ADEPTUS TITANICUS

These datasheets allow you to fight Apocalypse battles with your Titan Legions miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Titan Legion>** keyword. This is shorthand for a keyword of your own choosing, as described below.

<TITAN LEGION>

Titans belong to a Titan Legion, and their datasheets have the **<Titan Legion>** keyword. When you include such a unit in your army, you must nominate which Titan Legion that unit is from. You then simply replace the **<Titan Legion>** keyword in every instance on that unit's datasheet with the name of your chosen Titan Legion.

WARHOUND SCOUT TITAN

60

A Warhound Scout Titan is a unit that contains 1 model. It is equipped with: 2 Titan Plasma Blastguns; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Warhound Scout Titan	24"	5+	2+	4	12	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Inferno Gun	Heavy	18"	8	4+	7+	Inferno
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

WARGEAR OPTIONS

- For each Titan Plasma Blastgun this unit is equipped with, it can instead be equipped with one of the following: 1 Titan Dual Turbo-laser Destructor; 1 Titan Inferno Gun; 1 Titan Vulcan Mega-bolter.

ABILITIES

Imperial God-engine: You can re-roll Morale tests taken for this unit.

Warhound Void Shields: At the start of the Damage phase, remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

Reactor Overload: When this unit is destroyed, if it explodes, place two blast markers next to every unit (excluding **Super-heavy** units) that is within 6" of this unit, instead of one.

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Warhound Scout Titan

REAVER BATTLE TITAN

100

A Reaver Battle Titan is a unit that contains 1 model. It is equipped with: Apocalypse Missile Launcher; 2 Reaver Gatling Blasters; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Reaver Battle Titan	20"	4+	2+	4	24	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apocalypse Missile Launcher	Heavy	360"	4	8+	8+	Barrage
Incinerator Missile Bank	Heavy	360"	4	5+	9+	-
Reaver Gatling Blaster	Heavy	72"	6	6+	6+	-
Reaver Laser Blaster	Heavy	96"	3	5+	5+	Destroyer
Reaver Melta Cannon	Heavy	48"	4	5+	3+	Destroyer
Reaver Volcano Cannon	Heavy	180"	2	11+	3+	Apocalyptic Destroyer
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Inferno Gun	Heavy	18"	8	4+	7+	Inferno
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Reaver Chainfist	Melee	Melee	x2	4+	3+	Apocalyptic Destroyer
Reaver Power Fist	Melee	Melee	x2	3+	4+	Apocalyptic Destroyer
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Reaver Battle Titan

REAVER BATTLE TITAN

100

WARGEAR OPTIONS

- For each Apocalypse Missile Launcher this unit is equipped with, it can instead be equipped with one of the following:
  - 1 Incinerator Missile Bank
  - 1 Titan Dual Turbo-laser Destructor (**Power Rating +6**)
  - 1 Titan Inferno Gun (**Power Rating +6**)
  - 1 Titan Plasma Blastgun (**Power Rating +6**)
  - 1 Titan Vulcan Mega-bolter (**Power Rating +6**)
- For each Reaver Gatling Blaster this unit is equipped with, it can instead be equipped with one of the following:
  - 1 Reaver Laser Blaster (**Power Rating +6**)
  - 1 Reaver Melta Cannon (**Power Rating +18**)
  - 1 Reaver Volcano Cannon
  - 1 Reaver Chainfist (**Power Rating +24**)
  - 1 Reaver Power Fist (**Power Rating +24**)

ABILITIES

Terror Troops

Imperial God-engine: You can re-roll Morale tests taken for this unit.

Reaver Void Shields: At the start of the Damage phase, remove one blast marker from this unit. Large blast markers must be removed before small blast markers.

Reactor Overload: When this unit is destroyed, if it explodes, place two blast markers next to every unit (excluding **Super-heavy** units) that is within 6" of this unit, instead of one.

Apocalyptic Destroyer: If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Reaver Battle Titan

WARBRINGER NEMESIS TITAN

160

A Warbringer Nemesis Titan is a unit that contains 1 model. It is equipped with: 2 Anvillus-pattern Defence Batteries; 3 Ardex-defensor Maulers; Nemesis Quake Cannon; 2 Reaver Volcano Cannons; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Warbringer Nemesis Titan	18"	4+	2+	4	30	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Anvillus-pattern Defence Battery	Heavy	36"	2	8+	7+	Anti-air
Ardex-defensor Mauler	Heavy	36"	2	7+	9+	-
Nemesis Quake Cannon	Heavy	480"	6	5+	5+	Destroyer, Barrage
Reaver Gatling Blaster	Heavy	72"	6	6+	6+	-
Reaver Laser Blaster	Heavy	96"	3	5+	5+	Destroyer
Reaver Melta Cannon	Heavy	48"	4	5+	3+	Destroyer
Reaver Volcano Cannon	Heavy	180"	2	11+	3+	Apocalyptic Destroyer
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Warbringer Nemesis Titan

