

## **REAVER BATTLE TITAN (v1.0)**

### **APOCALYPSE DATASHEET**

Titans are huge walking war machines, protected by powerful void shields and mounting massive weapons of awesome destructive power – they are the Imperium’s greatest fighting machines. They are organised into units called Titan Legions. The Titan Legions are each based on a forge world and remain under the direct control of the Adeptus Mechanicus, who jealously guard these mighty vehicles, and have the power to sanction which war zones they will commit their forces to. It is this power that gives the rulers of the Adeptus Mechanicus much of their influence when it comes to determining where or when the armies of the Imperium will fight. It is a power which is coveted by other factions on Terra, – especially the Ecclesiarchy who would dearly love the reliable support of Titans for their wars of faith.

Amongst the ranks of the honoured Titan Legions stands the Reaver, a Battle Titan, smaller and lighter than the massive Warlord class, but still protected by thick adamantium armour plates and carrying devastating firepower. Like its larger cousin, a Reaver is regarded as a holy engine of destruction, an embodiment of the power of the Machine God, blessed by the Techpriests of the Adeptus Mechanicus before striding into battle.

Each Reaver is commanded by a Princeps, who is connected directly to the Titan’s mind-impulse unit. He is assisted by two crew, called Moderatii, who control the Titan’s movement and weapons. The Reaver’s plasma reactor is tended by a Techpriest who carefully husband the Titan’s available power supply and is in turn assisted in his complex task by servitors wired directly into Titan’s systems.

The Reaver carries three weapons. Its single carapace weapon is the equivalent of a smaller Warhound sized weapon, whilst its arms carry the heavier weapons – up to the size of a Warlord’s weapons. The largest Titans weapons are still beyond even a Reaver’s weight capacity.

On Vraks, the Legio Astorum (Warp Runners) battle group was led by High Princeps Rand Drauca, and provided 88<sup>th</sup> siege army with its heaviest firepower. The commitment of the battle group in support of the 12th line Korps was the decisive factor in breaking through the inner defence lines.

**POINTS:** 1250

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>FRONT</b>	<b>SIDE</b>	<b>REAR</b>	<b>I</b>	<b>A</b>
2	4	10	14	14	13	1	2

**UNIT:** 1 Reaver Titan

**TYPE:** Super-heavy walker

**STRUCTURE POINTS:** 6

**VOID SHIELDS:** 4

**WEAPONS AND EQUIPMENT:** The Reaver must choose three weapons from the following list:

One carapace weapon from the following list:

- Double-barrelled Turbo-Laser
- Plasma Blastgun
- Inferno Gun
- Vulcan Mega-bolter
- Apocalypse Missile Launcher
- Vortex Support Missile

Two arm weapons from the following list:

- Gatling Blaster
- Melta Cannon
- Volcano Cannon
- Laser Blaster
- Titan Close Combat Weapon

<b>WEAPON</b>	<b>RANGE</b>	<b>STR</b>	<b>AP</b>	<b>SPECIAL</b>
Apocalypse Missile Launcher *	G24-360"	7	3	Apocalypse barrage (5) Primary Weapon
Gatling Blaster	72"	8	3	Heavy 6, 5" blast, Primary weapon
Laser Blaster	96"	D	2	Heavy 3, 5" blast Destroyer, Primary weapon
Melta cannon	72"	10	1	Ordnance 1, 10" blast Melta**, Primary weapon
Volcano cannon	180"	D	2	Ordnance 1, 7" blast Destroyer, Primary weapon
Vortex Missile***	G48-480"	n/a	n/a	Ordnance 1, 10" blast, One shot, Primary weapon
Double-barrelled Turbo-laser	96"	D	2	Heavy 2, 5" Blast, Destroyer, Primary weapon
Plasma blastgun (Rapid)	72"	8	2	Ordnance 2, 7" Blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" Blast Primary weapon
Inferno cannon	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan mega-bolter	60"	6	3	Heavy 15, Primary Weapon

\* The Apocalypse launcher fires like an Ordnance barrage, but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

\*\* Roll 3D6+10 for armour penetration against targets under the hole in the centre of the marker, and 2D6+10 against other targets.

\*\*\* The missile maybe fired only once. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not effected). Don't even think about taking any save; the Vortex is not interested in Adamantine Mantles, Synapse and other special rules. Just remove them! Gargantuan creatures are not removed, but automatically lose a D6 wounds

(no saves of any kind allowed!). Super-heavy vehicles are not removed, but automatically lose D3 structure points.

## **SPECIAL RULES**

**Reactor Meltdown:** If the Reaver suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

**Towering Monstrosity:** Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers the following limitations:

- The carapace mounted weapon on the Reaver has a minimum range of 18".
- A Reaver's Titan close combat weapon can only be used against gargantuan creatures and super-heavy vehicles.