 4+ invulnerable save. Masterwork Augmetics: At the beginning of each of your turns, this model regains D3 lost wounds. Custodian of the God-Engines: At the end of your Movement phase this model can repair a single friendly <LEGIO> model within 3" (but not itself). The target of this ability then regains D3 lost wounds. If the target model has the GOD-ENGINE keyword, it instead regains 3 lost wounds. A model may not be the target of the Custodian of the God-Engines ability more than once per turn.								
FACTION KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>									
KEYWORDS: INFANTRY, CHARACTER, TECH-PRIEST, MAGOS REDUCTOR									

SECUTARII VELITES

NAME	M	WS	BS	S	T	W	A	LD	SV
Secutarii Velites	6"	4+	3+	3	3	1	1	6	4+
Secutarii Velites Alpha	6"	4+	3+	3	3	1	2	7	4+

This unit contains 4 Secutarii Velites and 1 Secutarii Velites Alpha. It can include up to 5 additional Secutarii Velites (+3 Power), or up to 15 additional Secutarii Velites (+8 Power). Each model is armed with a Radium Carbine.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Radium Carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1.
Galvanic Arquebus	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.

WARGEAR OPTIONS

- ✦ Any model may replace its Radium Carbine with a Galvanic Arquebus.
- ✦ Up to two Secutarii Velites for every 10 in the units may replace their Radium Carbine with an item from the *Secutarii Special Weapons* list.
- ✦ The Secutarii Velites Alpha may take one item from the *Secutarii Melee Weapons* list, and may replace their Radium Carbine with one item from the *Secutarii Pistols* list.
- ✦ One Secutarii Velites may take either an Omnisplex or an Enhanced Data-tether.

ABILITIES

Titan Guard, In The Shadow of Gods

Bionics: All models in this unit have a 6+ invulnerable save.

Omnispex: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a model with an omnisplex.

Enhanced Data-tether: You can re-roll failed morale tests for a unit that includes a model with an Enhanced Data-tether.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>

KEYWORDS: INFANTRY, SKITARII, SECUTARII, VELITES

SECUTARII TRIarii

NAME	M	WS	BS	S	T	W	A	LD	SV
Secutarii Triarii	6"	3+	3+	3	3	1	1	7	4+
Secutarii Triarii Alpha	6"	3+	3+	3	3	1	2	8	4+

This unit contains 4 Secutarii Triarii and 1 Secutarii Triarii Alpha. It can include up to 5 additional Triarii (+5 Power), or up to 15 additional Secutarii Triarii (+10 Power). Each model is armed with a Galvanic Caster and a Mag-inverter Shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Galvanic Caster						
-Flechette	8"	Assault D3	3	0	1	This weapon automatically hits its target.
-Ignis	18"	Assault 2	4	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
-Hammershot	30"	Heavy 1	4	-2	2	-

WARGEAR OPTIONS

- ✦ Up to three Secutarii Triarii for every 10 in the units may replace their Galvanic Caster with an item from the *Secutarii Special Weapons* list.
- ✦ The Secutarii Triarii Alpha may take one item from the *Secutarii Melee Weapons* list, and may replace their Galvanic Caster with one item from the *Secutarii Pistols* list.
- ✦ One Secutarii Triarii may take either an OmnispeX or an Enhanced Data-tether.

ABILITIES

Titan Guard, In The Shadow of Gods

Kyropatris Field: All models in this unit have a 6+ invulnerable save. If this unit is within 6" of at least two units of SECUTARII, not including this unit, the invulnerable save increases to 5+.

Impervious Phalanx: Secutarii Triarii can still shoot in a turn in which they Fall Back, but if they do so you must subtract 1 from their hit rolls in the Shooting phase.

Omnispex: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a model with an omnispeX.

Enhanced Data-tether: You can re-roll failed morale tests for a unit that includes a model with an Enhanced Data-tether.

Mag-inverter Shield: You may add 1 to all save rolls made for a model with a Mag-inverter Shield.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>

KEYWORDS: INFANTRY, SKITARII, SECUTARII, TRIarii



SECUTARII CELERES

NAME	M	WS	BS	S	T	W	A	LD	SV
Secutarii Celeres	8"	3+	3+	3	3	2	2	6	4+
Secutarii Celeres Alpha	8"	3+	3+	3	3	2	3	7	4+

This unit contains 4 Secutarii Celeres and 1 Secutarii Celeres Alpha. It can include up to 5 additional Secutarii Celeres (+6 Power). Each model is armed with a Stubcarbine and Power Sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stubcarbine	18"	Pistol 3	4	0	1	-
Flechette Pistol	12"	Pistol 5	3	0	1	-
Power Sword	Melee	Melee	S	-3	1	-
Taser Goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon deals 3 hits rather than 1.

