

Legio  
Specific  
Maregar

Legio Vulturum  
Storm Frag  
Shells

Gain Maximal Fire,  
-1 Acc at Long  
Range.

25 points (Vulcan  
mega-bolter)  
45 points (Vulcan  
meta-bolter array)

Legio  
Specific  
Maregar

Legio Laniaskara  
Mordanised  
Ceramite

Subtract 1 from  
Armour Rolls for  
weapons with  
Maximal Fire  
(even if trait  
not activated).

10 points

Legio  
Specific  
Maregar

Legio Kulisaetai  
Accelerated  
Autoloaders

Once per game,  
after attack with  
this weapon, may  
make second attack  
against same target  
with -1 to hit.

20 points  
Apocalypse missile  
launchers only

Legio  
Specific  
Maregar

Legio Damidium  
Secondary  
Plating

First Critical  
Hit received by  
Titan is  
downgraded to  
Devastating Hit.

10 points

Legio  
Specific  
Maregar

Legio Tritonis  
Radiative  
Warheads

Against active void  
shields, each Hit  
roll of 6 counts as  
two hits.

25 points  
Apocalypse missile  
launchers only

Legio  
Specific  
Maregar

Custom Legio  
Ablative  
Ceramic Plating

Pick a location at  
start of battle.  
Hits to that  
location get no  
bonuses due to  
damage.

30 points

Legio  
Specific  
Maregar

Custom Legio  
Armour  
Spikes

Smash Attacks have  
D6 dice.

20 points

Legio  
Specific  
Maregar

Custom Legio  
Aux. Shield  
Capacitors

Once per round, may  
declare Voids to  
Full! without  
pushing reactor.  
Disabled after void  
shield collapse.

20 points

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Maregar

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Legio Vulcanum  
Twinned Machine  
Spirits

The two Titans  
count as being in  
squadron. When  
rolling Machine  
Spirit on Reactor  
dice, both spirits  
awaken.

20 points per Titan  
Must have two.

Legio Vulcanum  
Janus Pattern  
Missiles

May split  
missiles among  
other targets  
within 12" of  
main target.

20 points  
Only Apocalypse  
missiles

Legio Interfactor  
Static Rounds

Against active  
void shields, 5+  
on hit causes 2  
hits.

15 points  
Vulcan mega-bolter  
only

Legio Infernus  
Clinging  
Phosphex

Targets other  
than the closest  
take two hits  
instead of one.

15 points  
Inferno gun only

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Maregar

Legio Mordaxis  
Toxin Nodes

Decrease Strength by  
1 (to a minimum of 4)  
and replace Blast  
(3") with Blast (5").

20 points per weapon  
Blast (3") only

Legio Audax  
Reinforced  
Plating

Subtract 1 from  
Armour Rolls against  
this Titan.

15 points  
Scale 6 or lower

Legio Audax  
Ursus Claws

An Ursus Claw fitted to a  
Legio Audax Titan has a  
strength value of 4  
instead of 3.

Free. Enjoy!

Legio Magna  
Directed  
Pressure Outlet

Add 3" to Short  
Range.

20 points  
Only Fusion Weapon



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Legio Lysanda  
Mantle of  
Responsibility

Can reroll  
Command check  
results of 1 or  
2.

15 points

Legio Tempestus  
Chasmata  
Pattern Laser  
Destructors

Increase Short  
Range by 6" and  
Long Range by  
3".

5 points x dice  
Only laser weapons

Legio Mortis  
Remains of the  
Fallen

Enemy units  
within 8" are at  
-1 to Command  
checks.

20 points

Legio Mortis  
The Warmasters  
Beneficience

Once per game at  
start of  
Strategy phase,  
increase Strength  
of single weapon  
by 1 until end  
of round.

25 points

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Legio Krytos  
Earthbreaker  
Missiles

When firing  
Apocalypse missiles,  
may choose to reduce  
Dice to 4 (Warlord)  
or 2 (Reaver) and get  
Quake. Strength 5 vs  
terrain.

Warlord: 25 points  
Reaver: 15 points

Legio Fureans  
Hunting Auspex

When attacking at 12"  
or more, may reduce  
any Hit penalties by  
1 (minimum 0).

20 points

Legio Vulpa  
Shikarian  
Conduits

Increase boosted speed by  
2" and boosted maneuver  
by 1. After Power to  
Locomotors/Stabilisers,  
decrease Dice of non-  
Melee weapons by 1, and  
-2 to Ballistic Skill.

20 points  
Scale 7 or higher

Legio Vulpa  
Disruption  
Emitters

Add 2 to Strength  
for Melee weapons,  
except Smash  
attacks, which  
instead count  
Scale as 2 higher.

35 points

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Legio Metalica  
Bastion Armour

Ignore Fusion  
trait from enemy  
hits, enemy  
Rending hits  
only add 1 to  
Armour roll on  
6+.

15 points

Legio Metalica  
Auditory  
Barrage

On non-Melee  
attack, enemy  
Knight Banners  
within 8" must  
pass Command  
check or become  
shaken.

