

## LEGIO GRYPHONICUS

### WAR GRYPHONS TITAN LEGION ARMY LIST

Titans have an initiative rating of 1+. All other units types have an initiative rating of 2+.  
Titan Legion armies have a strategy rating of 3.

#### TITAN FORMATIONS

Formation	Units	Cost
Emperor Battle Titan	One Emperor Titan ( <i>Either Imperator or Warmonger configuration</i> )	1250 Points
Warlord Battle Titan	One Warlord Titan	725 Points
Reaver Battle Titan	One Reaver Titan	575 Points

#### SUPPORT FORMATIONS

Two Support Formations may be selected for each Titan formation in the army.

Formation	Units	Cost
Warhound Scout Titan	One Warhound Titan	275 Points
Warhound Titan Pack	Two Warhound Titans	500 Points
Forge Knights	Six Forge Knights	400 Points
Recon Platoon	Four Sentinels	100 Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Squadron	Two Marauder Bombers	250 Points
0-1 Orbital Support	One Adeptus Mechanicus Cruiser <i>or</i> One Adeptus Mechanicus Battleship	150 Points 300 Points
Skitarii Demi-Century	Nine Skitarii units, plus one Tech-Priest unit ( <b>0-1 per Corvus Assault Pod</b> )	300 Points
Lysander Fighter	One Lysander Fighter ( <b>0-1 per Warmonger Titan</b> )	Free

Scout or Battle Titan Weapons	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+25 Points

Battle Titan Weapons	COST
Titan Close Combat Weapon, Laser Burner, Corvus Assault Pod, Carapace Landing Pad	Free
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher	+25 Points
Melta Cannon, Laser Blaster (Triple-Turbolaser), Volcano Cannon	+50 Points
Plasma Destructor, Support Missile, Quake Cannon	+75 Points

Titan Upgrades	Range	Firepower / Effect	Cost
<b>0-1</b> Legate ( <i>Battle Titans Only</i> )	—	Supreme Commander	50pts
Veteran Princeps	—	Commander, Leader	25pts
Carapace Multi-Lasers ( <i>Battle Titans Only</i> )	30cm	2x AP5+ / AT5+ / AA5+	25pts
Sacred Icon ( <i>Battle Titans Only</i> )	—	Inspiring	50pts

#### COSTING NOTE : WARHOUND WEAPON SYSTEMS

When selecting Warhound weapon systems, if two of the same type of weapon are selected for a Warhound Titan, it must pay a 25pt surcharge.

*For example, if a Warhound with two Vulcan Megabolters is selected (275pts), its total cost will be 300pts, due to the 25pt surcharge. This rule compensates for the increased effectiveness that comes from having such an optimised weapons load.*

## WAR GRYPHONS TITAN LEGION WEAPONS LIST

The following weapons are available for use by the Titans and Ordinatae of the War Gryphons Titan Legion at the points cost indicated.

Scout or Battle Titan Weapons	Range	Firepower	Cost
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Free
Inferno Gun	30cm	BP3, Ignores Cover	Free
Vulcan Megabolter	45cm	4x AP3+ / AT5+	Free
Turbolaser Destructor	60cm	4x AP5+ / AT3+	+25pts

Battle Titan Weapons	Range	Firepower / Effect	Cost
Carapace Landing Pad	—	Allows BP weapons to use Indirect Fire.	Free
Corvus Assault Pod	—	<b>See the Corvus Assault Pod entry on page 8</b>	Free
Close Combat Weapon ( <i>Arm only</i> )	(Base Contact)	Extra Attacks (+3), Titan-Killer (D3)	Free
Laser Burner	(15cm) <b>OR</b> (Base Contact)	Extra Attacks (+2) (Small Arms) Extra Attacks (+4) (Assault Weapon)	Free
Apocalypse Rocket Launcher	60cm	BP3	+25
Gatling Blaster	60cm	4x AP4+ / AT4+	+25 Points
Plasma Cannon	60cm	3x MW2+, Slow Firing	+25 Points
Melta Cannon	30cm <i>and</i> (15cm)	MW 2+, Titan-Killer (D3) Small Arms, Extra Attacks (+1), Titan-Killer (D3)	+50 Points
Laser Blaster (Triple-Turbolaser)	60cm	6x AP5+ / AT3+	+50 Points
Volcano Cannon	90cm	MW2+, Titan-Killer (D3)	+50 Points
Plasma Destructor	75cm	4x MW2+, Slow Firing	+75 Points
Support Missile ( <i>Carapace only</i> )	Unlimited	Indirect Fire, <i>Warhead (See below)</i> , One-Shot.	+75 Points
Quake Cannon	90cm	BP3, Macro-Weapon	+75 Points