WARBRINGER NEMESIS TITAN

160

WARGEAR OPTIONS

- For each Reaver Volcano Cannon this unit is equipped with, it can instead be equipped with one of the following: 1 Reaver Gatling Blaster; 1 Reaver Laser Blaster (**Power Rating +6**); 1 Reaver Melta Cannon (**Power Rating +18**).

ABILITIES

Terror Troops

Imperial God-engine: You can re-roll Morale tests taken for this unit.

Warbringer Void Shields: At the start of the Damage phase, remove one blast marker from this unit. Large blast markers must be removed before small blast markers.

Reactor Overload: When this unit is destroyed, if it explodes, place two blast markers next to every unit (excluding **Super-heavy** units) that is within 6" of this unit, instead of one.

Apocalyptic Destroyer: If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Warbringer Nemesis Titan

WARLORD BATTLE TITAN

A Warlord Battle Titan is a unit that contains 1 model. It is equipped with: 2 Apocalypse Missile Launchers; 2 Ardex-defensor Maulers; 2 Ardex-defensor Twin Lascannons; 2 Belicosa Volcano Cannons; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Warlord Battle Titan	18"	4+	2+	4	36	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apocalypse Missile Launcher	Heavy	360"	4	8+	8+	Barrage
Ardex-defensor Mauler	Heavy	36"	2	7+	9+	-
Ardex-defensor Twin Lascannon	Heavy	48"	2	10+	5+	-
Belicosa Volcano Cannon	Heavy	180"	2	9+	2+	Apocalyptic Destroyer
Incinerator Missile Bank	Heavy	360"	4	5+	9+	-
Mori Quake Cannon	Heavy	360"	6	4+	4+	Destroyer, Barrage
Reaver Gatling Blaster	Heavy	72"	6	6+	6+	-
Reaver Laser Blaster	Heavy	96"	3	5+	5+	Destroyer
Saturnyne Lascutter (Ranged)	Heavy	18"	2	7+	4+	Destroyer
Sunfury Plasma Annihilator	Heavy	72"	6	3+	4+	Destroyer, Supercharge
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Twin Titan Vulcan Mega-bolter	Heavy	72"	12	4+	8+	-
Warlord Gatling Blaster	Heavy	72"	12	6+	6+	-
Arioch Power Claw	Melee	Melee	x2	3+	3+	Apocalyptic Destroyer
Saturnyne Lascutter (Melee)	Melee	Melee	User	7+	4+	Apocalyptic Destroyer
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Warlord Battle Titan

WARGEAR OPTIONS

- For each Apocalypse Missile Launcher this unit is equipped with, it can instead be equipped with one of the following:
  - 1 Incinerator Missile Bank
  - 1 Reaver Gatling Blaster (**Power Rating +6**)
  - 1 Reaver Laser Blaster (**Power Rating +18**)
  - 1 Titan Dual Turbo-laser Destructor (**Power Rating +6**)
  - 1 Titan Plasma Blastgun (**Power Rating +6**)
  - 1 Twin Titan Vulcan Mega-bolter (**Power Rating +18**)
- For each Belicosa Volcano Cannon this unit is equipped with, it can instead be equipped with one of the following:
  - 1 Mori Quake Cannon (**Power Rating +30**)
  - 1 Saturnyne Lascutter (Ranged) and 1 Saturnyne Lascutter (Melee)
  - 1 Sunfury Plasma Annihilator (**Power Rating +36**)
  - 1 Titan Vulcan Mega-bolter and 1 Arioch Power Claw (**Power Rating +30**)
  - 1 Warlord Gatling Blaster (**Power Rating +18**)

ABILITIES

Terror Troops

Imperial God-engine: You can re-roll Morale tests taken for this unit.

Warlord Void Shields: At the start of the Damage phase, remove one blast marker from this unit. Large blast markers must be removed before small blast markers.

Reactor Overload: When this unit is destroyed, if it explodes, place two blast markers next to every unit (excluding **Super-heavy** units) that is within 6" of this unit, instead of one.

Apocalyptic Destroyer: If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

FACTION KEYWORDS: Imperium, Adeptus Titanicus, <Titan Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, God-engine, Warlord Battle Titan