

# Legio Torva v1.0.1

## The Brass Hounds and other Titan Legions of Khorne Army List

Traitor Titans and Support Formations have an initiative of 2+

Traitor Titan Legion Armies have a Strategy Rating of 2

### Titan Formations

Formation	Unit	Cost
0-1 Traitor Emperor Battle Titan	One Traitor Emperor Titan 'Plague Father'-configuration <b>OR</b> One Traitor Emperor Titan 'Imperator'-configuration (as per AMTL list)	1250 points
Traitor Warlord Battle Titan	One Traitor Warlord	700 points
Traitor Reaver Battle Titan	One Traitor Reaver	550 points

### Support Formations

Two support formations may selected for each Titan Formation in the Army

Formation	Unit	Cost
Feral Warhound Scout Titan	One Traitor Warhound	250 points
Traitor Warhound Pack	Two Traitor Warhounds	450 points
Cruentus Phalanx	Two Brass Scorpions, <b>OR</b> Three Desecrators	250 points
0-1 Traitor Orbital Support	Slaughter-class Cruiser <b>OR</b> Desolator-class Battleship	175 points 275 points
Hell Blade Squadron	Three Hell Blade Interceptors	200 points
Hell Talon Squadron	Two Hell Talon Fighter-Bombers	200 points
Cruentus Skitarii Demi-Legion	Nine Skitarii Units plus One Heretek Unit (0-1 Per Corvus Pod)	300 points

Daemon Summoning Pool	Unit	Cost
Bloodletters	One Bloodletter Unit	+ 20pts

Scout or Battle Titan Weapons	Cost
Inferno Gun, Vulcan Megabolter, Bident (Scout Titans Only)	Free
Death Storm	+15 points
Hellmouth	+50 points

Battle Titan Weapons	Cost
Titan Close Combat Weapon, Corvus Assault Pod, Havoc Missile Rack, Battle Head	Free
Gatling Blaster, Apocalypse Rocket Launcher, Doomburner, Doomfist, Battle Tail, Hellblade	+25 points
Melta Cannon	+50 points
Quake Cannon, Barrage Missile	+75 points

Titan Upgrades	Effect	Cost
Favoured of Khorne (0-1 per +3 Titan Formations, Battle Titans Only)	Inspiring, Daemonic Pact, Daemonic Focus, Marshal of Khorne	+100 points
Dominant Princeps	Commander, Leader	+25 points
Brass Icon	Inspiring	+50 points

### **List Construction Note:** Traitor Warhound Weapons Systems

When selecting Warhound weapon systems, if two of the same type of weapon are selected for a Traitor Warhound Titan, it must pay an additional 25 point fee.

### **List Construction Note:** Titan Weapon Slots

Warhound, Reaver and Warlord Titans must each be upgraded with 2, 3, and 4 weapons respectively. A Titan may not be upgraded with more or fewer weapons than its class dictates, with the exception of additional weapons that specify that they do not use a weapon slot.

**Upgrade: Favoured of Khorne (new effect rules)**

<b>Marshal of Khorne</b>	The chosen Titans of Khorne, be they under control of a Princeps or a Daemon are masters of battle and while subject to the same furious rages as their fellow Titans are skilled at directing that rage and the rage of their Brother-Titans where it is best placed. All Warlord, Reaver and Warhound Titan formations gains a +1 to initiative rolls to make the 'Engage' and 'Sustained Fire' however should a Titan fail an action roll it must immediately attempt to make an Engage action against the nearest unengaged enemy unit even if its speed is insufficient to complete the action. This bonus is not cumulative.
<b>Daemonic Pact/ Daemonic Focus</b>	Favoured Titans are beacons in the warp for the minions of their foul masters. Where they go, lesser daemons will often follow. These rules are as per the official Lost and the Damned and Black Legion lists regarding the summoning of daemons.

