

# Alternate Epic Titans

## Chaos

### Banelord

**Notes:** 3+ psychic save. Must move towards enemy. Only can be taken as support for Bloodthirster or Lord of Battles.

Move	Void Shields	Shield Regen. per Turn	CAF
15cm	12	d6	+14

**Weapons:** 1 Head Weapon, 3 Arm Weapons, 1 Tail Weapon

#### Head Weapon

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Bloodletter Battlehead</b> -1 armor on head location	25cm	2	4+	-1

#### Arm Weapons

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Doomfist</b> +d6 CAF. May not be used for ranged shots and close combat in the same round.	25cm	2	4+	-3
<b>Havoc Missile Rack</b> 6 Missiles. Fire as many or few as desired each round.	75cm	-	8 BP	-1
<b>Hellstrike Cannon</b> Ignores cover.	50cm	-	6 BP	-1

#### Tail Weapon

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Banelord Titan Tail</b> +2 CAF. May not be used for ranged shots and close combat in the same round.	50cm	1	5+	-2

#### Damage Tables

Carapace Damage Table		Reactor Damage Table	
1-2	Void shields damaged. Don't roll for regeneration. Repair on 5+	1-2	CAF 7.
3-4	Void Shields destroyed.	3-4	Roll 5+ now or Banelord is destroyed.
5-6	Banelord destroyed.	5-6	Banelord destroyed.
Head Damage Table		Weapon Damage Table	
1-2	Cannon destroyed.	1-2	Weapon damaged. Repair on 5+.
3-4	Can't fire. Move straight forward engaging first enemy it contacts in close combat. Repair on 5+.	3-4	Weapon destroyed.
5-6	Banelord destroyed.	5-6	Weapon destroyed. Roll on Head Table.
Leg Damage Table			
1-2	Move 7cm.		
3-4	Immobilized.		
5-6	Banelord destroyed.		

# Lord of Battles

**Notes:** 3+ psychic save. Must always move towards enemy. Charged troops must make an extra M check.

Move	CAF	Wounds
15cm	+10	3

**Weapons: 1 Head Weapon, 1 Hull Weapon, 2 Arm Weapons**

## Head Weapon

Weapon	Range	Attack Dice	To Hit	Save Modifier
Head Cannon	50cm	1	4+	-2

## Hull Weapon

Weapon	Range	Attack Dice	To Hit	Save Modifier
Hull Firethrower	15cm	6	5+	-
Ignore cover.				

## Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
Hellblade	-	-	-	-
+3 CAF.				
Chain Fist	-	-	-	-
+d6 CAF, +2 dmg				
Death Storm	75cm	6	5+	-1
Doomburner	75cm	1	3+	-3
Ignore cover. +1 dmg.				

Damage Tables																	
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# Reaver

Move	Void Shields	Shield Regen. per Turn	CAF
20cm	8	d4	+12

**Weapons: 3 Arm Weapons, May also choose a Head Weapon at no additional cost**

## Head Weapons (optionally choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Close Combat Head</b> +3 CAF. -1 armor on head location.	-	-	-	-
<b>Weapon Head</b> -1 armor on head location.	25cm	1	5+	-1

## Arm Weapons (choose 3)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Barrage Missile Launcher</b> Carapace Only. One Shot.	unlimited	-	d6+1 x 8 BP	-2
<b>Chain Fist</b> +d6 CAF, +2 dmg	-	-	-	-
<b>Gatling Blaster</b>	75cm	4	5+	-1
<b>Inferno Gun</b>	template	-	4+	-
<b>Laser Blaster</b>	50cm	6	5+	-
<b>Melta-Cannon</b>	25cm	4	3+	-3
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b> If you move shoot 1 shot, otherwise 2 shots.	50cm	2/1	3+	-4
<b>Power Saw</b> +d6 CAF. +2 dmg.	-	-	-	-
<b>Quake Cannon</b>	100cm	1	3+	-3
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Volcano Cannon</b> +3 dmg	100cm	1	3+	-4
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