Warhead Type	Firepower
Vortex	BP3, Macro-Weapon, Titan-Killer (1)
Warp	MW2+, Titan-Killer (D3), Ignores Shields and Powerfields.
Deathstrike	MW2+, Titan-Killer (D6)
Barrage	10BP, Disrupt

### SPECIAL RULE: *Warhead*

Support missiles may take a single Warhead from the 'Warhead Type' list.

In tournaments, Support Missile Warheads must be chosen when the army list is written, not when the opponent's army is seen.

## ADEPTUS MECHANICUS ARMY LIST (GRYPHONNE IV PDF)

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+.  
Adeptus Mechanicus armies have a strategy rating of 2.

### MECHANICUS CORE FORMATIONS

FORMATION	UNITS	COST
<b>Skitarii Demi-Century</b>	Nine Skitarii units, plus one Tech Priest unit.	300 Points
<b>Ordinatus Minoris Company</b>	Three Ordinatus Minoris ( <i>Select their weapons from the War Gryphons army list</i> )	450 Points
<b>Ordinatus Majoris</b>	One Ordinatus Majoris ( <i>Select its weapon from the War Gryphons army list, or the list below</i> )	400 Points
<b>Cataphract Tank Company</b>	Ten Leman Russ Tanks (May replace one Leman Russ with a Vanquisher or Executioner for 25 Points, or a Super-Heavy Tank for 150 Points)	625 Points
<b>Super-Heavy Tank Company</b>	Three Super-Heavy Tanks ( <i>Baneblade, Shadowsword, Stormblade &amp; Stormsword, in any combination</i> )	500 Points

### MECHANICUS SUPPORT FORMATIONS

(Two may be taken for each Core Formation present in the army)

FORMATION	UNITS	COST
<b>Forge Knights</b>	Six Forge Knights	400 Points
<b>Artillery</b>	Three artillery units ( <i>Basilisk, Manticore, Bombard</i> ) OR Nine artillery units ( <i>Basilisk, Manticore, Bombard</i> )	250 Points 650 Points
<b>Ordinatus Minoris</b>	One Ordinatus Minoris ( <i>Select its weapon from the War Gryphons army list</i> )	200 Points
<b>Prætorians</b>	Five Prætorian Combat Servitor units	250 Points
<b>Sentinel Squadron</b>	Four Sentinels	100 Points
<b>0-1 Deathstrike Missile Battery</b>	Two Deathstrike Missile Launchers	200 Points
<b>Orbital Support</b>	One Adeptus Mechanicus Cruiser OR One Adeptus Mechanicus Battleship	150 Points 300 Points
<b>Flak</b>	Three Hydras	150 Points
<b>Super-Heavy Tank</b>	One Super-Heavy Tank ( <i>Baneblade, Shadowsword, Stormblade or Stormsword</i> )	200 Points

### MECHANICUS CORE FORMATION UPGRADES

(Each core formation may select up to three Upgrades)

UPGRADE	UNITS	COST
<b>Light Transportation</b>	Take enough Chimeras to carry the entire formation ( <i>Including any upgrades</i> )	25 Points Each
<b>Heavy Transportation</b>	One to three Gorgons	75 Points Each
<b>Anti-Aircraft</b>	One, two, or three Hydras	50 Points Each
<b>Anti-Infantry</b>	Three Hellhounds	150 Points
<b>Anti-Tank</b>	Three Leman Russ or Leman Russ Demolishers	200 Points
<b>Prætorians</b>	Two or Four Prætorian Combat Servitor units	50 Points Each
<b>Fire Support</b>	Four Rapiet Laser Destroyer units or Four Mole Mortar units.	100 Points
<b>Infantry Support</b>	Five Skitarii units	100 Points
<b>0-1 Tech-Lord</b>	One Tech Lord Character Upgrade (May only be added to a Tech Priest unit)	100 Points