<b>Scout/Battle Titan Weapon</b>	<b>Range</b>	<b>Firepower</b>
Inferno Gun	30cm	BP3, Ignores Cover
Vulcan Megabolter	45cm	4x AP3+/AT4+
Bident (Scout Titan Only)	(Base Contact)	Extra Attacks (+3), Titan Killer (1)
Death Storm	45cm	4x AP4+/AP5+
Hellmouth	30cm	3BP, Ignore Cover

<b>Battle Titan Weapon</b>	<b>Range</b>	<b>Firepower</b>
Corvus Assault Pods	—	Transport (10 Infantry). Some units types take up two spaces (see the Corvus Entry)
Close Combat Weapon (arm only)	(Base Contact)	Extra Attacks (+3), Titan Killer (D3)
Hellblade (arm only)	(Base Contact)	Extra Attacks (+3), Titan Killer (D3), First Strike
Apocalypse Missile Launcher	60cm	BP3
Gatling Blaster	60cm	4x AP4+/AT4+
Melta Cannon	30cm <b>AND</b> (15cm)	MW2+, Titan Killer (D3) <b>AND</b> Small Arms, Extra Attacks (+1), Titan Killer (D3)
Quake Cannon	90cm	BP3, Macro Weapon
Battletail (Non-slot)	75cm <b>AND</b> Base Contact	AP4+/AT4+ <b>AND</b> Extra Attacks (+1)
Bloodletter Battle Head (Non-Slot)	45cm	2x AP4+/AT4+.
Havoc Missile Rack (x2 Carapace)	60cm	6x2BP, Indirect, One-Shot
Doomburner	45cm	MW2+, Titan Killer (1), Ignores Cover
Doomfist	30cm <b>AND</b> (Base Contact)	4xAP4+/AT4+ <b>AND</b> Extra Attacks (+3), Titan Killer (D3)
Barrage Missile (Carapace)	Unlimited	10BP, Indirect, One Shot

**List Construction Note: Non-Slot Weapons Systems**

Certain weapons in the Chaos Armoury are designated 'non-slot'. This means that they do not use one of the Titan's weapons slots and effectively give it an extra weapon in its arsenal. All of these weapons are 0-1 per Titan. Despite the fact that they could technically be bolted onto every spare inch of the Titan, even the Chaos Gods have a sense of fair play and thusly only see fit to bless these weapons once upon each Titan.

**Titan Equipment Note: Corvus Assault Pods**

**Notes:** *Transport 10 of the following units:*

- Any 'regular' sized infantry, including *Dark Mechanicus Skitarii, Traitor Guard, and Chaos Space Marine, Raptor and Havoc units*

*Certain units take up two slots, including:*

- *Chaos Terminators, Obliterators, Big Mutants*

## Traitor Emperor Battle Titan Favoured of Khorne, 'Lord of Slaughter' Configuration

While every Titan in the service of Chaos earns itself deep hatred from its former loyalist brethren and the Adeptus Mechanicus, there are few tech heresies more capable of drawing signs of rage from the practically emotionless Tech Priests of Mars than the sight of an Emperor Titan in the service of the Primordial Destructor. In service to Mars and the Imperium, these great machines are holy icons of the Machine God and the Emperor, and the Mechanicus goes to extremes to prevent even the ruined hulks of one of these mighty Engines falling into the hands of the Arch Enemy - in one instance risking rendering an entire Knight World uninhabitable through orbital bombardment when the Emperor Titan '*Pinguis Immunda*' was overrun by a detachment of Traitor Titans. As a result, the majority of Emperor Titans in service alongside Chaos Forces are the ancient betrayers from those Legios who sided with Horus during the Great Heresy. They are mercifully rare sights on the battlefields of the 41st Millennium.

The Legio Torva has three Emperor-class Engines surviving in service but even for Khornate machines they are unreliable and unstable and play no part in the Legion's Hierarchy, the Legio, with support of their Magos Cruentus Allies long-since bound Greater Daemons into these Engines and it is rare to see them released on the battlefield, as the Legio keeps the destructive and bloodthirsty Engines contained within massive holding-docks, when these Engines are unleashed however, it is a terror to behold and many an army has crumbled before the berserk war engines but so to has the Legio Torva suffered their own losses at the hand of their own Emperors.

Other Khornate Titans are more stable, most famous of all the *Dies Irae*, of the Traitor Emperors still in operation it is this Titan that is best remembered with hate and infamy by Imperial Forces thanks to its pivotal role in the siege of Terra as the Titan that finally breached the walls of the Emperor's Palace. The *Dies Irae* seems to be far more stable than the Legio Torvas Emperors being seemingly the Master of its own Warband from the Legio Mortis.

