

# Siegeworld: Chaos: The Debased Legions

## Introduction

### The Chaos Titan Legions

As the counterpart to their Imperial Brethren, it is only right that there be a list for chaos titans. Chaos titans, while very similar to their Imperial counterparts, have a larger array of battle weapons, new options in the way of tails and weapon heads, as well as a few new hulls. This generally gives them quite a bit more flexibility in design compared to their Imperial counterparts. While the structure of the Imperial titan legions has changed immensely over time in the EPIC system, they have not changed as much as the chaos rules have. Many chaos units essentially no longer exist. While those items are not strictly necessary, they add a large amount of color to the force and I felt were worth including here.

Chaos Titan legions also have the dubious distinction of being a lot less well segregated compared to the Imperial forces. The chaos forces more freely combine knights, titans and even some other large war machines which are basically "titan-like." For this reason, this list is not truly separable from other chaos lists. In effect, chaos does not have separate forces of titans, they freely join the space marines and the cults. For this reason, this list simply provides for the war machine titans, there are no supporting forces as there are in the Imperial lists.

Because chaos titans are also regularly associated with specific gods, they may take marks of chaos. Note that a chaos Princeps Seniores either has to bear the mark of chaos undivided, or may only field titans dedicated to the same god as himself (a second god would require a separate Princeps Seniores be present) or to chaos undivided. This is simply because titans dedicated to particular gods are extremely unlikely to follow a leader who is not associated with them.

### **New Rules:**

#### **Heads/Tails**

Many Chaos titans have access to head and/or tail weapons. These are always available regardless of configuration and do not count against the limits for Assault weapons.

**Bash Attack:** All Chaos titans have a weapon skill, but most don't have any attacks because they don't have any close combat weapons. Because of its size and design, a titan can always strike in close combat, even if it does not have any close combat

weapons. These attacks are made by smashing its ranged weapons, kicking, or even ramming its carapace into an enemy.

To represent this all titans may use bash attacks. A titan always has two bash attacks for its two arms. This is increased by +1 for charging in a normal manner. The attacks are strength 10 and count as power weapon attacks but may only be made against a target with structure or mass points (smaller targets cannot be hit).

Some weapon systems are too short or simply too fragile to bash with. These have listed in their rules that they deny a bash attack. Assault weapons, on the other hand are built for attacking and improve the ability to attack. Regardless of which item is taken in an arm mount, the bash attack is either removed, or replaced by the special attack depending on weapon.

If a titan which carried an assault weapon loses both its arm weapons to damage, it still has a single attack, but loses the special ability of its assault weapon, if a titan without an assault weapon loses all its attacks for any reason, it is reduced to zero attacks (but may still get one when charging). This means that a close combat titan can lock a titan not built for close combat into close combat. Two titans having only bash attacks, however, will break off at the end of the assault phase

Knights are generally too small to make bash attacks and are reliant on their ranged weapons unless outfitted for close combat.

### **Marks of Chaos**

All Chaos titans must select a mark of chaos (some already have one) from the attached list which provides for the alteration (and restrictions) as listed. Note that for warlord class titans, the mark actually changes the class. A warlord with the mark of Khorne is actually called a Banelord, With the mark of Nurgle a Plaguelord, with the mark of Tzeentch a Changelord, and with the mark of Slaanesh a Pleasurelord.

Mark of Chaos Undivided: (Free) – This is the default mark, there are no benefits and no restrictions. A Feral titan or Emperor class titan may only have the mark of chaos undivided.

Mark of Khorne: (+100) – A titan with the Mark of Khorne must include a close combat weapon and may not include any support weapons. All titans with the mark of Khorne may take a close combat weapon for both arms in any configuration. A titan with the mark of Khorne may reroll any rolls to hit in close combat. A titan with the mark of Khorne is barely controlled and therefore also must charge any enemy war machines in assault range. A titan with the mark of Khorne and a ghost crew is truly berserk, it gains an additional +1 attack for every close combat weapon it is fitted with (and gets to reroll those attacks), but is BS 2.

Mark of Tzeentch: (+100) – A titan with the mark of Tzeentch will likely have sorcerous powers. The titan may select psychic abilities and equipment from Codex: Chaos Space Marines. The range of all spells is doubled. The titan counts as leadership 10 for the purpose of casting spells and does not suffer perils of the warp. Further, A titan with the mark of Tzeentch and a ghost crew may be taken as a troops choice, so long as there are no titans in the force with a Mark other than the Mark of Tzeentch or undivided, and the commander of the force has the mark of tzeentch.