WARGEAR OPTIONS ✚ Any model may replace its Stubcarbine and Power Sword with a Flechette Pistol and Taser Goad.
✚ The Secutarii Celeres Alpha may replace its Power Sword with one item from the *Secutarii Melee Weapons* list, and may replace their Stubcarbine with one item from the *Secutarii Pistols* list.

ABILITIES **Titan Guard, In The Shadow of Gods**

Bionics: All models in this unit have a 6+ invulnerable save.

Neurostatic Aura: Enemy units within 3" of any **SECUTARII CELERES** does not get to fight first in the Fight phase, but can be chosen to fight like other units that did not charge. This ability also affects units who have abilities that would enable them to fight first as if they had charged.

Vanguard: During deployment this unit may be set up in a forward position. If it does so, set it aside until all other units are deployed. After all units are deployed, but before the first turn, you may redeploy this unit anywhere on the board that is outside of the enemy deployment zone, and more than 9" from any enemy units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>

KEYWORDS: INFANTRY, SKITARII, SECUTARII, CELERES



TRIAROS ARMORED CONVEYOR

NAME	M	WS	BS	S	T	W	A	LD	Sv	DAMAGE			
Triaros	*	6+	*	7	8	16	*	8	2+	REMAINING W	M	BS	A
										7-16+	10”	3+	4
										4-6	8”	4+	3
A Triaros is a single model, armed with a Twin Mauler Bolt Cannon, and two Cognis Volkite Calivers										1-3	6”	5+	2
WEAPON			RANGE		TYPE		S	AP	D	ABILITIES			
Twin Mauler Bolt Cannon			24”		Heavy 6		6	-2	1	-			
Cognis Volkite Caliver			18”		Assault 3		4	0	1	Each hit roll of 6+ generates another 2 automatic hits.			
Rad Cleanser			8”		Assault D6		*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+.			
WARGEAR OPTIONS		✧This model may replace its two Cognis Volkite Caliver for two Rad Clansers.											
ABILITIES		Titan Guard, In The Shadow of Gods Blessed Autosimulacra: At the start of each of your turns, this model regains 1 lost wound. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.											
TRANSPORT		This model may transport 20 <LEGIO> INFANTRY models. CELERES models count as two models.											
FACTION KEYWORDS:		IMPERIUM, ADEPTUS MECHANICUS, COLLEGIA TITANICA, <LEGIO>											
KEYWORDS:		VEHICLE, TRANSPORT, TRIAROS ARMORED CONVEYOR											

TITAN WEAPONS

TITAN RANGED WEAPONS

Weapon	Points
Anvillus Defense Battery	0
Apocalypse Missile Launcher	0
Ardex-defensor Maulers	0
Ardex-defensor Twin Lascannon	0
Belicosa Volcano Cannon	0
Dual Turbo-laser Destructor	0
Incinerator Missile Bank	0
Mori Quake Cannon	0
Nemesis Quake Cannon	0
Saturnyne Lascutter	0
Sunfury Plasma Annihilator	0
Titan Gatling Cannon	0
Titan Inferno Cannon	0
Titan Melta Cannon	0
Titan Plasma Blastgun	0
Titan Volcano Cannon	0
Tormenta Gatling Cannon	0
Triple Turbo-laser Destructor	0
Twin Titan Mega-Bolter	0
Vulcan Mega-Bolter	0

TITAN MELEE WEAPONS

Weapon	Points
Arioch Titan Power Claw	0
Greater Titanic Stride	0
Titan Power Fist	0
Titan Chainfist	0
Titanic Stride	0

TITAN WARGEAR LISTS

TERTIUS TITAN WEAPONS

Dual Turbo-laser Destructor
Titan Inferno Cannon
Titan Plasma Blastgun
Vulcan Mega-Bolter

PRIMUS
TITAN WEAPONS
Belicosa Volcano Cannon
Mori Quake Cannon
Saturnyne Lascutter
Sunfury Plasma Annihilator
Tormenta Gatling Cannon
Arioch Titan Power Claw
with inbuilt Twin Vulkan Mega-bolter

SECONDUS TITAN MELEE WEAPONS

Titan Power Fist
Titan Chainfist

SECONDUS TITAN
RANGED WEAPONS
Triple Turbo-laser Destructor
Titan Gatling Cannon
Titan Melta Cannon
Titan Volcano Cannon