Khornate Emperors, sometimes known as 'Lords of Slaughter' are as violent and savage as their god, their weapons hardpoints unleashing seemingly endless salvos as they storm towards enemy battle-lines baying out monstrous battle-cries in heretical scrap code, roaring their names out to Khorne as if demanding his attention as battlefield commanders would to Imperial Headquarters, registering every single kill in their manifolds on endless kill-counters.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Hellstorm Cannon	60cm	10BP	—	
Doomfist	30cm <b>AND</b> (Base Contact)	4xAP4+/AT4+ <b>AND</b> Extra Attacks (+3), Titan Killer (D3)		
Bloodletter Battle Head	45cm	4xAP4+/AT4+	Fixed Forwards	
x2 Vulcan Megabolter	45cm	4xAP3+/AT4+	—	
Havoc Missile Rack	60cm	6x2BP	Indirect, One-Shot	
Tertiary Armament	(15cm)	(Small Arms)	Extra Attacks (+2)	
Leg Bastions	—	—	Counts-as Corvus Assault Pod	

Damage Capacity 12. 8 Void Shields.

**Critical Hit Effect:** The attack wounds the Emperor deeply, driving it into a berserk rampage, move the Titan 3D6 cm in a random direction. If this move takes the Emperor over impassable terrain, or a unit it cannot move over, then it stops and suffers an extra point of damage. Any unit that the Emperor moves into or over suffers a hit on a D6 roll of 3+

**Notes:** *Fearless, Inspiring, Marshal of Khorne, Daemontitan, Reinforced Armour, Walker.* The Emperor Titan may step over objects up to 2cm wide and 3cm tall.

### Background Note: *Carmina Ves're, Daemon Princeps, Baroness of Khorne*

*Though the Legio Torva has remained more-or-less intact following the Heresy, the command structure of the Legio has long since been shattered, worship of Khorne demanding that rule of seniority be replaced by rule of strength, this has led to a state of stable internal strife between the Titans of the Brass Hounds as strength determines who demands the greatest respect in the Legio, the strongest control the many manufactoriums on Cretia be they daemons, princeps, or worse. However the longest standing of these 'Warlords' is Carmina Ves're, formerly First Princeps of the Legio and perhaps the first of the Brass Hounds to turn to Khorne during the heresy, and quite possibly one of the most prominent female followers of Khorne in Imperial recordings. Carmina is responsible for the death of the Legio's Legate when he refused to turn against the Emperor, cold and merciless as she is, he was not the first, and likely will not be the last person to be removed from her path.*

*Carmina is sometimes referred to as a 'Consort of Khorne' one of his favoured female Champions, she is not bound to her Titan like some of the blessed of Khorne, instead she remains dominant over the daemon contained inside of her Warlord "Regio Ferrum" by the Blood Gods own consent, leaving her able to leave the Engine and walk the battlefields in armour forged by her Lord so that she might drench her own skin in the blood of her enemies. She has long-ascended to Daemonhood, and while she retains her former beauty her skin has turned as red as gore, her head adorned with black horns and her feet black hooves, so long as she holds her lords consent she may well ascend the need for her Titan as her path of blood continues. Most recently for her part in the Jarran Heresy her Lord has granted her the growth of a pair of diabolic bat-like wings and her eyes now burn with an excess of Daemonic energy.*

## Traitor Warlord Battle Titan

Khorne does not change his Titans as the other Gods do, for the most part the brass and blood red armour of the Legio Torva's Titans as well as their increasingly more barbaric devotional decorations, be they painted with fresh blood after every campaign or carrying the corpses of their foes impaled upon trophy spikes, are wreaked on these Titan's by the hands of his mortal followers and not by the Blood Gods power - it is therefore only the most ancient and honoured of the Titans that see any kind of direct mutation, and usually this is simply the growth of bleeding marks of Khorne on their metallic hides - for Khorne is often at odds with his brothers when it comes to machinery, he sees no reason to alter what are already the grandest of killing machines that humankind has managed to produce and though they may gain new weaponry from his favour they do not share the organic mutations of the Titans of other Chaos gods.