Ordinatus Weapon	Range	Firepower / Effect	Cost
Mars ( <i>Sonic Disruptor</i> )	100cm	10BP, Ignores Cover, Disrupt	+100pts
Golgotha ( <i>Hellfire Missiles</i> )	Unlimited	6x 2BP, Macro-Weapon, Single Shot, Indirect Fire.	+150pts
Armageddon ( <i>Nova Cannon</i> )	100cm	4x MW3+, Titan-Killer (D3)	+150pts

### ALLIES

(Up to 50% of your list may be taken from the Allied units below)

#### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
<b>Two Thunderbolt Fighters</b>	150 Points
<b>Two Marauder Bombers</b>	250 Points

#### TITAN LEGION BATTLEGROUPS

FORMATION	COST
<b>One or two Warhound Titans</b>	See War Gryphons list
<b>One Reaver Titan</b>	See War Gryphons list
<b>One Warlord Titan</b>	See War Gryphons list

## SKITARII

Skitarii are the genetically enhanced combat infantry of the Adeptus Mechanicus. The Skitarii's outlandish, almost barbaric appearance is a deliberate affectation, intended to fill the hearts of their enemies with dread.

In general, Skitarii are better equipped than their Imperial Guard counterparts, being issued with the best their home Forgeworld can offer in the form of carapace armour and potent combat weapons.

In the battle for Gryphonne IV, two hundred million Skitarii were deployed to fight the Tyranid invasion force.

Skitarii				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	—	

The Tech Priests of the Adeptus Mechanicus form the ruling caste of the machine cult, with each Priest having authority over a large number of underlings.

In battle, Tech Priests wield their augmetics as weapons, lashing out with mechanical precision to destroy their enemies.

Tech Priests are invariably extensively rebuilt individuals, having had most of their external features (*As well as some internal organs*) replaced with mechanical analogues, in order to come into a closer communion with their machine deity.

Away from the battlefield, the Tech Priests oversee the daily functioning of their Forge cities, directing their servitor legions to construct new machines, to extend the great glory of the machine god.

Skitarii Tech-Priest				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	—	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

*Leader, Commander, Invulnerable Save.*

## PRÆTORIAN COMBAT SERVITORS

Combat Servitors are extensively rebuilt individuals, most often criminals or repentant heretics, custom-remade into bio-mechanical instruments of war.

each one dying only after killing countless enemies.

Tens of thousands of Combat Servitors fought in defence of their planet during the fall of Gryphonne IV,

Unheeding as to its personal danger, unquestionably loyal, Combat Servitors are the finest soldiers available to the Adeptus Mechanicus, and in some respects they are amongst the most potent warriors in the entire Imperium.

Prætorian Combat Servitors				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+ / AT6+	—	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

*Fearless, Invulnerable Save.*

## ADEPTUS MECHANICUS TECH-LORD

The Tech-Lords of Gryphonne IV themselves saw action on the battlefield in the final days of the war for their Forgeworld.

These ancient augmented leaders are almost completely mechanical, with the vast majority of their bodies

replaced with gleaming metal components.

On the battlefield, the Tech-Lords of Gryphonne IV did not last long once they were finally forced to fight. Battered and reduced, the armies of Gryphonne IV were all but spent by the time the Tech-Lords were called to the fight, and despite their inhuman tenacity they were soon overwhelmed.

### Adeptus Mechanicus Tech-Lord (*Gryphonne IV Pattern*)

Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range	Firepower	Notes	
Augmentations	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

*Notes: Supreme Commander, Fearless.*

## GORGON SIEGE TRANSPORTER

The Gorgon Siege Transporter is a large transport vehicle .

### Gorgon Siege Transporter (*Gryphonne IV Pattern*)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Heavy Stubbers	30cm	AP5+		
Gorgon Mortars <i>or</i>	30cm	BP2	Indirect, One-Shot, Fixed Forward Arc	
2x Twin Heavy Bolters	30cm	AP4+		

*Notes: Reinforced Armour. Walker, Transport (May Transport ten infantry units. Praetorian Combat Servitors take up two slots each) Damage Capacity 3. The Gorgon may have either 'Gorgon Mortars' or '2x Twin Heavy Bolters', not both. Critical hit effect: The Gorgon is immobilized. A further critical hit will destroy the Gorgon outright.*

## LEMAN RUSS EXECUTIONER

LEMAN RUSS EXECUTIONER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Plasma Destroyer	60cm	MW4+		
Lascannon	45cm	AT5+		