# Warhound

Move	Void Shields	Shield Regen. per Turn	CAF
25cm	4	d2	+8

**Weapons: 2 Arm Weapons**

**Arm Weapons (choose 2)**

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Inferno Gun</b>	template	-	4+	-
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b>	50cm	2/1	3+	-4
If you move shoot 1 shot, otherwise 2 shots.				
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

# Warlord

Move	Void Shields	Shield Regen. per Turn	CAF
15cm	12	d6	+14

**Weapons: 2 Carapace Multi-Lasers, 4 Arm Weapons, May also choose a Head Weapon at no additional cost**

## Head Weapons (optionally choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Bloodletter Battlehead</b> -1 armor on head location.	25cm	2	4+	-1
<b>Close Combat Head</b> +3 CAF. -1 armor on head location.	-	-	-	-
<b>Deathstrike Cannon</b> Head becomes a weapon mount with 2+ saving throw. Only attack straight ahead. Halve Titan's speed.	200cm	-	10 BP	-2
<b>Weapon Head</b> -1 armor on head location.	25cm	1	5+	-1

## Carapace Multi-Lasers

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>2 x Carapace Multi-Lasers</b> Destroyed with Carapace Locations.	15cm	2	5+	-

## Arm Weapons (choose 4)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Barrage Missile Launcher</b> Carapace Only. One Shot.	unlimited	-	d6+1 X 8 BP	-2
<b>Carapace Landing Pod</b> Free Land Speeder. Fire weapons with Land Speeder's LOS.	-	-	-	-
<b>Chain Fist</b> +d6 CAF, +2 dmg	-	-	-	-
<b>Chaos Energy Whip</b> Use at beginning of close combat. Hits on 4+. Draws off d6 shields.	-	-	-	-
<b>Corvus Assault Pod</b> 4 Free Terminator stands. May unloaded troops directly into buildings.	-	-	-	-
<b>Death Storm</b>	75cm	6	5+	-1
<b>Doomburner</b> Ignore cover. +1 dmg.	75cm	1	3+	-3
<b>Doomfist</b> +d6 CAF. May not be used for ranged shots and close combat in the same round.	25cm	2	4+	-3
<b>Fire Control Center</b> Carapace Only. +1 to hit (including barrages). Location has 3+ save. Roll as Head location table.	-	-	-	-
<b>Gatling Blaster</b>	75cm	4	5+	-1
<b>Havoc Missile Rack</b> Takes both Carapace mounts. 6 Missiles. Fire as many or few as desired each round.	75cm	-	8 BP	-1
<b>Hellblade</b> +3 CAF.	-	-	-	-
<b>Hellstrike Cannon</b> Ignores cover.	50cm	-	6 BP	-1
<b>Inferno Gun</b>	template	-	4+	-
<b>Laser Blaster</b>	50cm	6	5+	-
<b>Melta-Cannon</b>	25cm	4	3+	-3
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b> If you move shoot 1 shot, otherwise 2 shots.	50cm	2/1	3+	-4

<b>Plasma Cannon</b>	75cm	6	4+	-3
Cannot use any other weapons (including close combat weapons) when this weapon is used.				
<b>Plasma Destructor</b>	100cm	4	3+	-6
Move or fire. Cannot use any weapons (including close combat weapons) if this weapon is used.				
<b>Power Saw</b>	-	-	-	-
+d6 CAF. +2 dmg.				
<b>Quake Cannon</b>	100cm	1	3+	-3
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Volcano Cannon</b>	100cm	1	3+	-4
+3 dmg				
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

### Tail Weapons (choose ?)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Chaos Titan Tail</b>	-	-	-	-
+2 CAF.				

# Eldar

## Phantom Titan

Move	Holo-Field Save	CAF
20cm	3+	+12

**Weapons: 2 Wing Weapons, 2 Arm Weapons**

### Wing Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
Lascannon Wing	75cm	2	3+	-2
Missile Launcher Wing	100cm	-	4 BP	-

### Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Distortion Cannon</b>	75cm	-	Auto Hit	Special
Barrage. Make save or sucked into warp. No indirect fire. Titans are immune.				
<b>Heat Lance</b>	0-25cm	1	2+	-5
	25-50cm	1	3+	-3
	50-75cm	1	4+	-1
0-25cm: +5 dmg. 25-50cm: +3 dmg. 50-75cm: +1 dmg				
<b>Psychic Lance</b>	50cm	1	5+	No Save
Barrage. No indirect fire. Only effects models with minds. Titans only affected if the head is hit.				
<b>Pulsar</b>	100cm	Special	2+	-2
Against 1 target, if the shot hits, it hits d6 times. Against multiple targets use the barrage template and roll to hit everyone underneath. No indirect firing.				
<b>Tremor Cannon</b>	100cm	1	3+ / 5+	-2
Target is hit on 3+, anything on a line to the target is hit on 5+. Ignores shields. Titans are hit on leg locations.				

Damage Tables																	
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# Revenant Titan

Move	Holo-Field Save	CAF
30cm	3+	+7

**Weapons: 2 Missile Launchers, 1 Scatter Laser, 2 Pulse Lasers**

## Weapons

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>2 x Missile Launcher</b>	100cm	-	4 BP	-
<b>2 x Pulse Laser</b>	75cm	Special	3+	-2
Against 1 target, if the shot hits, it hits d3 times. Against multiple targets use the barrage template and roll to hit everyone underneath. No indirect firing.				
<b>Scatter Laser</b>	25cm	3	5+	-

Damage Tables	
<b>Head Damage Table</b>	
1-2	CAF 4. Scatter Laser destroyed. Roll 4+ each turn to move & fire. Repair on 4+.
3-4	CAF 4. Scatter Laser destroyed. Roll 4+ each turn to move & fire.
5-6	Revenant Titan destroyed.
<b>Jump Jets/Leg Damage Table</b>	
1-2	Move 15cm.
3-4	Immobilized.
5-6	Revenant Titan destroyed.
<b>Reactor Damage Table</b>	
1-2	Can't move or fire. Repair on 4+.
3-4	Roll 4+ now or Revenant Titan is destroyed.
5-6	Revenant Titan destroyed.
<b>Weapon Damage Table</b>	
1-2	Weapon damaged. Repair on 4+.
3-4	Weapon destroyed.
5-6	Weapon destroyed. Roll on Head Damage table.
<b>Wing Damage Table</b>	
1-3	Missile Launchers destroyed. Holo fields damaged. Repair on 4+.
4-6	Missile Launchers destroyed. Holo field destroyed.

# Warlock Titan

**Notes:** 3+ psychic save.

1 psychic power per turn from the following 3 powers:

- Doom: 50cm range. The targeted model is +2 to be hit and 1/2 CAF.
- Mind Shout: All enemies within 25cm must make a M check. All friendly models within 25cm automatically rally.
- Witch Sight: -1 to be hit.

Move	Holo-Field Save	CAF
20cm	3+	+12

**Weapons: 2 Wing Weapons, 2 Arm Weapons**

## Wing Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
Lascannon Wing	75cm	2	3+	-2
Missile Launcher Wing	100cm	-	4 BP	-

## Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Distortion Cannon</b>	75cm	-	Auto Hit	Special
Barrage. Make save or sucked into warp. No indirect fire. Titans are immune.				
<b>Heat Lance</b>	0-25cm	1	2+	-5
	25-50cm	1	3+	-3
	50-75cm	1	4+	-1
0-25cm: +5 dmg. 25-50cm: +3 dmg. 50-75cm: +1 dmg				
<b>Psychic Lance</b>	50cm	1	5+	No Save
Barrage. No indirect fire. Only effects models with minds. Titans only affected if the head is hit.				
<b>Pulsar</b>	100cm	Special	2+	-2
Against 1 target, if the shot hits, it hits d6 times. Against multiple targets use the barrage template and roll to hit everyone underneath. No indirect firing.				
<b>Tremor Cannon</b>	100cm	1	3+ / 5+	-2
Target is hit on 3+, anything on a line to the target is hit on 5+. Ignores shields. Titans are hit on leg locations.				