Legio Magda and its fellow Brother-Legio's of Khorne favour taking the fight to the enemies face, their Engines being geared largely for close range slaughter and close combat - for there is nothing the followers of the Blood God love more than having their engines in the thick of battle where they can see the slaughter at close, and leave the screams of the dead and dying echoing on their manifolds. This perhaps is what has earned them the nickname of the 'Banelords' the most recognised Engines of the Primordial Destructor.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Damage Capacity 8, 6 Void Shields

**Critical Hit Effect:** The Warlord's plasma reactor has been damaged. Roll a D6 at the end of every turn: On a roll of 1 the reactor explodes destroying the Warlord, On a roll of 2-3 the Warlord suffers one more point of damage, on a roll of 4-6 the damage is repaired and will cause no further trouble. If the reactor explodes any units within 5cm of the Warlord are hit on a D6 roll of 4+. (Standard)

**Critical Hit Effect:** The attack wounds the Warlord deeply, driving it into a berserk rampage, move the Titan 3D6 cm in a random direction. If this move takes the Warlord over impassable terrain, or a unit it cannot move over, then it stops and suffers an extra point of damage. Any unit that the Warlord moves into or over suffers a hit on a D6 roll of 4+. (Favoured)

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 2.5cm tall. Warlord Titans may select any four weapons (two carapace, two arms) from the Scout Titans and Battle Titans list, but no more and no fewer. When fired carapace mounted weapons have a fixed forward fire arc, whereas arm weapons have a forwards fire arc. Battle Tails are considered arm weapons for the purpose of play.

### Background Note: Titanfall

*During the early stages of the Jarran Heresy, Imperial forces were unaware of how far fallen the rebel forces had become - for the most part forces encountered had displayed no stigmata of chaos, and none of the emblems or banners to suggest they were anything more than a local uprising - however the so-called 'Living Saint' at the centre of the rebellion, Angelicia Jarran, had loyalties that ran far darker - the signs of chaos were unveiled during an Imperial Engine assault on the bastion world of Roanoke, when the Emperor "Dominus Rex" led a spearhead of Imperial Titans against the main fortress on the world - the Emperor-class was ambushed by three Legio Torva Banelords rising from underground bunkers and reduced to slag in a matter of minutes by the surprise attack. While it was avenged in immediacy by its battle group, the loss of the Engine was a massive blow to Imperial moral.*

## Traitor Reaver Battle Titan

While strength is the greatest asset in the eyes of Khorne, and Emperor-class and Warlord-class Titans often find greater favour than the smaller Titans of a Legio, the Reaver Titans are still prized assets, their greater speed in comparison to other battle-titan classes allow give them an agility on the battlefield at the cost of losing only a quarter of the firepower of a Warlord - older than most Legio's at the time of its betrayal, the Legio Torva makes heavy use of a far larger number Reaver-class Engines using their greater speed to close into combat with the enemy, favouring the ability to charge into the face of their opponent machines using powered hellblades and hellfists to tear open the shells of opposing War Engines while spewing death from carapace-and cockpit mounted weaponry.

In the Jarran Heresy the forces of the Legio led by Carmina Ves're deployed with a gross estimate of thirty Reaver-class Engines in support of ten Banelords including Ves'res' *Regio Ferrum*, one of the heaviest deployments of traitor Reavers since the Legio Astorum was deployed to counter the forces of the traitor Legio Vulcanum I during the Siege of Vraks.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Damage Capacity 6, 4 Void Shields

**Critical Hit Effect:** The Reaver's plasma reactor has been damaged. Roll a D6 at the end of every turn: On a roll of 1 the reactor explodes destroying the Reaver, On a roll of 2-3 the Reaver suffers one more point of damage, on a roll of 4-6 the damage is repaired and will cause no further trouble. If the reactor explodes any units within 5cm of the Warlord are hit on a D6 roll of 5+. (Standard)

**Critical Hit Effect:** The attack wounds the Reaver deeply, driving it into a berserk rampage, move the Titan 3D6 cm in a random direction. If this move takes the Reaver over impassable terrain, or a unit it cannot move over, then it stops and suffers an extra point of damage. Any unit that the Reaver moves into or over suffers a hit on a D6 roll of 5+.(Favoured)

**Notes:** *Fearless, Reinforced Armour, Walker*, The Reaver Titan may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 2cm tall. Reaver Titans may select any three weapons (one carapace, two arms) from the Scout Titans and Battle Titans list, but no more and no less. When fired carapace mounted weapons have a fixed forward fire arc, whereas arm weapons have a forwards fire arc, Battle Tails are considered arm weapons for the purpose of play.