*Notes: Reinforced Armour*

## STORMBLADE and STORMSWORD

STORMBLADE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Plasma Blastgun	45cm	2x MW2+	Slow Firing, Fixed Forward Arc	
2x Lascannons	45cm	AT5+		
2x Twin Heavy Bolters	30cm	AP4+		
Heavy Bolter	30cm	AP5+		

*Notes: Reinforced Armour*  
*Damage Capacity 3. Critical Hit Effect: The Stormblade's plasma generator detonates, and any units within 5cm suffer a hit on a roll of a 6+*

STORMSWORD				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Siege Cannon	45cm	3BP	Disrupt, Ignores Cover, Fixed Forward	
2x Twin Heavy Bolters	30cm	AP4+		
Heavy Bolter	30cm	AP5+		
2x Heavy Flamers	15cm	AP4+	Ignores Cover	

*Notes: Reinforced Armour.*  
*Damage Capacity 3. Critical Hit Effect: The Stormsword's cannon munitions detonate. The Stormsword is destroyed and any units within 5cm of the model suffer a hit on a roll of a 6+.*

## ORDINATUS MAJORIS

Some Ordinatus are constructed for specific campaigns, but there are also some rare, renowned Ordinatus engines which have seen battle time and time again.

### ORDINATUS MAJORIS

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	5+	6+	4+

  

Weapon	Range	Firepower	Notes
2x Heavy Bolter	30cm	AP5+	
2x Lascannon	45cm	AT5+	

Critical Hit Effect: The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+. Any friendly formations with line of sight to the explosion receive one Blast marker.

Notes: Damage Capacity 4; 4 Void Shields; Reinforced Armour, Inspiring. Select two Battle Titan weapons (They must both be of the same type) or a single Ordinatus weapon; whichever weapon(s) is chosen, it is carried on a fixed forward arc.

## ORDINATUS MINORIS

'*Ordinatus Minoris*' is a catch-all term that covers many different and powerful designs of war Engine, and each might come from a different origin to the next.

Some are ancient machines from the dawn of the Imperium, carefully preserved through litanyes and maintenance for ten thousand years, whilst other Ordinatus Minorii represent a lifetime of toil, the culmination of careful archaeological research of a Tech-Priest obsessed with uncovering the secrets of the past.

Still other Ordinaus Minorii are the consequences of mere expediency, a Forgeworld that comes under severe enough attack will militarise all conceivably available assets, which often necessitates affixing Titan-class weapons to non-optimum carriage vehicles, protecting them with void shields, and sending these jury-rigged Engines to war.

Whatever their origins and armaments, Ordinatus Minorii are invariably powerful machines, feared and respected by enemies, and jealously protected by the Adeptus Mechanicus.

### ORDINATUS MINORIS

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	5+	6+	5+

  

Weapon	Range	Firepower	Notes
2x Twin Heavy Bolter	30cm	AP4+	

Critical Hit Effect: The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

Notes: Damage Capacity 2, 2 Void Shields, Reinforced Armour. Select one Battle Titan weapon; the Ordinatus Minoris carries this weapon on a fixed forward arc.

## WARHOUND TITAN

The Warhound Titan is not the mainstay of the War Gryphons Titan Legion, but they are still common enough that almost all Titan Battlegroups will include several Warhound Titans.

Some Legions such as the Legio Ignatum and the Legio Tempestor are known to make much more extensive use of Warhound class Titans, but even they will rarely take to the field in open battle without support of their Battle class brethren.

It is only in relatively small scale wars like the Taros Campaign or the Keeler Intervention where Warhound class Titans will be the largest Mechanicus Engines.

During the Keeler Intervention, the War Gryphons Titan Legion fielded a force of nineteen Warhound class Titans, and while each Engine was generally seconded to assist other Imperial forces, on day 113 of the Intervention twelve Warhound Titans were brought together to act as the spearhead for an armoured push that ultimately broke the back of the rebel forces.

### WARHOUND TITAN (Gryphon Pattern)

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

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

**Notes:** *Fearless, Reinforced Armour, Walker*, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall. Warhound Titans select may select any two weapons from the 'scout titan' weapons list. When fired, both arm weapons have a forward arc.

## REAYER TITAN

The Reaver Titan is the oldest design of Titan (Perhaps even the oldest class of machine) currently in regular and widespread military service within the Imperium.