Damage Tables	
<b>Head Damage Table</b>	
1-2	CAF 6. Roll 4+ each turn to move, fire, or psychic. Repair on 4+.
3-4	CAF 6. Roll 4+ each turn to move, fire, or psychic.
5-6	Warlock Titan destroyed.
<b>Weapon Damage Table</b>	
1-2	Weapon damaged. Repair on 4+
3-4	Weapon destroyed.
5-6	Weapon destroyed. Roll on Head Damage Table.
<b>Leg Damage Table</b>	
1-2	Move 10cm.
3-4	Immobilized.
5-6	Warlock Titan destroyed.
<b>Wing Damage Table</b>	
1-3	Holo fields damaged. Repair on 4+
4-6	Holo fields destroyed.
<b>Reactor Damage Table</b>	
1-2	Can't move or fire. Repair on 4+
3-4	Roll 4+ now or Warlock Titan destroyed.
5-6	Warlock Titan destroyed.
<b>Wing Weapon Damage Table</b>	
1-3	Wing weapon destroyed. Roll on Wing Damage Table.
4-6	Wing weapon destroyed. Roll on Weapon Damage Table.

# Orks

## Great Gargant

Move	Power Fields	CAF
10cm	12+d12	+15

**Weapons: 1 Head Weapon, 2 Shoulder Weapons, 2 Arm Weapons, 1 Gutbuster Mega Cannon**

### Head Weapons (choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Battle Cannon Head</b> -1 armor on head location.	75cm	2	4+	-2
<b>Gork Head</b> All weapons are +1 to hit the designated target each turn. Orks within 25cm pass all M checks. If the head is destroyed, all Orks within 25cm must make M check. Gaze of Mork: If target is hit and fails save it can do nothing for the rest of the turn. Titans are immune.	50cm	2	4+	-2
<b>Mork Head</b> Ignores cover. Orks within 25cm pass all M checks. If the head is destroyed, all Orks within 25cm must make M check.	35cm	2	3+	-

### Shoulder Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Battle Cannon Turret</b>	75cm	1	4+	-2
<b>Observation Turret</b> All weapons are +1 to hit the designated target each turn.	-	-	-	-
<b>Scorcher Turret</b> Ignores cover.	35cm	2	3+	-
<b>Super Lifta Droppa</b> Barrage template. No indirect fire. Anything hit and that fails its save is lifted into the air and dropped to its death. Flyer, skimmers, super heavy and titans are immune.	75cm	-	4+	-4

### Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Gatling Cannon</b> Max of 1 per Gargant	50cm	8	5+	-1
<b>Magnum Mega-Cannon</b>				
Bangerz Ammo	75cm	-	8 BP	-
Klangerz Ammo	100cm	1	3+	-3
No indirect shots. Choose Bangerz or Klangerz.				
<b>Ripper Fist</b> +d6 CAF. +2 dmg. Use for close combat or shoot, but not both in one round.	75cm	2	4+	-2
<b>Snapper</b> Move +1d6cm. Snapper template	Template	-	2+	-

### Gutbuster Mega Cannon

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Gutbuster Mega-Cannon</b>				
Ball Ammo	100cm	-	3+	-4
Chainshot Ammo	75cm	-	3+	-1
High Explosive	100cm	-	9 BP	-
Ammo Choice of Ball, Chainshot, and High Explosive rounds. Ball rounds continue d6x5cm in a straight line away from the first target until it hits a building or a super heavy or larger vehicle, rolling to hit each vehicle it crosses. Chainshot rounds immobilize any shieldless Titans/Gargants.				

### Hit Locations

d10 Roll	Location	Armor Save
1	Head	2+
2	Body	3+
3	Arm 1	2+
4	Body	3+
5	Body	3+
6	Arm 2	2+
7	Body	3+
8	Belly Gun	3+
9	Body	3+
10	Feet	3+

# Mega-Gargant

**Notes:** Only 45 degree turns. When moving all weapons except barrages are -1 to hit. In the beginning phase, you may make 9 rolls of 6+ to repair damage and extinguish fires.

