

ADEPTUS MECHANICUS TITAN LEGIONS

Divisio Militaris Army List 1.0

Special Rules

Titan Weapons – Titans from the same Forge World or Legio will often have a variety of weapons among them. Sometimes these differences reflect changes in technology or tactics over the millennia. Part of this is due to an inherent modularity that the titans have that allowed them to exchange weapons between major campaigns, after retrofit in a supply yard. These rules are intended to represent these differences while keeping the Imperial titans fair.

All Imperial Titans; the Warhound, The Reaver, and the Warlord, may mount 4x their starting Damage Capacity (DC) in Weapon Points (WP) worth of weapons without unusual improvement or increase in points cost. Thus, a Warhound, with a starting Damage Capacity of 3 may mount 12 Weapons Points worth of weapons. A Reaver, with a starting Damage Capacity of 6 may mount 24 Weapons Points worth of weapons. And a Warlord, with a starting Damage Capacity of 8 may mount 32 Weapons Points worth of weapons.

Imperial Titan weapons come in several different grades. Grade 1 Very Light Weapons are weapons that have been added as an after-thought to provide additional close-in firepower. Grade 2 Support Weapons are light weapons that have been added for a specific purpose, such as light anti-aircraft work or enhancing short-range combat ability. Grade 6 Extra-Light Titan Weapons are weapons that Scout Titans typically mount or do not require a lot of effort for a Battle Titan to carry. Grade 7 Light Titan Weapons are weapons that are in between Scout Titan and the Grade 8 Medium Titan Weapons that are typical on Battle Titans. Grade 9 Heavy Titan Weapons are in between the typical Battle Titan Weapons and the Grade 10 Extra-Heavy Titan Weapons. Only Warlord Battle Titans may carry the very rare Grade 16 Super-Heavy Titan Weapons because of their mounting needs. The grade of the weapon denotes the number of weapon points that it uses up in the titan.

The different Imperial Titans have a set number of mounting points for weapons, depending on the class of titan. All titans have arm weapon mounts that normally fire into the forward arc. Battle titans also have carapace (back/shoulder) weapon mounts that normally fire into the fixed forward arc and head mounts that normally fire into the forward arc. Arm and carapace weapon mounts must have weapons in them before a weapon may be mounted in the head location. Battle titans also have 2 light weapon mounts, one on each shoulder for the Reaver and one on each side of the back of the carapace for the Warlord. For both titans the light weapon mount on the right side may fire into the right side arc while the one on the left side may fire into the left side arc. These light weapon mounts, if they hold any weapons, may only hold Grade 1 and Grade 2 weapons and both must be armed symmetrically.

The weapon that is in the weapon mount has the firing arcs associated with that weapon mount. This includes weapons that give the titan extra close combat or fire fight attacks; they may project their extra attacks into the direction of the firing arc of the mount of the weapon. Some weapons change the firing arc of the mount they are in. Weapons with the “Nimble Weapon” note double the angle of their firing arc; fixed forward becomes a forward arc while forward arc becomes all around. Weapons with the “Heavy Barrel” note halve the angle of their firing arc; weapons that can fire in any direction may only fire in the forward, rear, left, or right side firing arc, weapons that can fire in the forward arc may only fire in the fixed forward firing arc, while a heavy barrel weapon that is in a fixed forward firing arc is unaffected.

Warhound Scout Titans have 2 mounting points, one in each arm location that fire into the forward arc. This effectively limits Warhounds to mounting Grade 6 Extra-Light Titan Weapons in each arm, with the additional caveat that they may not mount one-shot weapons such as the Barrage Missile Launcher due to balance concerns. Since Warhounds do not have a head mounting point they are also restricted from using Corvus Assault Heads and Deathstrike Cannons.

Reaver Battle Titans have 6 mounting points: 1 carapace, 2 arm, 1 head, and 2 light shoulder mounts. Normally the Reaver would mount 3 weapons averaging Grade 8 weapons, but this can vary depending upon what weapons are selected. Warlord Battle Titans have 7 mounting points: 2 carapace, 2 arm, 1 head, and 2

light shoulder mounts. Normally the Warlord would mount 4 weapons averaging Grade 8 weapons, but this can vary depending upon what weapons are selected.

