

Reaver Battle Titan	[1,500Pts]
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Special Rules	Vehicle (Titan), God-Engine, Night Vision, Reactor-Meltdown(Major), Void Shields 4
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Move	WS	BS	S	Front	Side	Rear	I	A	HP
12"	8	(5) 2+	10	14	14	13	2	3	18

Weapon	Range	Strength	AP	Type
Gatling Blaster	60"	8	3	Destroyer 2, Apocalyptic Blast (9"), Pinning, Shell Shock (1)
Laser Blaster	96"	10	2	Destroyer 1, Large Blast (5")
Volcano Cannon	120"	14	1	Destroyer 1, Large Blast (5") Ignores Cover
Titan Power Fist	-	14	1	Melee, Sunder, Destructor
Apocalypse Missile Launcher	24"-360"	7	3	Destroyer 2, Apocalyptic Barrage

Rules	Description
Destroyer X	X denotes the number of attacks made when making a shooting attack with a Destroyer weapon. Models with Destroyer weapons may shoot and still charge in the Charge Phase. In addition, when rolling for armour penetration with a Destroyer X weapon roll 3D6 and discard the lowest dice rolled, or any one of the lowest dice in the case of a tied result, Use the total of the remaining dice to determine the result.
Ignores Cover	Cover saves and damage mitigation roles granted by the shrouded special rule cannot be taken against Wounds of Hull Point damage caused by weapons with this special rule.
Shell Shock (X)	Pinning Tests taken due to an attack of weapon with this special rule are made with a penalty to the leadership characteristic equal to the value of X



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Night Vision	Ignore the effects of Night Fighting and No model may make Shrouded Rolls to negate Wounds inflicted by their attacks.
Void Shields (X)	A model with this rule has a number of void shields denoted by X . Void Shields have an armour value of 12, A Successful Glancing Hit, Penetrating Hit or any Successful hit from a Destroyer weapon will cause the void shield to collapse, reducing X by -1. When X is reduced to 0, this special rule has no further effects. Any subsequent attacks will target the model instead. Void Shields have no effect on Close Combat attacks and are not affected by Close Combat Attacks
Reactor Meltdown (Major)	When a model with this Rule is destroyed, resolve hits caused by Catastrophic Damage as Destroyer Attacks at AP2, Refer to Destroyer Special rule.
God-Engine	A model with this special rule ignores all Psychic Powers and Cybertheurgic Rites and Attacks made by Psychic and Cybertheurgic Weapons. In addition, a model with this special rule ignores the effects of the Haywire and Disruption (X) special rules. In all cases, weapons which benefit from these special rules must attempt to damage a model with this special rule normally using the attack's Strength value. In addition, all friendly Mechanicum units with at least one model within 24" of a model with this special rule gain the Fearless special rule.
Sunder	Attacking player may reroll failed armour penetration rolls against vehicles and buildings.
Destructor	Any models which suffer an unsaved wound or hull point loss from a weapon with this special rule instead suffer D6 unsaved Wounds of Hull Points of damage. If the target of this attack is a Knight, Titan, Super-Heavy Vehicle, Building, Fortification or Monstrous unit type/subtype increase the number of wounds suffered or Hull points lost to 2D6
Pinning	If a non-Vehicle unit suffers one of more unsaved Wounds from a weapon with the Pinning special rule it must take a leadership test once the firing unit has finished its Shooting Attacks for that Phase. This is called a Pinning Test. If the unit fails the Test, it is Pinned. A unit that is Pinned cannot Move, Run or Charge and can only fire Snap Shots during its shooting phase and cannot make Reactions in any phase. At the end of the following turn the unit returns to normal
Apocalyptic Barrage	An Apocalyptic Barrage follows all the rules for Barrage weapon but uses the Clover-Shaped Apocalyptic Barrage Market. Before the marker is placed the attacker is allowed to rotate the marker to maximise damage. However, if it Scatters this orientation must be maintained.