Mark of Nurgle: (+100) – A titan with the mark of Nurgle is hideously corrupted as the metal is pocked with sores. A titan with the mark of Nurgle may force an opponent to reroll on the damage table whenever it takes damage. The second result stands, however, even if it is worse than the first. Further, infantry may not assault a titan with the mark of Nurgle unless they pass a leadership test. If the titan with the Mark of Nurgle has a ghost crew, infantry may not assault the titan (even if they would normally be compelled to) and all vehicles and war machines take a single structure point of damage for every hit they inflict on the titan in close combat.

Mark of Slaanesh (+100) – A titan with the Mark of Slaanesh revels in both the pain it gives and that which it receives. When a titan with the mark of Slaanesh is hit or loses a structure point (even if self inflicted), it gains +1 attack for every hit/structure in the next close combat phase for a single selected close combat weapon it is fitted with. A model with the mark of Slaanesh also has the glamour of Slaanesh making the titan hard to target when its moving. This grants a 6+ invulnerable to every hit so long as the titan moved at least 12 inches. If a titan with the Mark of Slaanesh also has a ghost crew, the saves are combined giving it a 4+ invulnerable save regardless of its movement.

### **Ghost Crew upgrade:**

While all chaos titans crews are essentially melded with their machines, it is questionable if some titans even have a semblance of a living crew but are instead just shells for deamons, ghosts, or things far more hideous. A Chaos Ravager titan may have a ghost crew for +100 points. A Chaos Warlord may have a ghost crew for +200 points. No other titan classes may select a ghost crew. A titan with ghost crew has no crew and so cannot include a chaos princeps seniores

A titan with a ghost crew has a 5+ invulnerable save to any hit to any aspect once its void shields have fallen (or if they are ignored). At the same time as it is essentially a demon engine and is effected in the same way as any other figure by weapons or wargear with a special effect against deamons.

## HQ

0-1 Chaos Princeps Seniores										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos P. Sen.	+100	4	5				4	+1	10	

A Chaos Princeps Seniores is not directly human anymore, once an Imperial titan commander, he is now effectively a part of his machine.

**Options:** The Chaos Princeps Seniores must select and will ride into battle in one of the following vehicles: Warlord Titan, Ravager Titan. If one is present in the force, the Chaos Princeps Seniores must forgo having his own titan to ride in an Emperor titan.

## Elite

Slaneesh Scout Titan
See Below

A Slaneesh scout titan must either be a Subjugator or Questor pattern. Both cost 720 points and should be between 9 and 14 inches tall.

**Squad:** The Squad comprises 1 Slaneesh scout Titan

**Weapons:** Each class of titan carries a defined weapons fit, as discussed.

Ghost Crew Ravager Battle Titan
See Below

A Ravager costs 880 points + weapons and must be at least 12 inches and no more than 17 inches tall.

**Options:** A Ghost Crew Ravager Battle titan must take the ghost crew upgrade for +100 points.

**Squad:** The Squad comprises 1 Ravager Battle Titan

**Weapons:** The ghost crew Ravager battle titan must select three weapons.

Ghost Crew Warlord Battle Titan
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See Below
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Warlord Battle Titans are the larger battle titan of the titan legions. There are two different types of Warlord Battle Titans, both of which are classified as warlords and are generally similar. The first is the older Mars pattern or Mark 1, these are commonly called “turtles” or “Hunchbacks” as their large curved carapiece makes them appear stooped over. The Mark 2 or Lucius Pattern is the more common modern design with a squared off top carapiece. A warlord must select four weapon systems.

Both designs cost 1295 points plus weapons. A Mark 1 should be between 18 inches and 24 inches in height. A Mark 2 should be between 20 inches and 26 inches in height.

**Options:** A Ghost Crew Warlord Battle titan must take the ghost crew upgrade for +200 points.

**Squad:** The Squad comprises 1 Warlord Battle Titan

**Weapons:** A Warlord battle titan must select four weapons.

## Troops

Ravager Battle Titan (Tactical)
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See Below
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Ravager Battle Titans are the smaller battle titan of the titan legions and generally slightly more common than their larger brothers. In their tactical configuration, Ravager titans are built principally for fire support.

A Ravager costs 880 points + weapons and must be at least 12 inches and no more than 17 inches tall.

**Squad:** The Squad comprises 1 Ravager Battle Titan

**Weapons:** A Tactical configuration must take two tactical weapons, the third weapon may be either a tactical weapon, an assault weapon, a support weapon, or a special option. A tactical configuration Ravager may take a weapon tail and/or weapon head.

