WAR GRIFFONS TITAN LEGION ARMY LIST

Forces

The War Griffons Titan Legion Army List uses the datasheets from the Adeptus Mechanicus Titan Legion Forces section and the Imperial Navy Forces section.

Using The Army List

The following army list allows you to field an army based on one of the War Griffons Titan Legion. It can also be used as a "stand in" army list for other Titan Legions as well.

War Griffons Titan Legion formations come in three types: battle titans, scout titans and support formations. Each battle titan you include in the army allows you to field any two scout titan formations. Each battle titan or scout titan formation allows you to field any one support formation. Although you can only take a scout titan or support formation if you first take a battle titan formation, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, certain formations may be given upgrades. Which upgrades a formation may be given are listed in the "upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. **Note:** the upgrades chosen can lead to an additional surcharge (see War Griffons Epic Tournament Special Rules).

SPECIAL RULE

War Griffons Epic Tournament Special Rules

All *Weapon Mounts* in a Scout or Battle Titan formation must be mounted with a weapon. In addition, each Scout or Battle Titan formation must select at least two different weapons or pay a surcharge of an additional +25 points.

WAR GRIFFONS TITAN LEGION ARMY LIST

War Griffons Titan Legion armies have a strategy rating of 3. Battle and Scout Titan formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

BATTLE TITAN FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Emperor	One Imperator or Warmonger Class Titan	All Titan Upgrades	1250 points
Reaver	One Reaver Class Titan	All Titan Weapons and Upgrades	550 points
Warlord	One Warlord Class Titan	All Titan Weapons and Upgrades	675 points

SCOUT TITAN FORMATIONS

(Any two scout titan formations may be fielded per each battle titan.)

FORMATION	UNITS	UPGRADES	COST
Warhound	One Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	Two Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points

TITAN WEAPONS AND UPGRADES

BATTLE TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Apocalypse Missile Launcher	+25 points each
Carapace Landing Pad	Free
Close Combat Weapon	+25 points each
Corvus Assault Pod	Free
Gatling Blaster	+25 points each
Laser Blaster	+50 points each
Laser Burner	Free
Melta Cannon	+50 points each
Plasma Cannon	+25 points each
Plasma Destructor (Carapace *weapon mount* only)	+75 points each
Quake Cannon	+75 points each
Support Missile (Carapace *weapon mount* only)	+75 points each
Volcano Cannon	+50 points each

SCOUT TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Inferno Gun	Free
Plasma Blastgun	Free
Turbo-Laser Destructor	+25 points each
Vulcan Mega-Bolter	Free

TITAN UPGRADES

(Add any of the following upgrades to a unit up to once per formation.)

UPGRADE	COST
Carapace Multilasers	+50 points
0–1 Legate per army	+50 points
Sacred Icon	+50 points
Veteran Princeps	+25 points

SUPPORT FORMATIONS

(Any one support formation may be fielded per each battle or scout titan formation.)

FORMATION	UNITS	COST
Crusader Scout Maniple	Four Crusader Robots	150 points
Forge Knight Maniple	Five Forge Knights	250 points
0–1 Lysander Fighter per Warmonger Class Titan	One Lysander Fighter	75 points
Marauder Squadron	Two Marauder Bombers	250 points
0–1 Orbital Support	One Ark Mechanicus Battleship	200 points
Skitarii Demi-Century	Eight Hypaspist units and two Secutor units	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