The arcane construction techniques necessary for its creation mean that it takes considerably more time to construct a Reaver class Titan than either a Warhound or a Warlord Titan. As a result, the Reaver has fallen out of favour with many of the younger Legions, which have relegated the Reaver into mostly supporting roles, where each ancient relic-machine is generally safe from reprisal attacks. Understandably, such

younger Legions treat their Reaver Titans more as mobile shrines than pure war Engines.

The War Gryphons Legion was a long-established Titan Legion however, and as a consequence had a good number of Reaver Titans before the catastrophic final days of their parent Forgeworld ; At least forty-five Reaver Titans are known to have been on the planet at the time of the Tyranid invasion, and data packets indicate that the Reaver class Titan *Rex Imperatus* that was the last remaining active Gryphon Engine to fall in combat with the Tyranid menace, on the twentieth day of the war.

### REAYER TITAN (Gryphon Pattern)

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 for the Reaver in the end phase 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, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall. Reaver Titans select may select any three weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, the Carapace weapon has a fixed forward arc, whilst both arm weapons have a forward arc.

## WARLORD TITAN

Warlord Titans are the most common Titan in most Titan Legions. Striding across the battlefields from a height of more than thirty metres, the Warlord Titan is the ultimate icon of the Imperial Titan Legions, instantly recognizable to the foes of the Imperium galaxy-wide.

Able to mount a vast variety of heavy weaponry to suit any kind of battle engagement, the Warlord Titan can be custom-armed to fight any foe.

The War for Gryphon IV saw the full might of the Warlord Titans of the *Legio Gryphonnicus* deployed to fight the Tyranid menace; More than fifty Warlord class Titans stepped from their cathedral-hangers on the first day of the conflict, and from then on did not rest until they were all laid low by the rampaging Xenos.

*Deus Ferrusi*, a Warlord Titan armed entirely with Plasma weaponry, was the last Warlord class Titan to fall, locked in battle with five Hierophant Bio Titans.

### WARLORD TITAN (Gryphon Pattern)

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 for the Warlord in the end phase 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, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall. Warlord Titans may select any four weapons from the 'scout titan' and 'battle titan' weapons lists. When fired, both Carapace weapons have a fixed forward arc, whilst both arm weapons have a forward arc.

### Titan Equipment : Corvus Assault Pod

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

- Any 'regular size' infantry, this includes Skitarii, Steel Legion Guardsmen and Space Marine Tactical, Assault and Devestator Units).

Certain units take up two slots, these include:

- Prætorian Combat servitors, Ogryns, Space Marine Terminators.

Infantry units with the 'mounted' special rule may not be transported within the Corvus Assault Pod.

## FORGE KNIGHT

The Forge Knights of Gryphon IV were a variant on the hull pattern used to make the Paladin class Knight ; Normally used to maintain the Titans when on campaign, and to carry out construction-related duties on their home Forgeworld, they were often pressed into military duty, as their heavy armour and powerful construction tools made for respectable combat prowess.

In the lead up to the Tyranid invasion of Gryphon IV, the Forge Knights of the world were called together and militarised for the last time.

During the war itself, Forge Knight formations distinguished themselves in valour and daring, as despite their lack of training they fought with as much persistence as a dedicated military force.

### Forge Knight

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Arc Lance	30cm	AT4+	—	
Manipulators	(Base contact)	(Assault Weapons)	+1 Extra Attack, Macro Weapon	

*Reinforced Armour, Walker, Invulnerable Save, Infiltrator.*

### WARMONGER CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	5+

Weapon	Range	Firepower	Notes
8x Doomstrike Missiles	Unlimited	Warhead(s)	May fire only one missile per turn.
Vengeance Cannon	90cm	2x MW2+	Titan-Killer (D3), Forward Arc
4x Hydra Autocannon	45cm	2x AP4+ / AT5+ / AA5+	
Fire Control Centre	—	—	Re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems per turn.
Head Gun	45cm	AP4+ / AT4+	Fixed Forward Arc
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Warmonger's plasma reactor has been damaged. Roll a D6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warmonger, on a roll of 2-3 the Warmonger suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warmonger will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Inspiring.* The Warmonger Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.