THE WEAPONS OF GODS

NAME	RANGE	TYPE	S	AP	D	SPECIAL
Arioch Titan Power Claw	Melee	Melee	x2	-5	12	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with this weapon, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds.
Greater Titanic Stride	Melee	Melee	S	-4	3	Make 4 hit rolls for each attack made with this weapon instead of 1.
Saturnyne Lascutter (Melee)	Melee	Melee	25	-5	12	You may re-roll failed hit rolls for this weapon against targets with the MONSTER , BUILDING , or VEHICLE keyword.
Titan Chain Fist	Melee	Melee	x2	-5	10	Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER , or BUILDING automatically inflicts 2D6 mortal wounds in addition to normal damage.
Titan Power Fist	Melee	Melee	x2	-5	10	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with this weapon, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds.
Titanic Stride	Melee	Melee	S	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.
NAME	RANGE	TYPE	S	AP	D	SPECIAL
Anvilus Defense Battery	72"	Heavy 8	8	-1	2	This weapon can only target units that can FLY .
Apocalypse Missile Launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units that are not visible to the bearer.
Ardex-Defensor Maulers	36"	Heavy 6	6	-2	2	Overwatch attacks made with this weapon hit on a 5+ regardless of modifiers.
Ardex Defensor Twin Lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks made with this weapon hit on a 5+ regardless of modifiers. This weapon may only target units behind the titan.
Belicosa Volcano Cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon automatically inflicts an additional D6 mortal wounds on the target.
Dual Turbo-laser Destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 with this weapon automatically inflicts an additional D3 mortal wounds on the target.
Incinerator Missile Bank	24-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throw for being in cover. This weapon can target units which are not visible to the bearer.
Mori Quake Cannon	24-360"	Macro 3D6	20	-5	6	Units hit by this weapon halve their Move characteristic and cannot Advance in their following Movement phase.
Nemesis Quake Cannon	24-480"	Macro 3D6	16	-5	6	This weapon can target units which are not visible to the bearer. Units hit by this weapon halve their Move characteristic and cannot Advance in their following Movement phase.
Saturnyne Lascutter (Shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same unit. If this additional attack hits, you may roll to hit again and again until either you miss or a total of 12 hits have been achieved. After the total number of hits has been determined, resolve the attack.
Sunfury Plasma Annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using this weapon's profile.
Titan Gatling Cannon	96"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted with this weapon instead becomes 3 hits.
Titan Inferno Cannon	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan Melta Cannon	48"	Macro 2D6	16	-6	6	If the target is within half range of this weapon, double the Strength and Damage characteristics of this weapon for that attack.
Titan Plasma Blastgun						
-Standard	72"	Macro 2D6	9	-4	3	-
-Overcharge	72"	Macro 2D6	10	-4	3	For each hit roll of a 1, the titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the titan's own void shields.
Titan Volcano Cannon	180"	Macro D6	25	-5	12	Any wound roll of a 6 made with this weapon automatically inflicts an additional D6 mortal wounds on the target.
Triple Turbo-laser Destructor	96"	Macro 3D3	16	-3	2D6	Any wound roll of a 6 with this weapon automatically inflicts an additional D3 mortal wounds on the target.
Twin Vulkan Mega-Bolter	72"	Heavy 40	6	-3	3	-
Vulkan Mega-Bolter	72"	Heavy 20	6	-3	3	-



LOW 75 WARHOUND SCOUT TITAN										DAMAGE				
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	WS	BS	VOID
Warhound	*	*	*	12	12	70	4	10	1+	30-70+	24"	5+	2+	4+
A Warhound Scout Titan is a single model. It is equipped with two weapons from the <i>Tertius Titan Weapons</i> list as shown on this datasheet, below. It may also crush its enemies beneath its Titanic Stride.										16-22	20"	5+	3+	5+
										9-15	16"	6+	4+	5+
										1-8	12"	6+	4+	6+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Titanic Stride		Melee		Melee		S	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.					
WARGEAR OPTIONS		✱ This model must take two weapons from the <i>Tertius Titan Weapons</i> list.												
ABILITIES		Void Shields, Machina Aeturnum Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice. God-Engine: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. When this model Moves or Falls Back, it can move over enemy INFANTRY models, thought at the ened of its move it mustb be more than 1" away from enemy units. This model can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other viable enemy unit that is within range and more than 1" away from friendly models. In addition, this model can move and fire Heavy wepaons without any penalty to its hit rolls. Finally, this mdoel only gains a bonus to its saving in cover if at least half of the model is obscured from the firer. Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.												
FACTION KEYWORDS:		IMPERIUM, COLLEGIA TITANICA, <LEGIO>												
KEYWORDS:		VEHICLE, TITANIC, GOD-ENGINE, SCOUT TITAN, WARHOUND												

