

ADEPTUS TITANICUS

ARMY RULES

Titans are amongst the largest war engines to be found anywhere in the galaxy, ponderous battleships of the land whose weapon batteries are capable of obliterating entire formations of enemy troops. Created before the dawn of the Imperium, each god-engine is a miracle of forgotten technology. During the catastrophic wars of the Horus Heresy, the once-mighty Titan Legions warred against one another in great numbers, but their numbers are now much diminished. While loyalist Titans still defend the forge worlds of the Adeptus Mechanicus and march against the enemies of the Imperium, their traitorous brethren were consigned to the Eye of Terror where they became Chaos Titans – twisted mockeries of their former glory who now fight alongside warbands of traitors and renegades.

TOWERING EXAMPLE

When mustering your army, if your Army Faction is **ADEPTUS TITANICUS**, ignore the Select Detachment Rules step. In the Select Warlord step, select one **ADEPTUS TITANICUS** model from your army to be your **WARLORD**, even though that model does not have the **CHARACTER** keyword.

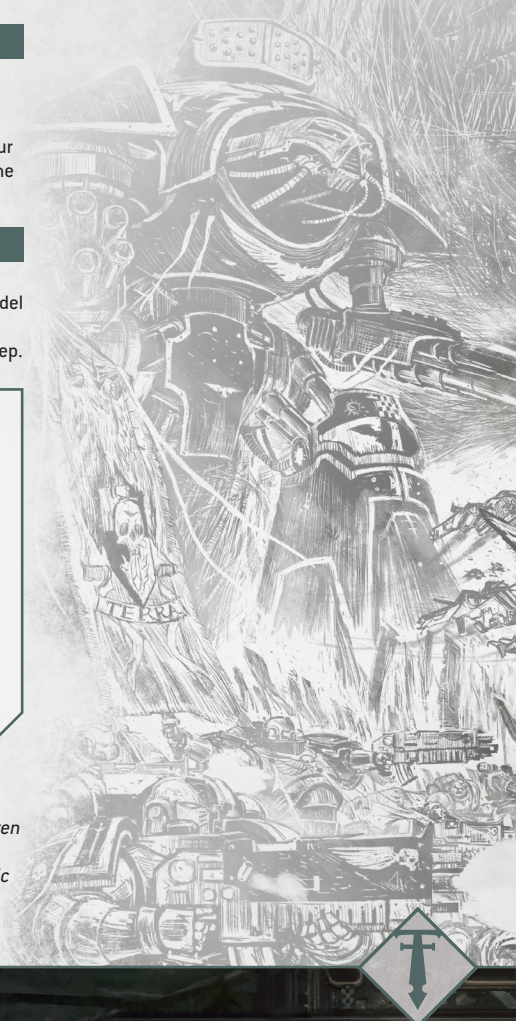
TITANIC SUPPORT

If every model in your army has the **IMPERIUM** keyword, you can include 1 **ADEPTUS TITANICUS** model in your army, even if it does not have the Faction keyword you selected in the Select Army Faction step.

TITANICUS TRAITORIS

You can use the **ADEPTUS TITANICUS** datasheets in this document to represent **TITANICUS TRAITORIS** models if you wish. To do so, on those datasheets and on this Army Rules card, replace all instances of the **IMPERIUM** keyword with **CHAOS**, and replace all instances of the **ADEPTUS TITANICUS** Faction keyword with **TITANICUS TRAITORIS**. For the purposes of points values, use those published for the equivalent **ADEPTUS TITANICUS** models.

Designer's Note: *Titans are colossal war machines that can turn the tide of battle. As such, the points values of some of these models are greater than even Onslaught-sized battles can accommodate; they are designed for battlefields of the most apocalyptic scale you can imagine!*




WARHOUND TITAN


M	T	SV	W	LD	OC
14"	13	2+	40	6+	16

5+

INVULNERABLE SAVE*

**Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Warhound inferno gun [IGNORES COVER, TORRENT]	24"	3D6	N/A	7	-2	3
➤ Warhound plasma blastgun – standard [BLAST]	72"	2D6+3	3+	9	-3	4
➤ Warhound plasma blastgun – supercharge [BLAST, HAZARDOUS]	72"	2D6+3	3+	10	-3	5
Warhound turbo-laser destructor [BLAST]	72"	D3+3	3+	20	-3	2D6
Warhound vulcan mega-bolter [SUSTAINED HITS 1]	48"	20	3+	6	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warhound feet	Melee	8	4+	10	-1	2

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, WARHOUND TITAN

ABILITIES

CORE: Deadly Demise 2D6

FACTION: Super-heavy Walker

Striding Colossus: Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

Flank Speed: Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.