### LYSANDER FIGHTER (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	—	6+	—	—

Weapon	Range	Firepower	Notes
Storm Bolters	15cm	AP4+ / AA5+	Fixed Forward Arc
Heavy Bolter	30cm	AP5+ / AA6+	Fixed Forward Arc

### IMPERATOR CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

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

Weapon	Range	Firepower	Notes
Plasma Annihilator	90cm	4x MW2+	Titan-Killer (D3), Forward Arc, Slow Firing
Hellstorm Cannon	60cm	10BP	Forward Arc
Defence Laser	90cm	MW2+ / AA4+	Titan-Killer (D3)
4x Battle Cannon	75cm	AP4+ / AT4+	—
Quake Cannon	90cm	3BP	Fixed Forward, Macro-Weapon
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Emperor's plasma reactor has been damaged. Roll a D6 for the Emperor in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Emperor, on a roll of 2-3 the Emperor suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Emperor will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Inspiring.* The Emperor Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.

## ADEPTUS MECHANICUS LUNAR CLASS CRUISER

The war for Gryphonne IV was not only fought on the ground ; a great, perhaps more important battle also raged in space above the planet during the Tyranid invasion.

A full war fleet of Mechanicus vessels lay at high anchor above the planet throughout the first days of the invasion, and it wasn't until day fifteen that the remaining vessels of the fleet

was forced to retreat, as the main Hive Fleet nexus finally arrived in the system.

During the fifteen days the Mechanicus ships were able to stay in orbit, the Lunar Class Cruiser *Eclipse* was tasked with pin-point target destruction duties. Acting in close communication with Skitarii Tech Priests on the ground, the *Eclipse's* Lance strikes were instrumental in the killing of at least four hundred large Tyranid bio-organisms.

### ADEPTUS MECHANICUS LUNAR CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

## ADEPTUS MECHANICUS BATTLESHIP

### ADEPTUS MECHANICUS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	6BP	Macro Weapon	
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: Slow and Steady

Collector's upgrades / weapons.

The items on this page are not currently recommended for use with the Grand Tournament Army Lists, but you may want to use them in friendly games.

WEAPON / UPGRADE	RANGE	EFFECT	COST
Rubble Claws	—	The Titan counts ruins and woods as open terrain, -5cm speed, may not undertake the March order.	<i>Free</i>
Extra Shield Generator	—	The Titan adds +2 Shields, for the cost of -5cm speed.	<i>+25 pts</i>
Overcharged Servos	—	The Titan adds +5cm speed, for the cost of 2 Void Shields	<i>Free</i>
Centreline Quake Cannon (Deathstrike Head)	As Quake Cannon	The Titan gains a Quake Cannon fitted to its head. If this upgrade is used, the Titan must also use a Carapace Landing Pad.	<i>+100 pts</i>
Battle Claw	(Base Contact)	Assault Weapon, Macro Weapon, Extra Attacks (+2), Titan Killer (D3+1)	<i>Free</i>
Chain Fist	(Base Contact)	Assault Weapon, Extra Attacks (+6), Macro Weapon	<i>+25 pts</i>
Close Combat Head	n/a	+1 CC value, -1 FF value	<i>Free</i>
Corvus Assault Head	n/a	As Corvus assault pod, but replaces the Titan's head.	<i>+50 pts</i>
Fire Control Centre		Re-roll one failed to-hit roll on one of the Titan's weapon systems per turn.	<i>Free</i>
Harpoon Missile	Unlimited	MW4+, Single Shot, any War Engine that takes damage joins your side!	<i>+100 pts</i>
Power Fist	(Base Contact)	Assault Weapon, Extra Attack (+1), Titan-Killer (D6+2)	<i>Free</i>
Power Ram	(Base Contact)	Assault Weapon, Extra Attack (+1), Macro-Weapon, <i>Walkers</i> damaged by this weapon are instantly destroyed.	<i>+25 pts</i>
Power Saw	(Base Contact)	Assault Weapon, Extra Attacks (+6), Macro Weapon	<i>+25 pts</i>
Trident	30cm	MW3+, Ignores shields, always causes critical hits	<i>+50 pts</i>
Weapon Head	n/a	+1 FF value, -1CC value	<i>Free</i>
Wrecker	(Base Contact)	Assault Weapon, Macro-weapon, Extra Attacks (+1), Titan-Killer (D3+1), First Strike.	<i>+25 pts</i>
Devotional Bell	45cm	Takes up two carapace weapon slots. Each Daemonic unit (Including Daemon Engines, Daemon Princes, and greater & lesser daemons) that makes a move that passes within 45cm of the Devotional Bell will be hit on a 5+. Formations that are 'attacked' in this manner receive a blast marker for coming under fire. <i>Inspiring</i> .	<i>Free</i>
Banner Pole	n/a	<i>Inspiring</i> . +5cm Speed. Takes up a carapace slot.	<i>Free</i>