Warlord Battle Titan (Tactical)
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See Below
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Warlord Battle Titans are the larger battle titan of the titan legions. There are two different types of Warlord Battle Titans, both of which are classified as warlords and are generally similar. The first is the older Mars pattern or Mark 1, these are commonly

called “turtles” or “Hunchbacks” as their large curved carapiece makes them appear stooped over. The Mark 2 or Lucius Pattern is the more common modern design with a squared off top carapiece. A warlord must select four weapon systems.

Both designs cost 1295 points plus weapons. A Mark 1 should be between 18 inches and 24 inches in height. A Mark 2 should be between 20 inches and 26 inches in height.

**Squad:** The Squad comprises 1 Warlord Battle Titan

**Weapons:** A Tactical configuration must take two tactical weapons, the third weapon may be either a tactical weapon, an assault weapon, or a special option, the fourth weapon may be either a tactical weapon, a support weapon, or a special option. A tactical configuration Warlord may take a weapon tail and/or weapon head.

### Fast Attack

House Divine Knight Household
See Below

House Devine knights are not true titans, and operate as advance scouts.

A Hell strider costs a fixed 200 points and should be 5 to 7 inches tall. A Hell Scourge or Hell Knight should be 6 to 8 inches tall and cost 300 points.

**Squad:** The Squad comprises 1-3 House Devine knights Titan

**Weapons:** A house devine knight is armed according to its pattern as discussed

Feral Scout Titan
See Below

Feral Scout titans are the smallest titans and rely on speed to locate targets for their larger brethren.

A Feral titan must be at least 9 inches, and no more than 14 inches tall.

**Squad:** The Squad comprises 1 Feral Scout Titan

**Weapons:** A Feral titan must take two weapons.

### Heavy Support

Ravager Battle Titan (Support)
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See Below
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A Ravager costs 880 points + weapons and must be at least 12 inches and no more than 17 inches tall.

**Squad:** The Squad comprises 1 Ravager Battle Titan

**Selection:** You may not have more support titans than you have tactical titans.

**Weapons:** A Support configuration must take one tactical weapons, the second and third weapons must each be an assault weapon, a support weapon, or a special option. A support configuration Ravager may take a weapon tail and/or weapon head.

Warlord Battle Titan (Support)
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See Below
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A warlord costs 1295 points plus weapons. A Mark 1 should be between 18 inches and 24 inches in height. A Mark 2 should be between 20 inches and 26 inches in height.

**Squad:** The Squad comprises 1 Warlord Battle Titan

**Selection:** You may not have more support titans than you have tactical titans.

**Weapons:** A Support configuration must take one tactical weapons, the remaining weapons must each be an assault weapon, a support weapon, or a special option. A support configuration warlord may take a weapon tail and/or weapon head.

0-1 Emperor Battle Titan
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See Below
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Emperor class titans are enormous walking citadels. Armed with the most powerful weaponry man can build, they are more than an army in their own right. As opposed to smaller titans, Emperor class titans have only two different weapon configurations. The Emperor fit and the Warmonger fit.

Emperor class titans carry many times the destructive power of many entire armies, and can dominate even a large battlefield. An Emperor class titan costs a fixed 5400 points regardless of weapons fit and should be at least 36 inches tall.

**Squad:** The Squad comprises 1 Emperor Titan

**Selection:** An Emperor titan is an enormous investment, it takes all three heavy support slots to field one.

**Weapons:** The weapons fit is determined by the selected pattern

## House Devine Knights

House Devine is the most well known of the traitorous knight households. In fact it is the only one known by name. All known traitor knights are dedicated to Slaneesh and therefore may actually be from House Devine.

The Knights of House Devine no longer follow Imperial Patterns, but are their own unique breed of machine. They generally come of three different types. Which are all listed together here.

House Devine Hellstrider						
			Armor			
	Points	BS	front	side	rear	WS
Devine Knight	200	4	12	12	11	4

**Type:** Walker, Agile

**Structure:** 2 points.

**Crew:** Unknown

**Void Shields:** House Devine Knights carry no void shields.

**Transport:** A House Devine Knight cannot transport models

**Fire Points:** The House Devine Knight has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A House Devine Knight bears the mark of Slaneesh

**Weapons:** The Hellstrider carries a lascannon and a multimelta.

### SPECIAL RULES

**Large:** A House Devine Knight is a larger than most vehicles, but not nearly the size of a full titan. A House Devine Knight may reroll difficult and dangerous terrain effects.