DAMAGED: 1-13 WOUNDS REMAINING

While this model has 1-13 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS TITANICUS

WARHOUND TITAN

Warhounds are the eyes and ears of the Titan Legions, used to perform dangerous reconnaissance or raiding missions. Despite being the smallest Titan class, a single Warhound can easily turn the tide of battle when used to support ground forces, the sheer power of its weaponry and armour being more than most foes can overcome.

WARGEAR OPTIONS

- This model's Warhound plasma blastgun can be replaced with one of the following:
 - 1 Warhound inferno gun
 - 1 Warhound turbo-laser destructor
 - 1 Warhound vulcan mega-bolter
- This model's Warhound vulcan mega-bolter can be replaced with one of the following:
 - 1 Warhound inferno gun
 - 1 Warhound plasma blastgun
 - 1 Warhound turbo-laser destructor

UNIT COMPOSITION

- 1 Warhound Titan

This model is equipped with: Warhound plasma blastgun; Warhound vulcan mega-bolter; Warhound feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, WARHOUND TITAN



FACTION KEYWORDS:
ADEPTUS TITANICUS

REAYER TITAN

M
12"

T
14

SV
2+

W
60





LD
6+


OC
20

5+

INVULNERABLE SAVE*

*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Reaver apocalypse launcher [BLAST, INDIRECT FIRE]	200"	3D6	3+	7	-1	2
Reaver gatling blaster [SUSTAINED HITS 1]	72"	12	3+	8	-2	3
Reaver laser blaster [BLAST]	72"	8	3+	20	-3	D6+2
Reaver melta cannon [BLAST, MELTA 4]	48"	D6+2	3+	13	-4	6
Reaver volcano cannon [BLAST, HEAVY]	120"	D3+1	3+	24	-5	14
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Reaver feet	Melee	8	4+	12	-2	4
 Reaver power fist – strike	Melee	6	4+	20	-4	14
 Reaver power fist – sweep	Melee	12	4+	12	-3	6

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, REAYER TITAN

ABILITIES

CORE: **Deadly Demise D6+6**

FACTION: **Super-heavy Walker**

Striding Colossus: Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

God-machine: This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

DAMAGED: 1-20 WOUNDS REMAINING

While this model has 1-20 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS TITANICUS

REAYER TITAN

Reayer Titans are vast god-machines possessed of truly devastating firepower. From the apocalypse missile launcher mounted on their carapace to their arm-mounted laser blaster, Reayers are more than capable of wiping out ground troops, their void shields and thick adamantine hulls nullifying all but the most piercing enemy strikes.

WARGEAR OPTIONS

- This model's Reayer gatling blaster can be replaced with one of the following:
 - 1 Reayer laser blaster
 - 1 Reayer melta cannon
 - 1 Reayer volcano cannon
 - 1 Reayer power fist
 - This model's Reayer laser blaster can be replaced with one of the following:
 - 1 Reayer gatling blaster
 - 1 Reayer melta cannon
 - 1 Reayer volcano cannon
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UNIT COMPOSITION

- 1 Reayer Titan

This model is equipped with: Reayer apocalypse launcher; Reayer gatling blaster; Reayer laser blaster; Reayer feet.

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KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, REAYER TITAN



FACTION KEYWORDS:
ADEPTUS TITANICUS

WARBRINGER NEMESIS TITAN

M
12"

T
14

SV
2+

W
80



LD
6+

OC
20

5+

INVULNERABLE SAVE*

*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Anvillus defence battery [ANTI-FLY 4+]	72"	8	3+	8	-1	2
Ardex-defensor mauler	36"	6	3+	6	-2	2
Nemesis quake cannon [BLAST, INDIRECT FIRE]	480"	D6+6	3+	16	-4	4
Nemesis volcano cannon [BLAST]	120"	D3+3	3+	24	-5	14
Reaver gatling blaster [SUSTAINED HITS 1]	72"	12	3+	8	-2	3
Reaver laser blaster [BLAST]	72"	8	3+	20	-3	D6+2
Reaver melta cannon [BLAST, MELTA 4]	48"	D6+2	3+	13	-4	6
Reaver volcano cannon [BLAST, HEAVY]	120"	D3+1	3+	24	-5	14
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis feet	Melee	6	4+	12	-2	4

ABILITIES

CORE: **Deadly Demise D6+6**

FACTION: **Super-heavy Walker**

Striding Colossus: Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

Titanic Fire Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **IMPERIUM** model makes an attack that targets that enemy unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

 **DAMAGED: 1-26 WOUNDS REMAINING**

While this model has 1-26 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, WARBRINGER NEMESIS TITAN**

FACTION KEYWORDS: **ADEPTUS TITANICUS**

WARBRINGER NEMESIS TITAN

The Warbringer Nemesis Titan is an immense war engine designed to destroy enemy Titan-class targets at range. Acting as a dedicated fire support platform, the Nemesis' reinforced frontal plating allows it to weather most return fire with ease, while its defence batteries grant it ample protection from aerial attacks.