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Skitarii	Infantry	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	—
Skitarii Tech-Priest	Infantry	15cm	4+	4+	4+	Heavy Bolter Augmentations	30cm (Base Contact)	AP5+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Leader, Commander, Invulnerable Save.
Adeptus Mechanicus Tech-Lord	Infantry	15cm	—	—	—	Augmentations	(Base Contact)	Assault Weapon, Macro-Weapon, Extra Attack (+1)	Supreme Commander, Fearless, Invulnerable Save.
Praetorian Combat Servitors	Infantry	15cm	3+	4+	5+	Autocannon Augmentations	45cm (Base Contact)	AP5+ / AT6+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Fearless, Invulnerable Save.
Mole Mortar	Infantry	15cm	—	—	6+	Mole Mortar	30cm	AP5+, Indirect Fire, Disrupt, Ignores Cover	Mounted
Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2x Twin Heavy Stubbers Gorgon Mortars or 2x Twin Heavy Bolter	30cm 30cm 30cm	AP5+ 2BP, Indirect Fire, One-Shot, Forward Arc AP4+	Reinforced Armour, Walker, Transport (10), DC 3
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer Lascannon	60cm 45cm	MW4+ AT5+	Reinforced Armour
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2x Twin Heavy Bolter Heavy Bolter 2x Heavy Flamer	45cm 30cm 30cm 15cm	3BP, Disrupt, Ignores Cover AP4+ AP5+ AP4+	Reinforced Armour, DC3. Critical: See Datasheet.
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun 2x Lascannons 2x Twin Heavy Bolters Heavy Bolter	45cm 45cm 30cm 30cm	MW2+, Slow Firing, Fixed Forward Arc AT5+ AP4+ AP5+	Reinforced Armour, DC3. Critical: See Datasheet.
Ordinatus Majoris	WE	10cm	5+	6+	4+	2x Heavy Bolter 2x Lascannon	30cm 45cm	AP5+ AT5+	DC 4, 4 Void Shields, Reinforced Armour, Inspiring.
Ordinatus Minoris	WE	10cm	5+	6+	5+	2x Twin Heavy Bolter	30cm	AP4+	DC 2, 2 Void Shields, Reinforced Armour.
Warhound Titan	WE	30cm	5+	4+	4+	2x Scout Titan Wepns	—	—	DC 3, Fearless, Reinforced Armour, Walker, 2 Void Shields
Reaver Titan	WE	20cm	4+	3+	3+	3x Scout or Battle Titan Weapons	—	—	DC 6, Fearless, Reinforced Armour, Walker, 4 Void Shields
Warlord Titan	WE	15cm	4+	2+	3+	4x Scout or Battle Titan Weapons	—	—	DC 8, Fearless, Reinforced Armour, Walker, 6 Void Shields Thick Rear Armour.
Forge Knight	AV	20cm	4+	4+	5+	Arc Lance Manipulators	30cm (Base Contact)	AT4+ Assault Weapon, Macro-Weapon, Extra Attack (+1)	Reinforced Armour, Walker, Invulnerable Save, Infiltrator.
Warmonger Titan	WE	15cm	4+	4+	5+	<b>See Page 9</b>	—	—	DC 12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring.
Imperator Titan	WE	15cm	4+	4+	3+	<b>See Page 9</b>	—	—	As Warmonger.
Lysander Fighter	Aircraft	—	6+	—	—	Storm Bolters Heavy Bolter	15cm 30cm	AP4+ / AA5+, Fixed Forward. AP5+ / AA6+, Fixed Forward.	
Mechanicus Cruiser	SC	—	—	—	—	2x Pin-Point Attack	n/a	MW2+, Titan-Killer (D3)	
Mechanicus Battleship	SC	—	—	—	—	2x Pin-Point Attack Orbital Bombardment	n/a 6BP	MW2+, Titan-Killer (D3) Macro Weapon	Slow and Steady

## Titan Legion Changelog

### V3.01

Ordinatus Minoris changed from 150 to 175pts  
Ordinatus Minoris lost inspiring (It shouldn't have had it in the first place).

