

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
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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). Cannot
have Motive Sub-
reactors.

20 points
Reaver only

Legio
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Legio Defensor
Devotional
War Sirens

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

20 points
Warlord only

Legio
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Legio Solaria
Fortis
Motivators

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

20 points
Warhound only

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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
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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
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Maregar

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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

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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 6"

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 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 Interfector
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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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 Vulturum
Storm Frag
Shells

Gain Maximal Fire,
-1 Acc at Long
Range.

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

Legio Laniaskara
Mordanised
Ceramite

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

10 points

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 Damidium
Secondary
Plating

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

10 points

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Legio Tritonis
Radiative
Warheads

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

25 points
Apocalypse missile
launchers only