WARGEAR OPTIONS

- This model's Nemesis quake cannon can be replaced with 1 Nemesis volcano cannon.
- This model's Reaver gatling blaster can be replaced with one of the following:
 - 1 Reaver laser blaster
 - 1 Reaver melta cannon
 - 1 Reaver volcano cannon
- This model's Reaver laser blaster can be replaced with one of the following:
 - 1 Reaver gatling blaster
 - 1 Reaver melta cannon
 - 1 Reaver volcano cannon

UNIT COMPOSITION

- **1 Warbringer Nemesis Titan**

This model is equipped with: 2 anvillus defence batteries; 3 ardex-defensor maulers; Nemesis quake cannon; Reaver gatling blaster; Reaver laser blaster; Nemesis feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM,
WARBRINGER NEMESIS TITAN





FACTION KEYWORDS:
ADEPTUS TITANICUS

WARLORD TITAN

M	T	SV	W	LD	OC
10"	16	2+	100	6+	30
<div> <div>5+</div> <div>INVULNERABLE SAVE*</div> </div>					

*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Apocalypse launcher [BLAST, INDIRECT FIRE]	200"	20	3+	8	-2	2
Ardex-defensor lascannon	48"	1	3+	12	-3	D6+1
Ardex-defensor mauler	36"	6	3+	6	-2	2
Arioch power claw [SUSTAINED HITS 1]	48"	20	3+	6	-1	2
Belicosa volcano cannon [BLAST]	120"	D3+3	3+	32	-5	18
Laser blaster [BLAST]	72"	6	3+	16	-4	D6+3
Macro gatling blaster [SUSTAINED HITS 1]	100"	30	3+	9	-2	3
Mori quake cannon [BLAST, IGNORES COVER]	280"	3D6	3+	16	-4	6
➤ Sunfury plasma annihilator – standard [BLAST]	72"	2D6+6	3+	10	-3	5
➤ Sunfury plasma annihilator – supercharge [BLAST, HAZARDOUS]	72"	2D6+6	3+	12	-3	8

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
➤ Arioch power claw – strike	Melee	6	4+	20	-4	24
➤ Arioch power claw – sweep	Melee	12	4+	12	-3	8
Warlord feet	Melee	6	4+	12	-2	4

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, WARLORD TITAN

ABILITIES

CORE: **Deadly Demise 2D6+6**

FACTION: **Super-heavy Walker**

Striding Colossus: Each time you target this model with a Stratagem, you must spend four times that Stratagem's stated CP cost to do so.

Wrath of the Omnisiah: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

DAMAGED: 1-33 WOUNDS REMAINING

While this model has 1-33 wounds remaining, subtract 15 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS TITANICUS

WARLORD TITAN

Warlord Titans are gargantuan embodiments of the Omnissiah's wrath. With the destructive power of a small void warship and the resilience of a fortress, Warlords reign supreme over almost all adversaries, dispensing doom with every thundering weapons salvo and crushing any survivors beneath their earth-shattering stride.

WARGEAR OPTIONS

- This model's 2 apocalypse launchers can be replaced with 2 laser blasters.
- This model's arioch power claw can be replaced with one of the following:
 - 1 belicosa volcano cannon
 - 1 macro gatling blaster
 - 1 mori quake cannon
 - 1 sunfury plasma annihilator
- This model's macro gatling blaster can be replaced with one of the following:
 - 1 arioch power claw
 - 1 belicosa volcano cannon
 - 1 mori quake cannon
 - 1 sunfury plasma annihilator

UNIT COMPOSITION

▪ 1 Warlord Titan

This model is equipped with: 2 apocalypse launchers; 2 ardex-defensor lascannons; 2 ardex-defensor maulers; macro gatling blaster; arioch power claw; Warlord feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, WARLORD TITAN



FACTION KEYWORDS:
ADEPTUS TITANICUS