Move	Power Fields	CAF
15cm	12+d12	+18

**Weapons:** 1 Da Big Lobba, 1 Deth Ray, 2 Single Gun Decks, 3 Double Gun Decks, 1 Krooz Missulls, 1 Krusher Arm, 1 Skullcrusha Mega-Cannon, 1 Super Lifta Droopa, 5 Turrets, 1 Weirdboy Tower.

## Weapons

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Da Big Lobba</b>	25-125cm	-	Artillery BP	-2
Artillery dice barrage points. Roll on Weapon damage chart on misfire. No indirect fire. Ignore cover.				
<b>Deth Ray</b>	100cm	1	4+	-1
Ignore shields.				
<b>4 x Gun Deck</b>	50cm	1	4+	-2
4 Decks.				
<b>Krooz Missulls</b>	100cm	-	10 BP	-4
2 shots. 1 per turn. Can fire indirectly.				
<b>Krusher Arm</b>	50cm	2	5+	-
+5 CAF. Use for close combat or shoot, but not both in one round.				
<b>Skullcrusha Mega-Cannon</b>				
Bangerz Ammo	75cm	-	8 BP	-1
Klangerz Ammo	75cm	1	3+	-4
Sustained fire dice shots each round. Jam means no shots. Choice of Bangerz or Klangerz each round. Bangerz cannot be shot indirect. Klangerz ammo is +2 dmg.				
<b>Super Lifta Droopa</b>	75cm	-	4+	-4
Barrage template. No indirect fire. Anything hit and that fails its save is lifted into the air and dropped to its death. Flyer, skimmers, super heavy and titans are immune.				
<b>5 x Turret</b>	50cm	1	5+	-1
<b>Weirdboy Tower</b>	50cm	6	5+	-2
Psychic attack.				

# Mekboy Gargant

**Notes:** Kustom Force Field - Shots go through on 6. Roll 1 d6 for each consecutive turn the field is on. It cools off 1 d6 for each turn off. If the roll is over 10, it burns out and starts d3 fires.

Move	CAF
20cm	+10

**Weapons: 1 Arm Weapon, 1 De Luxe Kustom Kannon**

## Arm Weapons (choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Buzz Saw Arm</b> +d6 CAF. +2 dmg. Use for close combat or shoot, but not both in one round.	50cm	3	5+	-1
<b>Krusher Arm</b> +5 CAF. Use for close combat or shoot, but not both in one round.	50cm	2	5+	-
<b>Super Lifta Droppa Arm</b> Barrage template. No indirect fire. Anything hit and that fails its save is lifted into the air and dropped to its death. Flyer, skimmers, super heavy and titans are immune.	75cm	-	4+	-4

## De Luxe Kustom Kannon

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>De Luxe Kustom Kannon</b> Artillery die shots. On Misfire roll on Weapon dmg table.	50cm	Artillery Dice	4+	-2

# Slasher Gargant

Move	Power Fields	CAF
12cm	6+d6	+12

**Weapons: 1 Head Weapon, 2 Arm Weapons, 1 Gutbuster Mega Cannon**

## Head Weapons (choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Battle Cannon Head</b> -1 armor on head location.	75cm	2	4+	-2
<b>Gork Head</b> All weapons are +1 to hit the designated target each turn. Orks within 25cm pass all M checks. If the head is destroyed, all Orks within 25cm must make M check. Gaze of Mork: If target is hit and fails save it can do nothing for the rest of the turn. Titans are immune.	50cm	2	4+	-2
<b>Mork Head</b> Ignores cover. Orks within 25cm pass all M checks. If the head is destroyed, all Orks within 25cm must make M check.	35cm	2	3+	-

## Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Cluster Buster</b>				
Main Shot	75cm	1	4+	-2
Secondary	n/a	-	5+	-1
Barrage Shoot main gun and place barrage template over target point. Anything under the template may be hit.				
<b>Deth Kannon</b> +2 dmg.	100cm	1	3+	-3
<b>Magnum Mega-Cannon</b>				
Bangerz Ammo	75cm	-	8 BP	-
Klangerz Ammo	100cm	1	3+	-3
No indirect shots. Choose Bangerz or Klangerz.				
<b>Ripper Fist</b> +d6 CAF. +2 dmg. Use for close combat or shoot, but not both in one round.	75cm	2	4+	-2
<b>Slasha Attack Gun</b> Max of 1 per Gargant	50cm	5	4+	-2
<b>Snapper</b> Move +1d6cm. Snapper template	Template	-	2+	-

## Gutbuster Mega Cannon

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Gutbuster Mega-Cannon</b>				
Ball Ammo	100cm	-	3+	-4
Chainshot Ammo	75cm	-	3+	-1
High Explosive	100cm	-	9 BP	-
Ammo Choice of Ball, Chainshot, and High Explosive rounds. Ball rounds continue d6x5cm in a straight line away from the first target until it hits a building or a super heavy or larger vehicle, rolling to hit each vehicle it crosses. Chainshot rounds immobilize any shieldless Titans/Gargants.				

# Titan Legions

## Imperator

**Notes:** Transport 24 stands. 2+ psychic save.  
Armor saves are made on 2d6.

7 Energy Points, which may be split amongst 4 vehicle systems.

Category	0 Points	1 Point	2 Points
Movement:	0 cm	10 cm	20 cm
Shield Repair:	No Repairs	Repair on d12	Repair on d20
Hellstorm Cannon:	Can't Fire	May Shoot	-
Plasma Annihilator (4 shots max, for each shot:)	No Shot	Normal Shot	Overcharged

Move	Void Shields	Shield Regen. per Turn	CAF
Special	24	Special	+22

**Weapons:** 16 Bolters, 1 Defense Laser, 4 Gun Towers, 1 Hellstorm Cannon, 1 Main Battery, 1 Plasma Annihilator, 8 Secondary Weapons.

### Weapons

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>16 x Bolters</b>	15cm	1	6+	-
<b>Defense Laser</b>	100cm	1	3+	-4
Snap Fire. +3 dmg.				
<b>4 x Gun Towers</b>	75cm	4	4+	-2
<b>Hellstorm Cannon</b>	100cm	-	8 BP	-2
10 shots. Up to 4 per round.				
<b>Main Battery</b>	200cm	-	d6 + 3 BP	-3
<b>Plasma Annihilator</b>				
Normal	100cm	2	4+	-4
Overcharged	150cm	3	3+	-6
<b>8 x Secondary Weapons</b>	50cm	1	5+	-1

# Reaver

Move	Void Shields	Shield Regen. per Turn	CAF
20cm	8	d4	+12

**Weapons: 3 Arm Weapons, May also choose a Head Weapon at no additional cost**

## Head Weapons (optionally choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Close Combat Head</b> +3 CAF. -1 armor on head location.	-	-	-	-
<b>Weapon Head</b> -1 armor on head location.	25cm	1	5+	-1

## Arm Weapons (choose 3)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Barrage Missile Launcher</b> Carapace Only. One Shot.	unlimited	-	d6+1 x 8 BP	-2
<b>Chain Fist</b> +d6 CAF, +2 dmg	-	-	-	-
<b>Gatling Blaster</b>	75cm	4	5+	-1
<b>Inferno Gun</b>	template	-	4+	-
<b>Laser Blaster</b>	50cm	6	5+	-
<b>Melta-Cannon</b>	25cm	4	3+	-3
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b> If you move shoot 1 shot, otherwise 2 shots.	50cm	2/1	3+	-4
<b>Power Saw</b> +d6 CAF. +2 dmg.	-	-	-	-
<b>Quake Cannon</b>	100cm	1	3+	-3
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Volcano Cannon</b> +3 dmg	100cm	1	3+	-4
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

# Warhound

Move	Void Shields	Shield Regen. per Turn	CAF
25cm	4	d2	+8

**Weapons: 2 Arm Weapons**

**Arm Weapons (choose 2)**

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Inferno Gun</b>	template	-	4+	-
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b>	50cm	2/1	3+	-4
If you move shoot 1 shot, otherwise 2 shots.				
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