Titan Weapons

Light Weapons (Grade 1)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Twin Assault Cannon	30cm	AT4+/AP4+	
3x Heavy Bolters	30cm	3x AP5+	May be divided evenly among head and 2 light carapace mounts
2x Lascannon	45cm	2x AP4+	May be divided between 2 light carapace mounts
2x Plasma Cannons	30cm	2x AP4+/AT4+	Slow Firing, May be divided between 2 light carapace mounts

Secondary Weapons (Grade 2)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Carapace Multi-Laser	30cm	AP5+/AT6+/AA5+	Light carapace mount only, LS/RS firing arcs
Reaver Close Combat Head	Base	Assault Weapon	+3 CC Attacks, head mount only, forward firing arc
Warlord C. C. Head	Base	Assault Weapon	+2 CC Attacks, head mount only, forward firing arc
Hellion Missile	60cm	MW2+	Single Shot, Macro Weapon, Titan Killer (D3)
Plasma Destroyer	60cm	MW4+	Slow Firing
Weapon Head	(15cm)	Small Arms	+3 FF Attacks, head mount only, forward firing arc

Extra-Light Titan Weapons (Grade 6)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Barrage Missile	180cm	2D6BP	Single shot
Corvus Assault Head	N/A	N/A	May carry 8 infantry of any type, head mount only
Corvus Assault Pod	N/A	N/A	May carry 8 infantry of any type
Deathstrike Cannon	180cm	3BP	Fixed Forward Arc, Macro Weapon, Slow Firing, head mount only, mounting titan's speed is reduced by half
Inferno Gun	30cm	3BP	Ignore Cover, Macro Weapon, may do w/ flamer template instead
- alternate attack -	Note	MW4+	Ignore Cover, Flamer Template, may do barrage attack instead
Plasma Blastgun	45cm	2x MW2+	Slow Firing
Reaver Power Fist	Base	Assault Weapon	+1 CC attack that is Macro Weapon, +2 CC attacks that are Macro Weapon, Titan Killer(D6), arm mount only, forward arc
Rocket Launcher	60cm	3BP	Indirect Fire
Twin Laser Destroyer	90cm	2x AP5+/AT3+	
Vulcan Mega Bolter	30cm	4x AP3+/AT5+	
- and -	(15cm)	Small Arms	+3 FF Attacks

Light Titan Weapons (Grade 7)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Reaver Battle Claw	Base	Assault Weapon	+4 CC attacks, Macro Weapon, Titan Killer(D3), arm mount only
Reaver Chain Fist	Base	Assault Weapon	+5 CC attacks, Macro Weapon, arm mount only, forward arc
Warlord Power Fist	Base	Assault Weapon	+1 CC attack that is Macro Weapon, +2 CC attacks that are Macro Weapon, Titan Killer(D6), arm mount only, forward arc
Siege Cannon	45cm	3BP	Macro Weapon, Ignore Cover

Medium Titan Weapons (Grade 8)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Carapace Landing Pad	N/A	N/A	Allows barrage (BP) weapons to fire indirectly
Deathstrike Missile	180cm	MW2+	Single Shot, Titan Killer (D6), Indirect
Fire Control Center	N/A	N/A	Re-roll one to-hit dice per turn
Gatling Blaster	60cm	4x AP4+/AT4+	
Harpoon Missile	180cm	MW4+	Single Shot, War Engines that take any damage join your side
Laser Blaster	60cm	4x AP3+/AT5+	
Melta Cannon	30cm	MW2+	Macro Weapon, Titan Killer (D6)
- and -	(15cm)	Small Arms	+2 FF Attacks, Macro Weapon
Plasma Cannon	60cm	4x MW4+	Slow Firing
Quake Cannon	120cm	3BP	Macro Weapon, Slow Firing
Reaver Laser Burner	Base	Assault Weapon	+6 CC Attacks, Nimble Weapon
Reaver Power Ram	Base	Assault Weapon	+2 CC attacks, Macro Weapon, Titan Killer(3D6), arm mount
Reaver Power Saw	Base	Assault Weapon	+5 CC attacks, Macro Weapon, Titan Killer(1), arm mount only
Reaver Wrecker	Base	Assault Weapon	+3 CC attacks, Macro Weapon, Titan Killer(D3), First Strike arm mount only, forward firing arc
Trident	30cm	MW2+	Macro Weapon, Titan Killer(1), Ignores Shields, always scores critical hit, arm mount only, forward firing arc
Turbo-Laser Destructor	90cm	2x AP4+/AT2+	
Volcano Cannon	90cm	MW2+	Macro Weapon, Titan Killer (D3), Heavy Barrel
Warlord Chain Fist	Base	Assault Weapon	+5 CC attacks, Macro Weapon, arm mount only, forward arc

