

Manípule

Axiom

If a Titan from this manípule fails a Command check when an Order is issued to it, Orders can still be issued to the rest of the Titans in this manípule.

Myrmidon

When issuing a First Fire or Split Fire order, the Command check will always succeed on 2+, regardless of modifiers.

Manípule

Venator

When a Warhound from this manípule collapses enemy void shields, a Reaver from Manípule can immediately make an attack against that enemy with one weapon, if the Reaver is not otherwise prevented from attacking (e.g. Shutdown or Full Stride orders).

Manípule

Corsair

Titans can move outside of forward arc at full movement, but may not use boosted speed when doing so.

Maniple

Janissary

When activated in Movement phase, choose friendly Knight Banner within 6", which is activated once the Titan has finished its movement.

Regia

While the two Warlords are within 12" of each other, if one receives an Order the other may gain same Order without Command check. The Warhounds may merge void shields with Warlords if within 3", as if part of same Squadron.

Maniple

Lupercal

At beginning of each round, any or all of Warhounds may be formed into a Squadron, until end of round.

Maniple

Fortis

When in base contact with another Titan, where neither of the Titans moved in Movement phase, the Titan ignores Armour roll modifiers from Structural Damage or Rear/Flank attacks. Titans in maniple may merge void shields.

Manipule

Ferrox

When making attack against target that is within its scale in inches, add 1 to Armour rolls. Within 2" of enemy, may use either Weapon Skill or Ballistic Skill.

Manipule

Arcus

A Warbringer Nemesis Titan can attack indirectly as long as target is within line of sight of a Warhound from manipule. Firing indirectly is at -2 to hit. Blast misses scatter D6" when target is within line of sight of Warhound from manipule.

Manipule

Ruptura

Once per round, a Reaver in manipule can declare Power to Locomotors! without pushing reactor. When enemy suffers Catastrophic Damage due to attack from Warbringer Nemesis, each Reaver can immediately move as if it was the Movement phase (if not prevented from moving).

Manipule

Mandatum

As long as a Warlord from manipule is on the battlefield, Warhounds get +2 to Command checks for Orders. Warhounds get +1 to hit against targets within 12" of Warlord from manipule.

Maniple

Perpetua

Emergency Repair Order Command checks always succeed on 2+, regardless of modifiers. During Damage Control phase, Titans from maniple roll additional dice if they have not yet moved this round.

Maniple

Extergimus

During Combat phase, when making non-Melee attack, before rolling to hit, may increase Strength of weapon by 2. If so, increase Reactor by 1 (2 if weapon's Dice trait is 5 or greater), in addition to other increases associated with weapon fire.

Maniple

Firmus

When Titan from maniple is targeted, may redirect attack to other Titan from maniple that is closer to enemy and at least 50% visible. Enemy may pass Command check to attack original target. If failed, may only attack nominated target. Each enemy unit can only be affected once per round.

Maniple

Dominus

Knights in maniple cannot benefit from obscuring cover. If Knight Banner wholly within 6" of Titan, and both Titan and Knight visible to enemy, attacks from more than 2" away get -1 to hit. If Titan is hit, may transfer hit to knight. Cannot transfer Firestorm and Beam hits.

Maniple

Ignus

Firestorm weapons get +1 dice and may re-roll Armour rolls of 1. Knight Banners from this maniple within 6" of Titan from this maniple may be issued First Fire or Full Stride without Command roll if the Titan has been issued that order this round.

Precept

At start of each Strategy phase, may choose single Order which can then be issued to maniple on 2+, ignoring modifiers. Different Precept maniples can pick different orders.

Maniple

Canis

Complicated deployment - see book.