### V3.02

Ordinatii go from initiative 1+ to 2+  
Skitarii added to allies section.

### V3.03

Ordinatus Majoris limited to 0-1  
Ordinatus Minoris set to 0-1 per 1000pts

### V3.04

Gave Lasburners a CC mode  
Allowed Ordinatae to take Carapace Multilasers  
Moved orbital support to support formations

### V3.05

Added arcs to titan weapon mounts.  
Renamed carapace landing pad to fire control centre.  
Added 'slow and steady' to the Battleship.

### V3.06

Added Mechanicus army list.  
Changed demi-century to 9 units + 1 commander instead of 10+1  
Set new stats for the Ad-Mech ships (Simply based on the weapons fit of the example ships on the online store)

### V3.07

Added the Corvus Assault Pod  
Plasma Destructor goes up to 75pts  
Plasma Destructor goes up to 75cm range

### V3.08

Demi-Century allied formation dropped in size to Quattro-Century.  
Warlord Titan increased to 750pts  
Gatling Blaster made a *Free* weapon system  
Changed Melta Cannon to be more powerful in firefights than at range.

### V3.09

Support Missile changed to 75pts  
Gatling Blaster returns to being a +25pt weapon  
Ordinatus Majoris base cost reduced to 300pts  
Reduced Lasburners to +2 attacks instead of +3.  
Moved most of the allies into the Support Formations section.  
Quake Cannon loses *ignore cover*.  
Quake cannon reduced to 75pts  
Vortex missile reduced from TKD3 to TK1  
Renamed Fire control centre to CLP  
Carapace Landing Pad dropped from +150 to +100pts  
Veteran Princeps added.  
Fixed CCW stat.  
Added Emperor class titans! :-)

### V3.10

Increased lasburner CC attacks to +4  
Corrected Warlord's points cost to 725  
Split warlord and reaver's carapace landing pad costs.  
Added leg bastions (Corvus pod) to Emperor titans  
Added +2FF attacks on the Warmonger to match the Imperator  
Allowed a Legate to be taken on an Emperor Titan  
Added the Hydra Turret weapon  
Reduced the cost of carapace multi-lasers to +25pts  
Restricted Ordinatus Minoris to one per 1500pts rather than one per 1000  
Ordinatus Minoris restricted to battle-titan weapons.  
'Special Character' Ordinatus Majorae re-introduced.  
Skitarii changed to 0-1 per Corvus Assault Pod.  
Melta Cannon changed to D3 damage at range.  
Added the 'collector's' weapons / upgrades.  
Increased Support Formations to 3 per Battle Titan.  
Changed Quattro-Century back to Demi-Century

### V3.11

Both Ordinatus moved to the Skitarii army list only.  
Apocalypse Rocket Launcher changed to +25pts  
Carapace Landing pad made *Free* for both Titans.  
ForgeKnight added  
+25pts for dual-fit Warhounds  
Two support formations per Titan, restrictions on support formation types scrapped.  
Set supreme commander to 0-1, and allowed him on Reavers.  
Added Banner Pole to the Collector's section.

### V3.12

Mostly typo corrections.

### V3.13

Plasma Cannon increases range from 45cm to 60cm.

## Skitarii Army Changelog

### V1.01

Added the list.

### V1.02

Gorgon changed to 75pts each.

### V1.03

Changed mole mortar upgrade from 3 to 4 mortars.

Restricted Tech Lords so that they can only join Tech Priest units.

### V1.04

Skitarii given Heavy Bolters instead of Autocannons

### V1.05

Allowed tank companies to take SHT command tanks.

Allowed Demolishers as an Upgrade

Deleted the Fire Support unit

Ordinatus Minoris restricted to battle-titan weapons

Moved several support formations to become core formations

### V1.06

Tech Lords lose Inspiring.

Ordinatus Minoris Company introduced.

### V1.07

Ordinatus Minoris Company increased to 450pts.

Ordinatus Minoris goes from 175 to 200pts.

Introduced the Forge Knight

Allowed 50% points to be spent on Titans

Gorgon critical hit made simpler.

### V1.08

Changed Praetorian formation size from 10 to 5.

### V1.09

Fixed typo in cost of Praetorian upgrade.

Matched Gorgon stats from the Death Korps of Krieg list.

Added Executioner, Stormblade & Stormsword stats.