Heavy Titan Weapons (Grade 9)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Hydra Turret	45cm	2xAP4+/AT5+/AA5+	Carapace mount only, may fire 360 degrees
Triple Laser Destroyer	90cm	3x AP5+/AT3+	
Vulcan Giga-Bolter	30cm	6x AP3+/AT5+	
- and -	(15cm)	Small Arms	+4 FF Attacks
Warlord Battle Claw	Base	Assault Weapon	+4 CC attacks, Macro Weapon, Titan Killer(D3), arm mount only
Warlord Power Ram	Base	Assault Weapon	+2 CC attacks, Macro Weapon, Titan Killer(3D6), arm mount

Extra - Heavy Titan Weapons (Grade 10)

<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Plasma Destructor	90cm	4x MW2+	Slow Firing, one Extra - Light Titan weapon or bigger can't fire
Vortex Missile	180cm	3BP	Single Shot, Macro Weapon, Titan Killer(D6), Indirect
Warlord Laser Burner	Base	Assault Weapon	+6 CC Attacks, Nimble Weapon
Warlord Power Saw	Base	Assault Weapon	+5 CC attacks, Macro Weapon, Titan Killer(1), arm mount only
Warlord Wrecker	Base	Assault Weapon	+3 CC attacks, Macro Weapon, Titan Killer(D3), First Strike arm mount only, forward firing arc
Warp Missile	180cm	MW2+	Single Shot, Macro Weapon, Titan Killer (D3), Ignores Shields, Indirect

Super - Heavy Warlord Titan Weapon Packages (Grade 16, requires both carapace locations and the head location)

Devotional Bell (with Custodial Head)	N/A	N/A	Gives the Custodial Titan the following abilities: Supreme Commander, 2x Leader, +4 Extra FF attacks (Macro Weapon), Area Inspiring (+1 to assault result roll to all formations with at least one unit in the assault within 45cm), Invulnerable Save
Psy-Titan's Psychic Lance	60cm	3BP	Macro Weapon, Titan Killer(D3), Disrupt, Ignores Cover,
- and -	(15cm)	Small Arms	+2 FF Attacks, Ignore Cover, Macro Weapon, Titan Killer(D3)
Psy-Titan Head	(15cm)	Small Arms	+3 FF Attacks, Ignore Cover, Macro Weapon

Titan Battlegroups - Titans often act apart from other titans due to their overwhelming firepower. On occasion, however, titans will be grouped together into formations called "Titan Battlegroups." These battlegroups are fairly loose formations of battle titans that will coordinate combat activities with each other, often in pursuit of destroying the enemy or achieving an objective.

Up to 3 battle Titans may be grouped into a Titan Battlegroup. At least 1 of the battle Titans must be equipped with a Command Head or have a High Princeps assigned to it. While the titans are not required to maintain formation coherency as per rule 3.1.1, they must be within the formation coherency distance of starting damage capacity x 5cm for the Titan Battlegroups rule to be effective. The titan with a Command Head or High Princeps may activate and, assuming it succeeds its activation roll, have any of the other 2 battle Titans roll for activation at the same time. The battle Titans are not required to have the same orders, nor are they required to maintain formation coherency after the Titans have finished their activation.