# Warlord

Move	Void Shields	Shield Regen. per Turn	CAF
15cm	12	d6	+14

**Weapons: 2 Carapace Multi-Lasers, 4 Arm Weapons, May also choose a Head Weapon at no additional cost**

## Head Weapons (optionally choose 1)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Close Combat Head</b> +3 CAF. -1 armor on head location.	-	-	-	-
<b>Deathstrike Cannon</b> Head becomes a weapon mount with 2+ saving throw. Only attack straight ahead. Halve Titan's speed.	200cm	-	10 BP	-2
<b>Weapon Head</b> -1 armor on head location.	25cm	1	5+	-1

## Carapace Multi-Lasers

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>2 x Carapace Multi-Lasers</b> Destroyed with Carapace Locations.	15cm	2	5+	-

## Arm Weapons (choose 4)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Barrage Missile Launcher</b> Carapace Only. One Shot.	unlimited	-	d6+1 X 8 BP	-2
<b>Carapace Landing Pod</b> Free Land Speeder. Fire weapons with Land Speeder's LOS.	-	-	-	-
<b>Chain Fist</b> +d6 CAF, +2 dmg	-	-	-	-
<b>Corvus Assault Pod</b> 4 Free Terminator stands. May unloaded troops directly into buildings.	-	-	-	-
<b>Fire Control Center</b> Carapace Only. +1 to hit (including barrages). Location has 3+ save. Roll as Head location table.	-	-	-	-
<b>Gatling Blaster</b>	75cm	4	5+	-1
<b>Inferno Gun</b>	template	-	4+	-
<b>Laser Blaster</b>	50cm	6	5+	-
<b>Melta-Cannon</b>	25cm	4	3+	-3
<b>Multiple Rocket Launcher</b>	100cm	-	8 BP	-
<b>Plasma Blastgun</b> If you move shoot 1 shot, otherwise 2 shots.	50cm	2/1	3+	-4
<b>Plasma Cannon</b> Cannot use any other weapons (including close combat weapons) when this weapon is used.	75cm	6	4+	-3
<b>Plasma Destructor</b> Move or fire. Cannot use any weapons (including close combat weapons) if this weapon is used.	100cm	4	3+	-6
<b>Power Saw</b> +d6 CAF. +2 dmg.	-	-	-	-
<b>Quake Cannon</b>	100cm	1	3+	-3
<b>Turbo-Laser Destructor</b>	75cm	2	3+	-2
<b>Volcano Cannon</b> +3 dmg	100cm	1	3+	-4
<b>Vulcan Mega-Bolter</b>	25cm	8	4+	-

# Tyranids

## Hierodule

**Notes:** 4+ psychic attack. Regenerates.  
Armor save: Front 2+, Side/Rear 4+.

Move	Wounds	CAF
25cm	6	+10

### Weapons: 2 Arm Weapons

#### Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Bile Launcher</b>				
Hit	100cm	1	3+	-3
Splatter	-	-	4 BP	-
If you hit use a barrage template to represent splatter.				
<b>Bio-Cannon</b>	75cm	3	5+	-3
+1 dmg.				
<b>Cluster Spines</b>	50cm	-	8 BP	-1
<b>Spore Pods</b>	25cm	-	Special	-1
12 BPs, split amongst 1, 2, or 3 barrage templates.				
<b>Pyro-Acid Spray</b>	Template	-	3+	-2
Ignore cover.				
<b>Ripper Tentacles</b>	-	-	-	-
Only super heavy or larger vehicles may gain multiple attacker bonuses and then only for the number of super heavy or larger vehicles. Against Titans it may instead neutralize the effect of 1 close combat weapon.				
<b>Stinger Salvo</b>	25cm	6	4+	-1

### Hit Locations

d10 Roll	Location	Critical Roll
1	Legs	4+
2	Head	5+
3	Body	5+
4	Legs	4+
5	Weapon 1	4+
6	Body	5+
7	Weapon 2	4+
8	Legs	4+
9	Body	5+
10	Legs	4+

