



## TITANICUS TRAITORIS

These datasheets allow you to fight Apocalypse battles with your Chaos Titans miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <HERETIC TITAN LEGION> keyword. This is shorthand for a keyword of your own choosing, as described below.

#### <HERETIC TITAN LEGION>

Chaos Titans belong to a Heretic Titan Legion, and their datasheets have the <HERETIC TITAN LEGION> keyword. When you include such a unit in your army, you must nominate which Heretic Titan Legion that unit is from. You then simply replace the <HERETIC TITAN LEGION> keyword in every instance on that unit's datasheet with the name of your chosen Heretic Titan Legion.

# CHAOS WARLORD BATTLE TITAN



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A Chaos Warlord Battle Titan is a unit that contains 1 model. It is equipped with: 2 Apocalypse Missile Launchers; 2 Belicosa Volcano Cannons; 2 Ardex-defensor Maulers; 2 Ardex-defensor Twin Lascannons; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Chaos Warlord Battle Titan</b>	<b>18"</b>	<b>4+</b>	<b>2+</b>	<b>4</b>	<b>36</b>	<b>8</b>	<b>4+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apocalypse Missile Launcher	Heavy	360"	4	8+	8+	Barrage
Ardex-defensor Mauler	Heavy	36"	2	7+	9+	-
Ardex-defensor Twin Lascannon	Heavy	48"	2	10+	5+	-
Belicosa Volcano Cannon	Heavy	180"	2	9+	2+	Apocalyptic Destroyer
Incinerator Missile Bank	Heavy	360"	4	5+	9+	-
Mori Quake Cannon	Heavy	360"	6	4+	4+	Destroyer, Barrage
Reaver Gatling Blaster	Heavy	72"	6	6+	6+	-
Reaver Laser Blaster	Heavy	96"	3	5+	5+	Destroyer
Saturnyne Lascutter (Ranged)	Heavy	18"	2	7+	4+	Destroyer
Sunfury Plasma Annihilator	Heavy	72"	6	3+	4+	Destroyer, Supercharge
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Twin Titan Vulcan Mega-bolter	Heavy	72"	12	4+	8+	-
Warlord Gatling Blaster	Heavy	72"	12	6+	6+	-
Arioch Titan Power Claw	Melee	Melee	x2	3+	3+	Apocalyptic Destroyer
Saturnyne Lascutter (Melee)	Melee	Melee	User	7+	4+	Apocalyptic Destroyer
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

**FACTION KEYWORDS:** CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARLORD BATTLE TITAN

# CHAOS WARLORD BATTLE TITAN



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## WARGEAR OPTIONS

- For each Apocalypse Missile Launcher this unit is equipped with, it can instead be equipped with one of the following: 1 Incinerator Missile Bank, 1 Reaver Gatling Blaster (**Power Rating +6**), 1 Reaver Laser Blaster (**Power Rating +18**), 1 Titan Dual Turbo-laser Destructor (**Power Rating +6**), 1 Titan Plasma Blastgun (**Power Rating +6**), 1 Twin Titan Vulcan Mega-bolter (**Power Rating +18**).
- For each Belicosa Volcano Cannon this unit is equipped with, it can instead be equipped with one of the following: 1 Arioch Power Claw and 1 Titan Vulcan Mega-bolter (**Power Rating +30**), 1 Mori Quake Cannon (**Power Rating +30**), 1 Saturnyne Lascutter (Ranged) and 1 Saturnyne Lascutter (Melee), 1 Sunfury Plasma Annihilator (**Power Rating +36**), 1 Warlord Gatling Blaster (**Power Rating +18**).

## ABILITIES

### Terror Troops

**Infernal God-engine:** You can re-roll Morale tests taken for this unit.

**Warlord Void Shields:** At the start of the Damage phase, remove one blast marker from this unit. Large blast markers must be removed before small blast markers.