## Traitor Warhound Scout Titan

Legio Torva's Warhounds are more like daemonic beasts than War Engines, commonly designated 'Ferals' by Imperial Forces, the Scout Titans roam around the heels of their larger brethren, venturing ahead to probe enemy lines for weaknesses and hunting down units and damaged War Engines that manage to flee from their larger brethren, they are the hounds of the Khorne Legio flanking in support of Battle Titans when the enemy is weakest, and they are treated as hounds by the rest of the Legio who are more than willing to risk the smaller Titans in order to gain the advantage in a battle they are always the last Titans to receive rewards from battles. There are few of these Titans that have Princes that haven't already be consumed by a daemon and these feral machine-beasts roam the wastes of the Legio Torva's daemonic Forgeworld of Cretia the Legio rounds up these Machines when it goes to war, furiously independent, but easily bowed by more powerful Titans they make adequate scouts.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Damage Capacity 3, 2 Void Shields

**Critical Hit Effect:** The blow has caught the Warhound off-balance and it staggers. Move it D6 cm in a random direction. If this move takes the Warhound over impassable terrain, or a unit it cannot move over, then it stops and suffers extra point of damage. Any unit that the Warhound moves into or over suffers a hit on a D6 roll of 6.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Warhound may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 1.5cm tall. Warhound Titans may select two weapons (arms only) from the Scout Titans list, but no more and no fewer. When fired, arm weapons have a forwards fire arc.

### Titan Upgrade Note: Dominant Princes?

*Chaos Titans are some of the strongest forms in the physical realm that Chaos Daemons are capable of latching onto and taking control of. More often than not the crew of a corrupted Titan have been at their posts so long that they are little more than mutant husks and the line between man and machine has long since disappeared, Titans in this state, as well as those possessed by Daemons, are not at the height of their intelligence, having been given over to a mixture of corrupted Machine Spirit and Daemonic possession.*

*As a result Titans with a Dominant Princes are those Titans where the Princes, despite years, even millennia, of corruption, has resisted succumbing to the draw of the daemon/machine spirit that lurks at the core of his War Engine and retains all the knowledge and experience that is born of millennia of service to Chaos. He or she has long been elevated to Championship by the Dark Gods - some of these Princes may be full-blown Daemon Princes who have defeated the daemon/machine spiri, and now form the only intelligence within the machine, while others are still, at least partly, human - these are often the leaders of Chaos Legios, and at the very least, are the public face and negotiators when the Legio needs to deal with outsiders who do not speak the scrapcode of the more corrupt Titans.*

## Brass Scorpions of Khorne

Like many Daemon Engines, the Brass Scorpions of Khorne do not follow any specific design pattern, some take on the heavy industrial appearance of Khornate Juggernauts, while others are far more organic in their appearance, looking very much like the scorpions of Terra that was, their armour comprised of interlinking metallic chitin, the wiring on their bodies coiled around the wailing souls of their victims these monstrocities are perfect killing machines constructed in Khorne's name stalking the battlefield and leaving trails of little but blood and corpses in their wake.

For all their might and killing power however, the warp energies and the daemon's that are bound into their metallic hides to give them their bloodthirsty intelligence make their reactors incredibly unstable, and it takes only a neatly placed shot to send one of these things sky high in a tremendous atomic explosion - given this has not been encountered in other Daemon Engines, it is theorised that this is a deliberate flaw in the design crafting these machines as bezerk, but expendable, Engines of destruction.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
Scorpion Cannon	30cm	2x AP3+/AT5+		
x2 Hellmaw	15cm	AP4+	Ignore Cover	
Demolisher Cannon	30cm	AT3+/AT4+	Ignore Cover	
Claws	(base contact)	Assault Weapons	Macro Weapon, Extra Attack +1	

Damage Capacity 2

**Critical Hit Effect:** The Brass Scorpion's unstable reactor is struck and explodes. The Brass Scorpion is destroyed and all units within 15cm are hit of a D6 roll of 4+.

**Notes:** *Infiltrator, Invulnerable Save, Reinforced Armour, Fearless, Walker*

## Desecrator

One of the most recent threats to have appeared in support of Traitor Titans is a spider-like walking monstrosity Imperial forces have dubbed desecrators. The constructs are manifestations of madness and no two are exactly alike but they clearly share characteristics with the blasphemous defiler. Sitting atop six or eight scuttling legs the squat hull of the desecrator is dotted with scanning arrays or searching daemonic eyes, scrutinising the sky for prey. With a piercing shriek, the daemon engine uses it's primary weapon system to engage and destroy enemy aircraft, most commonly some form of diabolical sonic weapon although some have been encountered that spew warp-flame into the sky. The daemon engine is perfectly capable of defending itself against enemy infantry or tanks, turning secondary weapon systems against them or tearing them apart using its spiked legs.