**Knight:** A House Devine Knight uses the Daemonic Possession, and Targeting Rules from the Feral entry in Imperial Armor update 2004.

House Devine Hellscourge						
	Points	BS	Armor			WS
			front	side	rear	
Devine Knight	300	4	13	12	11	4

**Type:** Walker, Agile

**Structure:** 2 points.

**Crew:** Unknown

**Void Shields:** House Devine Knights carry no void shields.

**Transport:** A House Devine Knight cannot transport models

**Fire Points:** The House Devine Knight has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A House Devine Knight bears the mark of Slaanesh

**Weapons:** The Hellscourge carries a single castigator cannon.

**Castigator Cannon:**

Range	Str	AP	Special
48"	6	4	Heavy 6 Rending

#### SPECIAL RULES

**Large:** A House Devine Knight is a larger than most vehicles, but not nearly the size of a full titan. A House Devine Knight may reroll difficult and dangerous terrain effects.

**Knight:** A House Devine Knight uses the Daemonic Possession, and Targeting Rules from the Feral entry in Imperial Armor update 2004.

House Devine Hell Knight						
	Points	BS	Armor			WS
			front	side	rear	
Devine Knight	300	4	13	12	11	4

**Type:** Walker, Agile

**Structure:** 2 points.

**Crew:** Unknown

**Void Shields:** House Devine Knights carry no void shields.

**Transport:** A House Devine Knight cannot transport models

**Fire Points:** The House Devine Knight has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A House Devine Knight bears the mark of Slaanesh

**Weapons:** The Hell Knight carries a single thermal lance.

**Thermal Lance**

Range	Str	AP	Special
48"	10	1	Heavy 1, 2D6 penetration

**SPECIAL RULES**

**Large:** A House Devine Knight is a larger than most vehicles, but not nearly the size of a full titan. A House Devine Knight may reroll difficult and dangerous terrain effects.

**Knight:** A House Devine Knight uses the Daemonic Possession, and Targeting Rules from the Feral entry in Imperial Armor update 2004.

## Chaos Feral Scout Titan

See the rules in Imperial Armor Update. The Chaos Feral titan is a scout titan and the only one (currently) with official rules. The rules, however, don't provide for all the available weapons. So this guide is given. The Feral may select the weapons in Imperial Armor update, or the additional weapon system below. A Feral titan must be at least 9 inches, and no more than 14 inches tall.

Plasma Blastgun: See Imperial Armor Update

Double-barreled Turbo Lasers: See Imperial Armor Update

Vulcan Mega Bolter: See Imperial Armor Update

Inferno Gun: See Imperial Armor Update

Titan Missile System:		(+145 points)	
Range	Str	AP	Special
12-72"	5	5	Heavy 4 Blast
Place all blast markers together as a barrage			

A titan missile system is too small to be used in bash attacks when mounted on an arm.

A chaos Feral must take the mark of chaos undivided

## Subjugator and Questor Scout Titan

Slaneesh Scout Titan						
	Points	BS	Armor			WS
			front	side	rear	
Slaneesh Titan	720	4	14	13	12	4

**Type:** Walker, Agile

**Structure:** 3 points.

**Crew:** Unknown

**Void Shields:** Slaneesh Scout titans carry two void shields.

**Transport:** A Slaneesh Scout Titan cannot transport models

**Fire Points:** The Slaneesh has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A Slaneesh Scout titan bears the mark of Slaneesh.

**Weapons:**

**Subjugator Pattern:**

A subjugator titan carries a Psi-Pulse generator, a head mount lascannon, and two hell claws.

**Psi-Pulse generator:** Feeding of the twisted fantasies of its operators, a Psi Pulse generator lets out a pulse of pure fantasy rending the minds of its target.

Range	Str	AP	Special
60"	9	1	Heavy 1

A Psi-pulse generator ignores the effects of all shields.

**Hell claw:** A titan hell claw is basically a specially designed powerfist designed to grab and crush. A hell claw does 1 point of structure damage for every hit before rolling for damage and is strength 10.

### Questor Pattern:

A Questor titan carries two tormentor cannons, a head mount lascannon and a second lascannon which hangs between its legs.

### Tormentor Cannon:

Range	Str	AP	Special
12-48"	7	3	Heavy 4

The tormentor cannons (which take both arms) are too small for bash attacks, and a questor has 0 base bash attacks.