**Reactor Overload:** In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **SUPER-HEAVY** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

**Apocalyptic Destroyer:** If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

**FACTION KEYWORDS:** CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARLORD BATTLE TITAN

# CHAOS REAVER BATTLE TITAN



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A Chaos Reaver Battle Titan is a unit that contains 1 model. It is equipped with: Apocalypse Missile Launcher; 2 Reaver Gatling Blasters; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Chaos Reaver Battle Titan</b>	<b>20"</b>	<b>4+</b>	<b>2+</b>	<b>4</b>	<b>24</b>	<b>8</b>	<b>5+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apocalypse Missile Launcher	Heavy	360"	4	8+	8+	Barrage
Incinerator Missile Bank	Heavy	360"	4	5+	9+	-
Reaver Gatling Blaster	Heavy	72"	6	6+	6+	-
Reaver Laser Blaster	Heavy	96"	3	5+	5+	Destroyer
Reaver Melta Cannon	Heavy	48"	4	5+	3+	Destroyer
Reaver Volcano Cannon	Heavy	180"	2	11+	3+	Apocalyptic Destroyer
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Inferno Gun	Heavy	18"	8	4+	7+	Inferno
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Reaver Chainfist	Melee	Melee	x2	4+	3+	Apocalyptic Destroyer
Reaver Power Fist	Melee	Melee	x2	3+	4+	Apocalyptic Destroyer
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

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**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, GOD-ENGINE, CHAOS REAVER BATTLE TITAN

# CHAOS REAVER BATTLE TITAN



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## WARGEAR OPTIONS

- For each Apocalypse Missile Launcher this unit is equipped with, it can instead be equipped with one of the following: 1 Incinerator Missile Bank, 1 Titan Dual Turbo-laser Destructor (**Power Rating +6**), 1 Titan Inferno Gun (**Power Rating +6**), 1 Titan Plasma Blastgun (**Power Rating +6**), 1 Titan Vulcan Mega-bolter (**Power Rating +6**).
- For each Reaver Gatling Blaster this unit is equipped with, it can instead be equipped with one of the following: 1 Reaver Chainfist (**Power Rating +24**), 1 Reaver Laser Blaster (**Power Rating +6**), 1 Reaver Melta Cannon (**Power Rating +18**), 1 Reaver Powerfist (**Power Rating +24**), 1 Reaver Volcano Cannon.

## ABILITIES

### Terror Troops

**Infernal God-engine:** You can re-roll Morale tests taken for this unit.

**Reaver Void Shields:** At the start of the Damage phase, remove one blast marker from this unit. Large blast markers must be removed before small blast markers.

**Reactor Overload:** In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including Super-heavy units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

**Apocalyptic Destroyer:** If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

**FACTION KEYWORDS:** CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, GOD-ENGINE, CHAOS REAVER BATTLE TITAN

# CHAOS WARHOUND SCOUT TITAN



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A Chaos Warhound Scout Titan is a unit that contains 1 model. It is equipped with: 2 Titan Plasma Blastguns; Titanic Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Chaos Warhound Scout Titan</b>	24"	5+	2+	4	12	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Titan Dual Turbo-laser Destructor	Heavy	96"	2	4+	3+	Destroyer
Titan Inferno Gun	Heavy	18"	8	4+	7+	Inferno
Titan Plasma Blastgun	Heavy	72"	4	4+	4+	Supercharge
Titan Vulcan Mega-bolter	Heavy	72"	6	4+	8+	-
Titanic Armoured Feet	Melee	Melee	User	4+	5+	-

## WARGEAR OPTIONS

- For each Titan Plasma Blastgun this unit is equipped with, it can instead be equipped with one of the following: 1 Dual Turbo-laser Destructor, 1 Titan Vulcan Mega-bolter, 1 Titan Inferno Gun.

## ABILITIES

**Infernal God-engine:** You can re-roll Morale tests taken for this unit.

**Warhound Void Shields:** At the start of the Damage phase, remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

**Reactor Overload:** In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including Super-heavy units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

**FACTION KEYWORDS:** CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARHOUND SCOUT TITAN