ADEPTUS MECHANICUS TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Apocalypse Missile Launcher	CH	n/a	n/a	n/a	n/a	Apocalypse Missile Launcher	60cm	3BP, D	
Carapace Landing Pad	CH	n/a	n/a	n/a	n/a	-			*All weapons with a BP firepower in the formation do not need a line of fire when shooting as part of a sustained fire, advance or double action.*
Carapace Multilasers	CH	n/a	n/a	n/a	n/a	2× Multilaser	30cm	AP5+/AT6+/AA5+	
Close Combat Weapon	CH	n/a	n/a	n/a	n/a	Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	
Corvus Assault Pod	CH	n/a	n/a	n/a	n/a	-			*Transport. May transport ten infantry units without Jump Packs or Mounted.*
Gatling Blaster	CH	n/a	n/a	n/a	n/a	Gatling Blaster (Mars Pattern)	60cm	6× AP4+/AT4+	
Inferno Gun	CH	n/a	n/a	n/a	n/a	Inferno Gun	30cm	3BP, IC	
Laser Blaster	CH	n/a	n/a	n/a	n/a	Laser Blaster	60cm	6× AP5+/AT3+	
Laser Burner	CH	n/a	n/a	n/a	n/a	Laser Burner	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+4)	
Legate	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Melta Cannon	CH	n/a	n/a	n/a	n/a	Melta Cannon	30cm	MW2+, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
Plasma Blastgun	CH	n/a	n/a	n/a	n/a	Plasma Blastgun	45cm	2× MW2+, Slw	
Plasma Cannon	CH	n/a	n/a	n/a	n/a	Plasma Cannon	60cm	3× MW2+, Slw	
Plasma Destructor	CH	n/a	n/a	n/a	n/a	Plasma Destructor	75cm	5× MW2+, Slw	
Quake Cannon	CH	n/a	n/a	n/a	n/a	Quake Cannon	90cm	3BP, MW	
Sacred Icon	CH	n/a	n/a	n/a	n/a	-			*Inspiring.*
Support Missile	CH	n/a	n/a	n/a	n/a	0–1× Barrage Missile	Unlimited	10BP, D, Ind, SS	*Can be armed with one of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. A Warp Missile ignores Imperial Void Shields and Power Fields.*
						0–1× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–1× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–1× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
Turbo-Laser Destructor	CH	n/a	n/a	n/a	n/a	Turbo-Laser Destructor	60cm	4× AP5+/AT3+	
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Volcano Cannon	CH	n/a	n/a	n/a	n/a	Volcano Cannon	90cm	MW2+, TK(D3)	
Vulcan Mega-Bolter	CH	n/a	n/a	n/a	n/a	Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
Hypaspist	INF	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	
Secutor	INF	15cm	4+	3+	3+	2× Multi-melta	15cm	MW5+	*Commander, Reinforced Armour.*
						and	(15cm)	Small Arms, MW	
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Crusader Robot	LV	25cm	6+	4+	6+	Heavy Bolter	30cm	AP5+	*Automaton, Scout, Walker.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Forge Knight	AV	20cm	4+	4+	5+	Arc Lance	30cm	AT4+	*Infiltrator, Invulnerable Save, Reinforced Armour, Walker.*
						Manipulators	(bc)	Assault Weapons, EA(+1), MW	

Imperator Class Titan	WE	15cm	4+	4+	3+	Plasma Annihilator Hellstorm Cannon Defense Laser Quake Cannon 4× Battle Cannon Tertitary Arms	90cm 60cm 90cm 90cm 75cm (15cm)	4× MW2+, FwA, Slw, TK(D3) 10BP, FwA MW2+/AA4+, TK(D3) 3BP, MW AP4+/AT4+ Small Arms, EA(+2)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Reaver Class Titan	WE	20cm	4+	3+	3+	Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	2× Arm Weapon Mount	-	FwA, WM	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	2× Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

Warmonger Class Titan	WE	15cm	4+	4+	5+	Vengeance Cannon	90cm	2× MW2+, FwA, TK(D3)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. Armed with any eight of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. Only one missile may be fired per turn. Warp Missiles ignore Imperial Void Shields and Power Fields. The unit's fire control center allows it to re-roll one failed to-hit roll per turn. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						0–8× Barrage Missile	Unlimited	10BP, D, Ind, SS	
						0–8× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–8× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–8× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
						4× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Head Gun	45cm	AP4+/AT4+, FxF	
						Tertitary Arms	(15cm)	Small Arms, EA(+2)	
Lysander Fighter	AC	Fighter	6+	n/a	n/a	Storm Bolters	15cm	AP4+/AA5+, FxF	
						Heavy Bolter	30cm	AP5+/AA6+, FxF	
Ark Mechanicus Battleship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	5BP, MW	*Armed with either Pin-point Attacks or Orbital Bombardment.*
						0–1× Pin-Point Attacks	n/a	2× MW2+, TK(D3)	

SPECIAL RULE

Automaton

A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt **do** take a Blast marker however.

If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see *Blast Markers and Broken Formations*) then it may attempt to save normally.

Automaton units killed in an assault count for the purposes of working out its result (see *Work Out Result*).

SPECIAL RULE

Weapon Mount

Weapon Mounts are areas on a unit that may be fitted with weapon systems. When a weapon mount is mounted with a weapon (a "character" unit) it gains all the abilities and special rules of the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.

SPECIAL RULE

Imperial Void Shields[1]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

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1. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	