LoW120 REAPER BATTLE TITAN										DAMAGE				
NAME	M	WS	BS	S	T	W	A	LD	SV	REMAINING W	M	WS	BS	VOID
Reaver	*	*	*	14	14	120	5	10	1+	60-120+	20”	3+	2+	3+
A Reaver Battle Titan is a single model. It is equipped with one weapon from the <i>Tertius Titan Weapons</i> , and two weapons from the <i>Secundus Titan Weapons</i> lists as shown on this datasheet, below. It may also crush its enemies beneath its Titanic Stride.										35-59	18”	3+	3+	4+
										20-34	16”	4+	4+	4+
										10-19	14”	4+	4+	5+
										1-9	10”	5+	4+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Titanic Stride		Melee		Melee		S	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.					
WARGEAR OPTIONS		✦ This model must take an Apocalypse Missile Launcher, Incinerator Missile Bank, or one weapon from the <i>Tertius Titan Weapons</i> list. ✦ This model must take two weapons from the <i>Secundus Titan Weapons</i> , or <i>Titan Melee Weapons</i> lists.												
ABILITIES		Void Shields, Machina Aeturnum Titanic Gait: When this model Advances, increase its Move characteristic by 8” instead of rolling a dice. God-Engine: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. When this model Moves or Falls Back, it can move over enemy INFANTRY models, thought at the ened of its move it mustb be more than 1” away from enemy units. This model can fire its shooting weapons even if there are enemy models within 1” unless those enemy models are TITANIC . In this case, it can shoot the enemy unit that is within 1” of it or any other viable enemy unit that is within range and more than 1” away from friendly models. In addition, this model can move and fire Heavy wepaons without any penalty to its hit rolls. Finally, this mdoel only gains a bonus to its saving in cover if at least half of the model is obscured from the firer. Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.												
FACTION KEYWORDS:		IMPERIUM, COLLEGIA TITANICA, <LEGIO>												
KEYWORDS:		VEHICLE, TITANIC, GOD-ENGINE, BATTLE TITAN, REAPER												

WARBRINGER NEMESIS TITAN

NAME	M	WS	BS	S	T	W	A	LD	SV
Reaver	*	*	*	14	14	130	4	10	1+

A Warbringer Nemesis Titan is a single model. It is equipped with a Nemesis Quake Cannon, and two weapons from the *Secundus Titan Weapons* lists as shown on this datasheet, below. It may also crush its enemies beneath its Titanic Stride.

DAMAGE	REMAINING W	M	WS	BS	VOID
65-130+	18"	4+	2+	3+	
35-64	14"	4+	3+	4+	
20-34	12"	5+	4+	4+	
10-19	10"	5+	4+	5+	
1-9	8"	6+	4+	5+	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic Stride	Melee	Melee	S	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS ✦ This model must take two weapons from the *Secundus Titan Ranged Weapons* list.

ABILITIES	Void Shields, Machina Aeturnum Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. God-Engine: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. When this model Moves or Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from enemy units. This model can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other viable enemy unit that is within range and more than 1" away from friendly models. In addition, this model can move and fire Heavy weapons without any penalty to its hit rolls. Finally, this model only gains a bonus to its saving in cover if at least half of the model is obscured from the firer. Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.
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FACTION KEYWORDS: IMPERIUM, COLLEGIA TITANICA, <LEGIO>

KEYWORDS: VEHICLE, TITANIC, GOD-ENGINE, NEMESIS TITAN, WARBRINGER



WARLORD BATTLE TITAN

NAME	M	WS	BS	S	T	W	A	LD	SV
Warlord	*	*	*	18	18	140	5	10	1+

A Warlord Battle Titan is a single model. It is equipped with two weapons from the *Secundus Titan Weapons*, and two weapons from the *Primus Titan Weapons* lists as shown on this datasheet, below. It is also armed with two Ardex-defensor Mauler Bolt Cannon turrets, and two Ardex-defensor Twin Lascannon turrets. It may also crush its enemies beneath its Greater Titanic Stride.

DAMAGE				
REMAINING W	M	WS	BS	VOID
70-140+	18"	3+	2+	3+
35-69	14"	3+	3+	4+
20-34	12"	4+	4+	4+
10-19	10"	4+	4+	5+
1-9	10"	5+	4+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Greater Titanic Stride	Melee	Melee	S	-4	3	Make 4 hit rolls for each attack made with this weapon instead of 1.
WARGEAR OPTIONS	✖ This model must take two weapons from the <i>Secundus Titan Weapons</i> list. ✖ This model must take two weapons from the <i>Primus Titan Weapons</i> list.					

ABILITIES	Void Shields, Machina Aeturnum Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. God-Engine: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. When this model Moves or Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from enemy units. This model can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other viable enemy unit that is within range and more than 1" away from friendly models. In addition, this model can move and fire Heavy weapons without any penalty to its hit rolls. Finally, this model only gains a bonus to its saving in cover if at least half of the model is obscured from the firer. Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.
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FACTION KEYWORDS:	IMPERIUM, COLLEGIA TITANICA, <LEGIO>
KEYWORDS:	VEHICLE, TITANIC, GOD-ENGINE, BATTLE TITAN, WARLORD