The vulnerability of Traitor Engines to Aircraft makes them heavily reliant on these as well as other Traitor Anti-Air support units for their protection - for the most part the Desecrator is increasingly more common as the ties between the Traitor Legio's and the Dark Mechanicum provide them with ready access to such lesser engines of the Primordial Destructor. The Legio Torva often goes to battle a swift and deadly arachnoid variant of these machines not dissimilar to the Brass Scorpions that also walk with them though they are just as likely to have a rack of unstable flak missiles as they are ultrasonic disruptors.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Ultrasonic Disruptor	45cm	2xAP5+/AT6+/AA5+	Disrupt	
Reaper Autocannon	30cm	AP4+/AT6+		
Havoc Launcher	45cm	AP4+		
Battle Talons	Base Contact	Assault Weapons	Extra attack (+1)	

**Notes:** *Fearless, Invulnerable Save, Walker*

### Background Note: Magos Cruentus

*It is still very much unclear how much like the Adeptus Mechanicus the Dark Mechanicum still is after the several hundred millennia since the two split in the Horus Heresy and the Dark Mechanicum under Fabricator General Kelbor-Hal pledged its allegiance to Horus and Chaos - this betrayal threw the Tech Priests into a massive internal civil war and brought the fighting of the Horus Heresy to Mars. Across the Imperium those Tech Priests loyal to the renegade Fabricator-General clashed against those loyal to the Emperor as the Machine God - and their support kept Horus from being slowed by the resources of the loyalists - these men and women became the Dark Mechanicum their service turning away from the Omnissia and instead to the Primordial Destructor, Chaos, since they retreated into the Warp the Traitor Sect has kept a level of secrecy while still working with the forces of Chaos in a technological capacity as a way to test their perverse Mechanical Abominations on the battlefield.*

## Cruentus Skitarii

Skitarii have walked with the Titan Legions since the ancient inception of the God Machines. There is a bond of comradeship born out of being the prided attack dogs of Mars, that Skitarii and Titan Crews share, and in the great majority of cases the Skitarii that walked with the Legios that turned against the Imperium and loyalist Mars, walked with them into service with the Dark Gods. These genetically engineered brutes are fearsome opponents, weaker than a Space Marine, but better equipped than most Guardsmen, and stronger than a normal man thanks to years of bionic and biological enhancement. These creatures are still valued soldiers of Chaos for their prowess as warriors, and form the core of the forces of the Dark Mechanicum, as their loyalist brethren form the core of the Adeptus Mechanicus' military.

It might well be muttered by some Imperial Commanders that the Khornate Skitarii of the Magos Cruentus do not look so different from the barbaric visages of loyalist Skitarii, but these words are muttered distant from any representative of Mars for fear of instant and fatal repercussions. Hardwired with combat drugs to make them even more frenzied in battle, the Cruentus Skitarii are just as savage as their Titan allies.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+		

## Heretek

Hereteks can be anything from rogue Techpriests to unsanctioned inventors and machinists. For fear of being reduced to a Servitor by the Mechanicus - should they ever be caught - these men and women often seek shelter with greater powers capable of protecting them. With the Imperium seeming so large to these unfortunate souls, more often than not the only power that seems capable of protecting them is the dark forces of Chaos. Usually, the Dark Mechanicum will seek out the actually skilled amongst these renegades and induct them into their number - though the Dark Magos hardly treat these inductees any better than the Mechanicus, letting them do the footwork at the head of the Dark Mechanicum's Skitarii units.