Special Rule: Warhound Scout Titans - Some Titan Legions will use Warhound Scout Titans as actual scouts. An AMTL player may forward deploy Single Warhound Scout Titan Formations in Garrison positions as if they had the "Scout" special ability. There are two restrictions: only one Warhound Scout Titan may be deployed this way per objective that is garrisoned, and if this is done the only formations that may forward deploy in garrisons are Single Warhound Scout Titan Formations and other formations that have units with the Scouts special ability.

Optional Rules

Battle Titan Variants – Battle titans were designed from the very beginning to be very flexible designs that allowed reconfiguration in field repair yards. In times of need the Techno-magus of the AMTL would convert Warlords and Reavers into variants to fulfill certain needs. Here are the more common variants:

Warlord Nemesis – This variant was often used when the AMTL would be assaulting a fixed position or conducting a siege, where speed was not a concern. For these operations the Warlord Nemesis would be employed. It is the same as the standard Warlord, except that the speed is reduced from 15cm to 10cm, may mount 36 weapon points instead of 32, and has 10 Void Shield Generators instead of 8.

Warlord Death Bringer – A contemporary of the Nemesis, this rarely used variant was for when raw firepower was the only concern of the Princeps. It is the same as the standard Warlord, except that the speed is reduced from 15cm to 10cm and may mount 40 weapon points instead of 32.

Warlord Nightgaunt – This variant was often used when the AMTL would be fighting a faster enemy while Reavers and Warhounds would be in short supply. For these running fights the Warlord Death Bringer would be deployed. It is the same as the standard Warlord, except that the speed is increased from 15cm to 20cm, may only mount 24 weapon points worth of weapons instead of 32, and has 6 Void Shield Generators instead of 8. This effectively mandates that the arm and carapace mounts may only mount Grade 6 weapons with no chance of using the head mount with a head weapon or mounting carapace weapons.

Warlord Eclipse – This variant is similar to the Nightgaunt except that a power relay is placed into one of the weapon mounts. It is the same as the standard Warlord, except that the speed is increased from 15cm to 20cm, one of the carapace weapon mounts may not be used, may only mount 24 weapon points worth of

weapons instead of 32, and has 6 Void Shield Generators instead of 8. Further, to keep the power relay from exploding the titan may not mount Grade 10 weapons or larger.

Reaver Hun – This variant of the standard Reaver is intended to give a legio a heavy scout for reconnaissance in force missions and raids into enemy territory. This is accomplished by placing a power relay, often at the base of a banner pole, into the carapace weapon mount. The Hun variant is the same as a standard Reaver except that the speed is increased from 20cm to 25cm, the carapace weapon mount may not be used, may only mount 16 weapon points worth of weapons instead of 24, and to keep the power relay from exploding the titan may not mount Grade 10 weapons or larger.

Reaver Goth – This variant of that standard Reaver is meant to give the legio a heavy scout by sacrificing some of the void shields instead of firepower. The Goth is the same as the standard Reaver except that the speed is increased from 20cm to 25cm, it may only mount 18 weapon points worth of weapons instead of 24, and it only has 5 void shields instead of 6. This effectively mandates that the arm and carapace mount may only mount Grade 6 weapons with no chance of using the head mount with a head weapon or mounting carapace weapons.

Divisio Militaris Army List

At least 50% of the points must be spent upon Battle Titans. Warhounds do not count towards this requirement. You may purchase 2 Battle Titan Upgrades / Company Upgrades per battle titan or company, each upgrade may only be taken once per battle titan or company. You may purchase 3 support formations per battle titan or company; each support formation may only be taken once per battle titan or company. Certain units or formations will be listed as “0-1,” meaning that you can only take that once in the army.

Up to 33% of the points may be spent upon Imperial Navy aircraft, other Imperial Titans, and Knights per lists.