### SPECIAL RULES

**Massive:** A Slaneesh Scout titan is a massive vehicle, and will crush everything in its path. A Slaneesh Scout titan ignores difficult and dangerous terrain effects and may not be locked in combat, except by another war machine.

**Titan:** A Slaneesh Scout titan is a Chaos Titan and uses the Daemonic Possession and Dirge Caster special rules from the Chaos Feral entry in Imperial Armor Update 2004 and the Targeting, void shields, titan tank shock, Leg Armor and Titan Stomp! Rules from the Feral entry in Imperial Armor update 2004.

## Chaos Ravager Battle Titan

Ravager Battle Titan						
			Armor			
	Points	BS	front	side	rear	WS
Ravager Titan	880	4	14	14	13	4

**Type:** Walker, minimum movement 4 inches, maximum movement 8 inches, must move in 4 inch increments. A Chaos Ravager can fire all its weapons when moving.

**Structure:** 6 points.

**Crew:** unknown

**Void Shields:** The Chaos Ravager carries four void shields.

**Transport:** A Chaos Ravager cannot transport models

**Fire Points:** The Chaos Ravager has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A Chaos Ravager titan must bear a mark of Chaos

**Weapons:**

### **Tail Weapon (+55 points)**

Some Ravager class titans devoted to chaos include heavily armored tails that provide an additional weapon. Most of these are giant saws, pincers, mauls or similar items. The Ravager battle titan may take a tail weapon for +55 points. A tail weapon counts as a dreadnought close combat weapon (str 8, AP 1) with one attack. A tail weapon may be upgraded to have a chain weapon for +10 points. If upgraded to a chain weapon, the tail weapon rolls 2D6 added together for armor penetration.

### **Head Weapon (+35 points)**

Some Ravager titans are fitted with an alternative head mounting an additional weapon. A Ravager titan may be upgraded to carry a head weapon for +35 points. A head weapon may be an autocannon, lascannon, heavy bolter, multi-melta, or plasma cannon for free. If the Ravager has the mark of Slaneesh, it may alternatively mount a blastmaster for free.

## Tactical Weapons

Plasma Blastgun: See Imperial Armor Update

Double-barreled Turbo Laser: See Imperial Armor Update

Vulcan Mega Bolter: See Imperial Armor Update

Inferno Gun: See Imperial Armor Update

### **Titan Missile System:** (+145 points)

Range	Str	AP	Special
12-72"	5	5	Heavy 4 Blast

Place all blast markers together as a barrage

A titan missile system is too small to be used in bash attacks when mounted on an arm.

## Support Weapons

**Support Missile:** A maximum of 1 support missile may be selected and must be mounted on the carapace: (+150 points)

### **Deathstrike Missile**

Range	Str	AP	Special
480"	10	1	Superheavy Ordnance, One Shot, 2x Titan Killer (D6)

### **Warp Missile**

Range	Str	AP	Special
480"	10	1	One Shot, 2x Titan Killer (D6) Ignores Shields

### **Vortex Missile**

Range	Str	AP	Special
480"	8	2	Superheavy Ordnance,

Roll a D6 at the start of every turn, on a 3+ leave the template in play and any target that comes into contact with it takes damage again.

### **Volcano Cannon:** (+225 points)

Range	Str	AP	Special
120"	10	2	Ordnance 1, titan-killer (D3)

### **Quake Cannon:** (+225 points)

Range	Str	AP	Special
108"	8	3	Large Ordnance 1, Tank Hunter Blast, titan-killer (D3)

## Assault Weapons (+145 points)

Assault Weapons must be mounted on the arms.

**Wrecker:** A wrecker is a huge ball and chain, a wrecker is strength 10 and does D3 structure damage when it hits. A wrecker always strikes at Initiative 10.

**Powerfist:** A titan powerfist is designed to grab and rip apart enemy targets. The powerfist is strength 10 and counts as a power weapon, however it is only effective once it gets a grip. A Titan Powerfist does D3 structure damage when it causes a penetrating hit, and adds +1 to every roll on the penetrating hit table.

**Chainfist:** A titan chainfist is designed to make a mockery of armor, a chain fist is strength 10 and rolls an extra D6 when rolling to penetrate armor, and still does D3 structure damage when it glances or penetrates.

**Chaos Energy Whip:** A chaos energy whip lashes out at all who approach in an unpredictable fashion, a chaos energy whip has D6 attacks every turn each of which does 1 structure point of damage if it hits. Because it is a massive flailing structure, a Chaos Energy whip always strikes at initiative 10 in close combat. Further, if a 1 is rolled to hit, the chaos energy whip strikes the titan wielding it with that hit (causing it to loose one structure).