10 points

Legio Astraman  
Maglock Shells

Add 1 to Armour  
rolls. Rolls of  
natural 1 are  
still  
Superficial  
Hits.

5 points x Dice  
Ordnance only

Legio Crucius  
Terminus  
Override  
Mechanisms

Ignore first  
Reactor Overload  
during game.

30 points

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Legio Crucius  
Bi-folded Power  
Containment

Can mitigate  
Draining: roll D6;  
on 4+ may roll  
Reactor Dice twice  
and pick best; on 1  
roll twice and pick  
worst.

20 points

Legio Honorum  
Basilus Throne

May be issued orders  
without Command  
Check. Add 1 to  
command check when  
other Honorum Titan  
receives same order.

25 points  
Principes Seniores  
only

Legio Osedax  
Plasma Channels

Once per game during  
Movement phase,  
decrease Reactor by  
D3+1. Counts as  
activation.

20 points

Legio Venator  
Blind Launchers

Once per game during  
Combat phase, -1 to  
hit against and for  
this Titan until  
next Combat phase.  
May activate after  
attacking.

20 points



Legio  
Specific  
Wargear

Legio Ignatum  
Gravitonic  
Sensor Array

+1 to hit  
against targets  
that are at  
least 25%  
obscured.

15 points

Legio  
Specific  
Wargear

Legio Gryphonicus  
Enhanced Auspex  
Relays

Other Titans may  
measure distance  
to targets  
within 12" of  
Warhound with  
this wargear.

10 points  
Warhound only

Legio  
Specific  
Wargear

Legio Gryphonicus  
Motive  
Sub-reactors

Power to Locomotors!  
and Power to  
Stabilisers! without  
pushing. On reciving  
crit to legs, 50%  
chance to increase  
reactor level.

25 points  
Reaver only

Legio  
Specific  
Wargear

Legio Gryphonicus  
Gravatus  
Plating

Change Body Armour to  
11-12 and Legs to 12.  
Decrease Speed by 1"  
(also Boosted, minimum  
4"/6"). Cannot have  
Motive Sub-reactors.

20 points  
Reaver only

Legio  
Specific  
Wargear

Legio Defensor  
Devotional  
War Sirens

Legio Defensor  
Titans within 8" of  
this Titan may roll  
two dice for  
Command checks and  
choose higher  
result.

20 points  
Warlord only

Legio  
Specific  
Wargear

Legio Solaria  
Fortis  
Motivators

In Damage  
Control phase,  
can repair  
Critical Damage  
to Legs on a 1+.

20 points  
Warhound only

Legio  
Specific  
Wargear

Legio Solaria  
Cameoline  
Shrouding

-1 to enemy hit rolls  
when this Titan has moved  
more than 6" and is more  
than 10" away from enemy.  
Lost after suffering 1  
point of structural  
damage.

35 points  
Scale 6 or less

Legio  
Specific  
Wargear

Legio Atarus  
Infernus  
Missiles

Weapon gains  
Voidbreaker (2).  
Starts fire with  
5" blast marker  
(54 hit, ignores  
shields).

20 points  
Must have Apocalypse missiles

Legio  
Specific  
Wargear

Custom Legio  
Blind Missiles

Once per game instead of shooting normally, place 5" marker within range and arc, blocking line of sight until end of round.

20 points  
Apocalypse missiles only

Legio  
Specific  
Wargear

Custom Legio  
Crusade Banners

Friendly Knight Banners within 6" cannot be Shaken for any reason.

15 points

Legio  
Specific  
Wargear

Custom Legio  
Macro  
Magazines

Increase Dice by 2. Add 2 to result when rolling on Catastrophic Damage.

30 points  
Rapid only

Legio  
Specific  
Wargear

Custom Legio  
Multiple Warhead  
Launchers

Add 5 to Dice and gain Rapid and Limited (2). May also take Autoloaders.

20 points  
Apocalypse missiles only

Legio  
Specific  
Wargear

Custom Legio  
Plasma Rifling

When firing "plasma" or "laser" weapon, may push reactor to increase Short and Long range by 6".

15 points

Legio  
Specific  
Wargear

Custom Legio  
Ranging Auspexes

May premeasure range and arc in Combat phase.

10 points

Legio  
Specific  
Wargear

Custom Legio  
Reactor Fetters

May Vent Plasma on 3+. May not voluntarily push reactor more than once per phase.

25 points

Legio  
Specific  
Wargear

Custom Legio  
Secondary Shield  
Generators

When shields are at X when attacked, may increase Void Shield and reactor by D3. Disabled while suffering VSG Burnout.

25 points



Legio  
Specific  
Maregar

Legio  
Specific  
Maregar

Custom Legio  
Autoloaders

Increase Limited(X)  
by 1. May take  
multiple times.

5 points + base +  
10 per extra take  
Limited(x) only

Custom Legio  
Macro charges

Replace Blast  
(3") with Blast  
(5"). Increase  
Detonation  
strength by 2.

15 points  
Blast (3") only