Titans and Central War Engines

<u>Formation</u>	<u>Units</u>	<u>Cost</u>
Warlord Battle Titan	1x Warlord Titan	850 points
Reaver Battle Titan	1x Reaver Titan	650 points
0-1 Ordinatus	1x Ordinatus (any type)	See List
	Capital Imperialis	500 points
	Hellbore	250 points
	Leviathan	350 points
	Ordinatus Armageddon, Golgotha, Mars	500 points
0-1 Warhound Titan Company	2x Warhound Scout Titans	475 points
0-1 Knight Paladin Household	1x Command Knight Paladin, 6x Knight Paladins	850 points

Support Formations

<u>Formation</u>	<u>Units</u>	<u>Cost</u>
Artillery Battery	3x Basilisk, 3x Bombard, or 3x Manticore	250 points
Bike Squadron	5x Tech Guard Bike	150 points
Griffon Battery	3x Griffons	100 points
Hellhound Platoon	3x Hellhounds	150 points
Hydra Battery	3x Hydra	150 points
Leman Russ Tank Squadron	3x Leman Russ	200 points
Leman Russ Variant Squadron	3x Leman Russ Conquerer, Demolisher, Destroyer, Executioner, or Thunderer variants	175 points
Leman Russ Vanquisher Squadron	3x Leman Russ Vanquishers	250 points
Orbital Support	1x Imperial Navy Lunar class cruiser	150 points
	-or- 1x Emperor class battleship	300 points

Sentinel Platoon	4x Sentinels	100 points
Single Warhound Scout Titan	1x Warhound Scout Titan	250 points
Super Heavy Tank	1x Super Heavy Tank	200 points
	May be Baneblade, Shadowsword, Stormblade, Stormhammer, or Stormsword	
0-1 Support Missile Battery	2x Support Missile Launchers	200 points
Transported Infantry Support	(Pick from below)	
	Tech Guard Infantry	50 points / 3 units
	Tech Guard Support Infantry	25 points / unit
	Tech Guard Assault Infantry	50 points / 3 units
	Skitarii Veteran Guard	25 points / unit
	Praetorian Servitors (<i>Take up 2 spaces each</i>)	30 points / unit
	Servitor Engines (<i>Take up 2 spaces each</i>)	50 points / unit
	Any AMTL Field Gun(<i>Take up 2 spaces each</i>)	25 points / unit

(This unit must start the game in a transport and only what can be carried may be bought)

Knight Household Support Formations

<u>Formation</u>	<u>Units</u>	<u>Cost</u>
0-1 Knight Errant Squadron	3x Knight Errant	300 points
0-1 Knight Lancer Squadron	3x Knight Lancer	300 points
0-1 Knight Paladin Squadron	3x Knight Paladin	400 points
0-1 Castellan / Crusader Squadron	3x Knight Castellan or Knight Crusader, or any Combination of the two	600 points
0-1 Knight Baron	1x Baron	250 points
Rough Rider Platoon	6x Rough Rider Units	150 points

Battle Titan Upgrades

<u>Item</u>	<u>Units</u>	<u>Cost</u>
0-1 Legate	Add Supreme Commander special ability	100 Pts
	- or -	
0-1 Custodial Warlord Titan	Add Custodial Head and Devotional Bell	150 Pts
Command Head	Add "Commander" special ability to titan	50 Pts
Tech Priest	Add Tech Priest (for Titans)	50 Pts
Sacred Banner/Icon	Add "Inspirational" special ability to titan	25 Pts
Carapace Multi-Lasers	Add 2 Carapace Multi-Laser to battle titan	50 Pts

Divisio and Imperial Navy Allies

<u>Formation</u>	<u>Units</u>	<u>Cost</u>
Divisio Investigatus Reaver Titan	1x Divisio Investigatus Reaver Titan	650 points
Divisio Investigatus Warlord Titan	1x Divisio Investigatus Warlord Titan	850 points
Divisio Mandati Imperator Titan	1x Divisio Mandati Imperator Titan	??? points
Divisio Mandati Warmonger Titan	1x Divisio Mandati Warmonger Titan	??? points
Divisio Telepathica Psi-Titan	1x Divisio Telepathica Psi-Titan	950 points
Navy Thunderbolt Fighter Flight	2x Thunderbolt Fighter	150 points
Navy Marauder Bomber Flight	2x Marauder Bombers	300 points