**Special Options** (+85 points)

Special items must be mounted on the Carapace

**Icon:** The Icon replaces the carapace weapon with an icon to the dark gods, the Titan counts as an icon for the purposes of summoning deemons.

**SPECIAL RULES**

**Massive:** The Chaos Ravager is a massive vehicle, and will crush everything in its path. A Chaos Ravager ignores difficult and dangerous terrain effects and may not be locked in combat, except by another war machine.

**Titan:** A Chaos Ravager is a Chaos Titan and uses the Daemonic Possession and Dirge Caster special rules from the Chaos Feral entry in Imperial Armor Update 2004 and the Targeting, void shields, titan tank shock, Leg Armor and Titan Stomp! Rules from the Feral entry in Imperial Armor update 2004 as well as the Bash Attack rule from here.

# Chaos Warlord Battle Titan

Chaos Warlord Battle Titan						
	Points	BS	Armor			WS
			front	side	rear	
Warlord Titan	1295	4	14	14	14	4

**Type:** Walker, minimum movement 6 inches, maximum movement 12 inches, must move in 6 inch increments. A Warlord can fire all its weapons while moving.

**Structure:** 9 points.

**Crew:** unknown

**Void Shields:** The Chaos Warlord carries six void shields.

**Transport:** A Chaos Warlord cannot transport models (unless fitted with an assault pod)

**Fire Points:** The Chaos Warlord has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Mark of Chaos:** A Chaos Warlord titan must bear a mark of Chaos

**Weapons:**

## **Tail Weapon (+145 points)**

Some Chaos Warlord class titans devoted to chaos include heavily armored tails that provide an additional weapon. Most of these are giant saws, pincers, mauls or similar items. The Chaos Warlord titan may take a tail weapon for +145 points. If a tail is taken it may include any one of the Ravager Battle titan close combat weapons for free.

## **Head Weapon (+55 points)**

Some Warlord titans are fitted with an alternative head mounting an additional weapon. A Warlord titan may be upgraded to carry a head weapon for +55 points. A head weapon may be an earthshaker cannon (no indirect fire), or defiler battlecannon for free. If the warlord has the mark of slaneesh, it may alternatively be a twin-linked blastmaster for free. Alternatively, the head weapon can be any weapon allowed on the weapon head of a Chaos Ravager titan for free.

## **Tactical Weapons:**

**Plasma Blastgun:** See Imperial Armor Update

**Double-barreled Turbo Laser:** See Imperial Armor Update

**Titan Missile System:** (+145 points)

Range	Str	AP	Special
12-72"	5	5	Heavy 4 Blast

Place all blast markers together as a barrage

A titan missile system is too small to be used in bash attacks when mounted on an arm.

**Gatling Blaster** (+310 points)

Range	Str	AP	Special
72"	8	3	Heavy/10 rending

**Melta-Cannon** (+225 points)

Range	Str	AP	Special
36"	8	1	Heavy 1, titan-killer (D6), 2D6 armor penetration

The melta cannon is represented by placing the teardrop template anywhere in range and resolving the above against every model touched if a hit is rolled, or against every model on a 4+ if a miss is rolled..

### Support Weapons

**Support Missile:** A maximum of 1 support missile may be selected and must be mounted on the carapace: (+150 points)

**Deathstrike Missile**

Range	Str	AP	Special
480"	10	1	Superheavy Ordnance, One Shot, 2x Titan Killer (D6)

**Warp Missile**

Range	Str	AP	Special
480"	10	1	One Shot, 2x Titan Killer (D6) Ignores Shields

**Vortex Missile**

Range	Str	AP	Special
480"	8	2	Superheavy Ordnance,

Roll a D6 at the start of every turn, on a 3+ leave the template in play and any target that comes into contact with it takes damage again.

**Heavy Plasma Destructor** (+200 points)

Range	Str	AP	Special
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	12-72"	8	2	Ordinance/1, titan killer (D3)
<b>Volcano Cannon:</b>		(+225 points)		
	Range	Str	AP	Special
	120"	10	2	Ordinance 1, titan-killer (D3)
<b>Quake Cannon:</b>		(+225 points)		
	Range	Str	AP	Special
	108"	8	3	Large Ordinance 1, Tank Hunter Blast, Titan-killer (D3)
<b>Trident</b>		(+180 points)		
	Range	Str	AP	Special
	36"	10	1	Titan Killer (D6)
				A trident ignores the effects of all shields
				A trident is too fragile to use in bash attacks

### Assault Weapons (+210 Points)

Assault weapons must be mounted on an arm.