Hereteks of the Magos Cruentus are spared the hard-wired combat drug injectors that their Skitarii cohorts are fitted with in order for them to have the mental stability to retain control their frenzied charges through other implants, most of these men and women are destined to never stand alongside the ranks of the Magos Cruentus inner lodge, but they are deadly forces on the battlefield, heavily bioniced with weapons limbs appearing like nightmarish masses of unrestrained mechanical surgery.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+		
Augmentations	(Base Contact)	Assault Weapons	Attacks (+1), Macro Weapon	

**Notes:** *Leader, Commander, Invulnerable Save*

### Background Note: Daemons and Titans.

*Daemons are things of raw emotion, and they are inevitably attracted towards Chaos Titans by the sheer physical presence of the God Machines - but there is something else beneath this all that seems to draw them ever closer, and that is the arcane Machine Spirit residing within the metal-hulled beasts. They are almost-sentient intelligences utterly devoted to their purpose, not unlike - although the Mechanicus would likely execute anyone for saying so - the Daemons of Chaos. Whether there is a level of comradeship felt by Daemons towards Chaos Titans, or whether they are simply attracted towards intelligences that could so easily be manipulated to serve their masters is another matter entirely, but the appearance of phalanxes of blood red Daemons of Khorne marching alongside Titans well on their path to Daemonhood only adds further to the fear the fallen Legio's inspire when they walk.*

## Bloodletters

The lesser daemonic servants of Khorne charge roaring from the warp around the Titans of Khorne brought by the beacon of their Masters touch to lend their pure energy to Titan Assaults and tear apart anything that stands in their way while hounds of Khorne leap around the heels of the advancing Titans the Bloodletters armed with their hell-forged weapons charge ahead of the War Engines crippling enemy formations that do not part before them, and tearing the bodies of men apart in frenzied slaughters before returning into the warp with their flesh coated in fresh steaming blood, taking with them skulls for their Masters endless throne, and leaving very little still living in their wake.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	—
Weapon	Range	Firepower	Notes	
Hellblades	(Base Contact)	Assault Weapons	Attacks (+1)	

**Notes:** *Invulnerable Save, Teleport*

**Desolator-class Battleship**

Type	Speed	Armour	Close Combat	Firefight
Space Ship	N/A	N/A	N/A	None
Weapon	Range	Firepower	Notes	
Orbital Bombardment	N/A	6BP	Macro Weapon	
Pinpoint Attack	N/A	MW2+	Titan Killer (D3)	
<b>Notes:</b> <i>Slow and Steady</i>				

**Slaughter-class Cruiser**

Type	Speed	Armour	Close Combat	Firefight
Space Ship	N/A	N/A	N/A	None
Weapon	Range	Firepower	Notes	
2x Pinpoint Attack	N/A	MW2+	Titan Killer (D3)	

**Background Note:** Traitor Titans and the Traitor Navies.

*The oldest Traitor Legios, such as the "Brass Hounds" come from before a the time where the various Legios possessed their own transport fleets. As a result they were dependent on the Imperial Crusade fleets for transport during the Great Crusade and the Horus Heresy - and so as they have grown as independent forces of Chaos, they have been forced to strike deals with the other forces of Chaos - such as the Traitor Magos of the Dark Mechanicum, Traitor Marines and other Traitor Fleets - in order to secure the heavy transports and naval protection their Titans desperately need when moving across the void. The aircraft provided by allies are also very important to Traitor Legios, who, unlike the loyalist Titans, lack the guaranteed support of ground troops.*

*The Legio Torva deals mostly with renegade Khornate fleets within the Maelstrom, but at times they have been known to make pacts with both the Word Bearers and the Red Corsair Traitor Marines both of whom have a substantial presence within the warp storm gaining transport with their fleets in exchange for the support of Brass Hounds Titans in battle. During the Jarran Heresy (967.M41 to 982.M41) the Legio under the command Miraka Ka'al relied on the fleet of the traitor marine, Lord Angrathar for transport to the system.*

**Hell Blade Interceptor**

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	N/A	N/A
Weapon	Range	Firepower	Notes	
2x Reaper autocannons	15cm	AP4+/AT6+/AA5+	Forward arc	

**Hell Talon Fighter-Bomber**

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-Bomber	5+	N/A	N/A
Weapon	Range	Firepower	Notes	
Twin Lascannons	30cm	AT4+/AA4+	Fixed forward	
Havoc launcher	45cm	AP4+	Fixed forward	
Bombs	15cm	1BP	Ignore Cover, Fixed Forward	



# Changelog.

V1.0.1

Error Correction

Desecrator replaces AA

Daemontitan removed to be replaced with 'Daemonic Focus' and 'Daemonic Pact'

Some weapons changes, mostly tidying.