

Legio
Wargear
SPECIFIC

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
Wargear
SPECIFIC

Legio Laniaskara
Mordanised
Ceramite

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

10 points

Legio
Wargear
SPECIFIC

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
Wargear
SPECIFIC

Legio Damicium
Secondary
Plating

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

10 points

Legio
Wargear
SPECIFIC

Legio Tritonis
Radiative
Warheads

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

25 points
Apocalypse missile
launchers only

Legio
Wargear
SPECIFIC

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
Wargear
SPECIFIC

Custom Legio
Armour
Spikes

Smash Attacks have
D6 dice.

20 points

Legio
Wargear
SPECIFIC

Custom Legio
Aux. Shield
Capacitors

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

20 points

Legio
SPECIFIC
Wargear

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
SPECIFIC
Wargear

Legio Vulcanum
Janus Pattern
Missiles

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

20 points
Only Apocalypse
missiles

Legio
SPECIFIC
Wargear

Legio Interfector
Static Rounds

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

15 points
Vulcan mega-bolter
only

Legio
SPECIFIC
Wargear

Legio Infernus
Clinging
Phosphex

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

15 points
Inferno gun only

Legio
SPECIFIC
Wargear

Legio Mordaxis
Toxin Nodes

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

Legio
SPECIFIC
Wargear

Legio Audax
Reinforced
Plating

Subtract 1 from
Armour Rolls against
this Titan.

15 points
Scale 6 or lower

Legio
SPECIFIC
Wargear

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
SPECIFIC
Wargear

Legio Magna
Directed
Pressure Outlet

Add 3" to Short
Range.

20 points
Only Fusion Weapon

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

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

Legio
Wargear
SPECIFIC

Legio Metalica
Bastion Armour

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

15 points

Legio
Wargear
SPECIFIC

Legio Metalica
Auditory Barrage

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

10 points

Legio
Wargear
SPECIFIC

Legio Astraman
Maglock Shells

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

5 points x Dice
Ordnance only

Legio
Wargear
SPECIFIC

Legio Crucius
Terminus Override Mechanisms

Ignore first Reactor Overload during game.

30 points

Legio
Wargear
SPECIFIC

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
Wargear
SPECIFIC

Legio Honorum
Basilius 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
Wargear
SPECIFIC

Legio Osedax
Plasma Channels

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

20 points

Legio
Wargear
SPECIFIC

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 Ignatum
Gravitonic
Sensor Array

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

15 points

Legio Gryphonicus
Enhanced Auspex
Relays

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

10 points
Warhound only

Legio Gryphonicus
Motive
Sub-reactors

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

25 points
Reaver only

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 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 Solaria
Fortis
Motivators

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

20 points
Warhound only

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 Atarus
Infernus
Missiles

Weapon gains
Voidbreaker (2).
Starts fire with
5" blast marker
(S4 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 Wargear

Legio Specific Wargear

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