**Wrecker:** A wrecker is a huge ball and chain, a wrecker is strength 10 and does 2D3 structure damage when it hits. A wrecker always strikes at Initiative 10.

**Powerfist:** A titan powerfist is designed to grab and rip apart enemy targets. The powerfist is strength 10 and counts as a power weapon, however it is only effective once it gets a grip. A Titan Powerfist does 2D3 structure damage when it causes a penetrating hit, and adds +1 to every roll on the penetrating hit table.

**Battle claw:** A titan battleclaw is basically a specially designed powerfist designed to grab and crush. A battle claw does D3 structure damage, and gets +2 to any and every roll on the glancing or penetrating hit table.

**Chainfist:** A titan chainfist is designed to make a mockery of armor, a chain fist rolls an extra 2D6 when rolling to penetrate armor, and also does 2D3 structure damage when it glances or penetrates.

**Power Ram:** A Power ram is designed for fighting other titans and is tremendously powerful. A power ram is strength 10, if the power ram hits a war machine walker or fortification, the target automatically takes 3D3 structure points of damage (as it is potentially toppled over). A power ram is useless against any other targets.

**Power Saw:** The power saw when it hits can continue to chew through armor at an alarming rate. A power saw is strength 10 and a penetrating hit does D3 structure damage. A titan wielding a power saw gets to reroll an additional attack for every attack that hits an enemy.

**Laser Burner:** A laser burner is effectively a huge welding torch wielded as a weapon, like a power saw it is a very effective weapon when it hits. A laser burner is strength 10, every hit caused by a laser burner may be rerolled to try and score another hit, further every hit scored from the rerolls may be rerolled again and so on until a miss is rolled.

**Chaos Energy Whip:** A chaos energy whip lashes out at all who approach in an unpredictable fashion, a chaos energy whip has 2D6 attacks every turn each of which does 1 structure point of damage if it hits. Because it is a massive flailing structure, a Chaos Energy whip always strikes at initiative 10 in close combat. Further, if a 1 is rolled to hit, the chaos energy whip strikes the titan wielding it with that hit.

**0-1 Corvus Assault Pod (+270 points):** While not technically a weapon a corvus assault pod does take up an arm slot. A corvus assault pod counts as a siege tower and includes a unit of 10 chosen in power armor. These chosen do not count against the total number of chosen allowed to the chaos army. The chosen may take any upgrade available to chosen for the points cost listed in Codex: Chaos Space Marines. The chosen may be upgraded to terminators for free, but the pod can only carry 10 total models and the chosen in terminator armor count as two models (therefore for every model upgraded to terminator armor, one other model is simply lost). If the titan carrying the corvus assault pod has a mark other than the mark of chaos undivided, the chosen squad MUST have the same mark.

The corvus assault pod only has a single crew, and once it hits, the pod can only be used as a blunt ram, the squad effect is ignored

**Special Options (+85 points):**

Special items must be mounted on the Carapace

**Icon:** The Icon replaces the carapace weapon with an icon to the dark gods, the Titan counts as an icon for the purposes of summoning deamons.

**SPECIAL RULES**

**Massive:** The Chaos Warlord is a massive vehicle, and will crush everything in its path. A Warlord ignores difficult and dangerous terrain effects and may not be locked in combat, except by another war machine.

**Titan:** A Chaos Warlord is a Chaos Titan and uses the Daemonic Possession and Dirge Caster special rules from the Chaos Feral entry in Imperial Armor Update 2004 and the Targeting, void shields, titan tank shock, Leg Armor and Titan Stomp! Rules from the Feral entry in Imperial Armor update 2004 and the Bash Attack rule from here.

## Chaos Emperor Battle Titan

Emperor Battle Titan						
	Points	BS	Armor			WS
			front	side	rear	
Emperor Titan	5400	4	14	14	14	4

**Type:** Walker, minimum movement 12 inches, maximum movement 12 inches, must move in 12 inch increments. An Emperor Battle titan can only turn if it did not move this turn. An Emperor titan may fire all of its weapons, regardless of how far it moved.

