CODEX

CHAOS - TITANICUS TRAITORIS

newvision

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CHAOS - TITANICUS TRAITORIS

REAVER TITAN

2200 PTS

M	T	SV	W	LD	OC
12"	14	2+	60	6+	20

RANGED WEAPONS

WEAPON	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

WEAPON	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

AUFSTELLUNG

1x Reaver Titan

Equipped with: Reaver apocalypse launcher, Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Reaver feet, ➤ Reaver power fist - strike, ➤ Reaver power fist - sweep

Wargear Options:

- This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Reaver power fist.

ABILITIES

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.

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

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.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Reaver Titan, Frame

FACTION: - 2200 PTS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6+6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - TITANICUS TRAITORIS

WARBRINGER NEMESIS TITAN

2600 PTS

M	T	SV	W	LD	OC
12"	14	2+	80	6+	20

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Anvillus defence battery ANTI-FLY 4+	72"	8	3+	8	-1	2
3x 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

WEAPON	RANGE	A	WS	S	AP	D
Nemesis feet	Melee	6	4+	12	-2	4

AUFSTELLUNG

1x Warbringer Nemesis Titan

Equipped with: 2x Anvillus defence battery, 3x Ardex-defensor mauler, Nemesis quake cannon, Nemesis volcano cannon, Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Nemesis feet

Wargear Options:

- This model can replace its Nemesis quake cannon with Nemesis volcano cannon.
- This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon.

ABILITIES

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.

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.

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 CHAOS model makes an attack that targets that enemy unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6+6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:
- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - TITANICUS TRAITORIS

WARHOUND TITAN

1100 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Warhound inferno gun IGNORES COVER TORRENT	24"	3D6	N/A	7	-2	3
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
➤ 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

MELEE WEAPONS

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

AUFSTELLUNG

1x Warhound Titan

Equipped with: Warhound inferno gun, Warhound turbo-laser destructor, Warhound vulcan mega-bolter, ➤ Warhound plasma blastgun - standard, ➤ Warhound plasma blastgun - supercharge, Warhound feet

Wargear Options:

- This model must be equipped with 2 of: Warhound vulcan mega-bolter, Warhound inferno gun, Warhound plasma blastgun, Warhound turbo-laser destructor.

ABILITIES

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.

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.

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

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - TITANICUS TRAITORIS

WARLORD TITAN

3500 PTS

M	T	SV	W	LD	OC
10"	16	2+	100	6+	30

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Apocalypse launcher BLAST INDIRECT FIRE	200"	20	3+	8	-2	2
2x Ardex-defensor lascannon	48"	1	3+	12	-3	D6+1
2x 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
2x 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

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

AUFSTELLUNG

1x Warlord Titan

Equipped with: 2x Apocalypse launcher, 2x Ardex-defensor lascannon, 2x Ardex-defensor mauler, Arioch power claw, Belicosa volcano cannon, 2x Laser blaster, Macro gatling blaster, Mori quake cannon, ➤ Sunfury plasma annihilator - standard, ➤ Sunfury plasma annihilator - supercharge, Warlord feet, ➤ Arioch power claw - strike, ➤ Arioch power claw - sweep

Wargear Options:

- This model must be equipped with 2 of: Arioch power claw, Belicosa volcano cannon, Macro gatling blaster, Mori quake cannon, Sunfury plasma annihilator.
- This model can replace its Two apocalypse launchers with Two laser blasters.

ABILITIES

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.

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 Omnissiah
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.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise 2D6+6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

PUNKTELISTE

EINHEIT	PUNKTE
Reaver Titan	2200 pts
Warbringer Nemesis Titan	2600 pts
Warhound Titan	1100 pts
Warlord Titan	3500 pts