

Maniple

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Axiom

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

Myrmidon

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

Venator

When a Warhound from this maniple collapses enemy void shields, a Reaver from Maniple 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).

Corsair

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

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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.

Lupercal

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

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.

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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.

Arcus

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

Ruptura

Once per round, a Reaver in maniple 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).

Mandatum

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

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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.

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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.

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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.

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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.



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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.



Canis

Complicated deployment - see book.