**Structure:** 18 points.

**Crew:** unknown

**Void Shields:** The Emperor carries twelve void shields.

**Transport:** Both the Emperor and Warmonger classes act as transports and carry 4 units of Titan Legion Support Troops in their leg citadels. These troops are already included in the point cost and may be configured however the player wants. These units may dismount so long as the Titan does not move or turn. The legs count as siege towers. Further, so long as at least 2 squads have not dismounted, an Emperor class titan hit by a corvus assault pod will stop the effect of the troops on a roll of 1-3.

**Fire Points:** Both the Emperor and Warmonger titan leg citadels can be shot out of, each citadel includes 10 fire points.

**Access Points:** Both the Emperor and Warmonger have two access points which are their legs. These are so massive, that they cannot be blocked by any vehicle with less than 5 structure.

**Mark of Chaos:** A Chaos Emperor Titan must take the Mark of Chaos Undivided.

### Imperator Pattern:

The Imperator pattern carries an armored chapel on its roof which has been defaced to the dark gods. The chapel is inspiring and all units within 60 inches of the Imperator are fearless. Further, the chapel is a chaos temple, and counts as a Chaos Icon with Demonic Chains.

The chapel is also heavily armed and carries 2 single barreled turbolasers, 4 battlecannons and 4 heavy bolters in various turrets. There is also a quake cannon in a forward mount and an air defense laser in a turret. The chapel is also populated by 20 Chosen which are included in its cost and may be armed however you please (but

obviously do not have a transport) and models must be provided. The Chosen may fire from the chapel and can be disgorged by the Emperor pattern as a siege tower. The Chosen do not count against the number of chosen allowed to the chaos army.

**Quake Cannon:**

Range	Str	AP	Special
108"	8	3	Large Ordnance1, Tank Hunter Blast

**Air Defense Laser**

Range	Str	AP	Special
72"	9	2	Heavy D3, AA mount

The Emperor carries two enormous cannons in its arms. The plasma annihilator and Hellstorm cannon

**Plasma Annihilator**

Range	Str	AP	Special
240"	10	1	Superheavy Ordnance, Titan Killer D6, Tank Hunter Blast

**Hellstorm Cannon**

Range	Str	AP	Special
240"	8	3	Ordnance/10 (place as a barrage)

Warmonger pattern

The Warmonger is more geared to fighting other titans and therefore lacks the array of weaponry of the Emperor, but carries the most monstrous cannons for destroying war machines.

The warmonger carries a small Lysander spotter aircraft and landing pad which uses the stats of an Imperial lightning but is unarmed. The Lysander may be used to provide LOS in the same way as the landspeeder from a carapace landing pad on an Imperial Titan. Any non war machine aircraft may land on the Warmonger so long as the pad is not currently occupied by the spotter aircraft.

The warmonger also carries massive batteries to fight off attacking aircraft. The warmonger carries four sets of quad-linked long-barrelled autocannons. (Each is the equivalent of a Hydra Platform from Imperial Armor 1). The warmongers head also carries a set of two single barreled turbolasers and there is a tower targeting array which makes the Warmonger WS 5.

The warmonger's heaviest weapons are in its arms.

**Doomstrike Battery:** A doomstrike battery is 8 death strike missiles surrounding a volcano cannon. Only one missile may be fired per turn.

**Deathstrike Missile**

Range	Str	AP	Special
480"	10	1	Superheavy Ordnance 1, One Shot, Titan Killer (D6)

**Volcano Cannon:**

Range	Str	AP	Special
120"	10	2	Ordnance 1, titan-killer

**Vengeance Cannon:** The vengeance cannon cuts through the thickest armor with ease. The Vengeance cannon is a Twin-linked death ray.

**SPECIAL RULES**

**Really Massive:** The Chaos Emperor Titan is a massive vehicle, and will crush everything in its path. An Emperor Titan ignores difficult and dangerous terrain effects and may not be locked in combat, except by another war machine having at least 10 structure points.

**Titan:** A Chaos Emperor Titan is a Chaos Titan and uses the Daemonic Possession and Dirge Caster special rules from the Chaos Feral entry in Imperial Armor Update 2004 and the Targeting, void shields, titan tank shock, Leg Armor and Titan Stomp! Rules from the Feral entry in Imperial Armor update 2004 and the Bash Attack rule from here.

**Titan Mega Stomp!** An Chaos Emperor titan is too big to effectively Kick in the assault phase, but its sheer size allows it to crush most items that would bring it to combat. If an Emperor Titan assaults or is assaulted by a non-war machine unit successfully, the unit must roll under its initiative (5 for vehicles without initiative) on 1D6 or is crushed underfoot. The unit may only take invulnerable saves against this damage.