Damage Tables	
<b>Body Damage Table</b>	<b>Legs Damage Table</b>
	Regeneration on 4+ to restore +5 cm Move up to max of 25 cm.
1-2    -1 wnd.	1-2    -5cm Move.
3-4    -2 wnd.	3-4    -10cm Move.
5-6    -3 wnd.	5-6    Leg is blown off. -10cm Move. -1 Wnd.
<b>Head Damage Table</b>	<b>Weapon Damage Table</b>

<p>After the head is hit, the Hierodule must make a roll at the beginning of each round or be too stunned to do anything. This starts with having to make a roll of 1+ and is modified by the entries below. Regeneration on 4+ that restores +2 CAF and +1 to stun roll.</p>	<p>Regeneration on 4+ to repair a damaged weapon.</p>
<p>1-2 -2 CAF. -1 to stun roll each round.</p>	<p>1-2 Weapon damaged.</p>
<p>3-4 -4 CAF. -2 to stun roll each round.</p>	<p>3-4 Weapon destroyed. -1 wnd.</p>
<p>5-6 Head blown off. -6 CAF. -3 to stun roll each round.</p>	<p>5-6 Weapon is blown off. -d3 wnds. This location cannot be hit again.</p>

# Hierophant

**Notes:** 3+ psychic attack. Regenerates. Transport 5 stands.  
Armor save: Front 2+, Side/Rear 3+.

Move	Wounds	CAF
25cm	8	+14

## Weapons: 3 Arm Weapons

### Arm Weapons (choose 2)

Weapon	Range	Attack Dice	To Hit	Save Modifier
<b>Bile Launcher</b>				
Hit	100cm	1	3+	-3
Splatter	-	-	4 BP	-
If you hit use a barrage template to represent splatter.				
<b>Bio-Cannon</b>	75cm	3	5+	-3
+1 dmg.				
<b>Cluster Spines</b>	50cm	-	8 BP	-1
<b>Spore Pods</b>	25cm	-	Special	-1
12 BPs, split amongst 1, 2, or 3 barrage templates.				
<b>Pyro-Acid Spray</b>	Template	-	3+	-2
Ignore cover.				
<b>Ripper Tentacles</b>	-	-	-	-
Only super heavy or larger vehicles may gain multiple attacker bonuses and then only for the number of super heavy or larger vehicles. Against Titans it may instead neutralize the effect of 1 close combat weapon.				
<b>Stinger Salvo</b>	25cm	6	4+	-1

### Hit Locations

d10 Roll	Location	Critical Roll
1	Legs	4+
2	Head	6+
3	Body	5+
4	Legs	4+
5	Weapon 1	5+
6	Body	5+
7	Weapon 2	5+
8	Legs	4+
9	Body	5+
10	Legs	4+

Damage Tables	
<b>Body Damage Table</b>	<b>Legs Damage Table</b>
	Regeneration on 4+ to restore +5 cm Move up to max of 25 cm.
1-2 Carried models are ejected. -1 wnd.	1-2 -5cm Move.
3-4 Carried models are ejected. -2 wnd.	3-4 -10cm Move.
5-6 Carried models are ejected. -3 wnd.	5-6 Leg is blown off. -10cm Move. -1 Wnd.
<b>Head Damage Table</b>	<b>Weapon Damage Table</b>
After the head is hit, the Hierophant must make a roll at the beginning of each round or be too stunned to do anything. This starts with having to make a roll of 1+ and is modified by the entries below. Regeneration on 4+ that restores +3 CAF and +1 to stun roll.	Regeneration on 4+ to repair a damaged weapon.
1-2 Head mounted weapon damaged. -3 CAF. -1 to stun roll each round.	1-2 Weapon damaged.
3-4 Head mounted weapon destroyed. -6 CAF. -2 to	3-4 Weapon destroyed. -1 wnd.

	stun roll each round.	
5-6	Head blown off. Head mounted weapon destroyed. -9 CAF. -3 to stun roll each round.	5-6 Weapon is blown off. -d3 wnds. This location cannot be hit again.