



IW1.0 IRON WARRIORS CHAOS SPACE MARINE ARMY LIST V1.2.1

IW1.1 The Iron Warriors 4th Grand Company

FLUFF

The Annihilation of Hydra Cordatus

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Using The Army List

The following army list allows you to field an Iron Warriors Chaos Space Marine army based on The Warsmith's 4th Grand Company of the IronWarriors. It can also be used as a 'stand in' army list for other IronWarrior armies. Note that the army does not include Chaos Cultists, which is being covered instead by the separate The Lost and the Damned army list, nor Renegade Chapter Space Marines, which can be represented with the Codex Astartes army list.

IronWarrior Grand Companies are organised into formations called retinues or companies which can be Core Formations or Support Formations. Each Core Formations allows you to field one Support Formation. Each retinue or company (regardless if it is a Core or a Support Formation) is made up of four or more units and may also include a number of extra units called upgrades. The formations that may be taken are shown on the chart below. The chart also shows what units comprise the formation, what upgrades are allowed, and its points cost. For example, a Retinue consists of eight Chaos Space Marine units and a Chaos Lord character for 275 points, and may include a number of upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the retinue or company, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each formation can only take a maximum of four (4) upgrades. Each upgrade may only be taken once per formation.

Iron Warriors armies may be supported by Chaos Navy aircrafts and LegioMortis Chaos Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations .

Special Rule

IW1.1.1 IronWarriors Warsmith

One Chaos Space Marine Lord character in the army **must** be selected to be the IronWarriors Warsmith which costs 50 points.

All other Chaos Space Marine Lord characters must be either Chaos Lords or Sorcerer Lords.

IW1.1.2 Chaos Lord Upgrade

The Chaos Lord upgrade can only be applied to one of the Core units of an IronWarrior Formation. For example, the Chaos Lord (or Chaos Warlord) upgrade for a Retinue could only be added to the Chaos Space Marine units in that formation. It could not be added to any units, such as Obliterators or Cult Marines purchased as an Upgrade.

IW2.0 Fortified Positions

An Iron Warriors army is allowed to purchase one set of fortified positions for its troops to occupy for each Retinue included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Iron Warriors half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having move zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any player that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just units they were purchased for. They may be captured and used by enemy units too.

IRON WARRIORS CHAOS SPACE MARINE ARMY LIST

Iron Warriors Chaos Space Marine armies have a strategy rating of 4. All Iron Warriors and Legio Mortis Chaos Titan Legion formations have an initiative rating of 1+. Slave Formations have an initiative Rating of 3+. Chaos Navy aircraft formations have an initiative rating of 2+.

IRON WARRIORS CORE FORMATIONS

| Formation Type | Core Units | Upgrades Allowed | Points Cost |
|--------------------|--|--|---|
| Armoured Company | Four to eight vehicles (may choose either Chaos Predators or Chaos Land Raiders or a combination of the two) | Chaos Vindicators, Defilers, Desecrator | 50 points per Chaos Predator or 75 points per Chaos Land Raider |
| Retinue | One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines units | Chaos Champion, Chaos Dreadnought, Chaos Land Raiders, Chaos Rhinos, Chaos Spawns, Chaos Vindicators, Cult Marines, Daemon Prince, Defilers, Dreadclaws, Desecrator, Havocs, Icon Bearer, Obliterators | 275 points |
| Terminator Retinue | One Chaos Space Marine Lord character upgrade and four Chaos Terminator units | Chaos Champion, Chaos Dreadnought, Chaos Land Raiders, Chaos Spawns, Chaos Vindicators, Daemon Prince, Defilers, Desecrator, Dreadclaws, Icon Bearer, Obliterators | 300 points +65 points for up to four additional Chaos Terminator units each |

IRON WARRIORS SUPPORT FORMATIONS

(One may be taken per Core Formation)

| Formation Type | Core Units | Upgrades Allowed | Points Cost |
|----------------------|---|---|---|
| Artillery Company | Four Chaos Basilisks | Chaos Artillery, Chaos Vindicators, Defilers, Desecrator | 350 points |
| Assault Company | One to three vehicles (may choose Chaos Baneblades or Decimators or a combination of the two) | Defilers, Desecrator | 200 points per Chaos Baneblade 225 points per Decimator |
| Bike Retinue | One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines Bike units | Icon Bearer | 300 points |
| Chaos Cruiser | One Chaos Devastation Class Cruiser | Carnage | 200 points |
| Chosen | Four Chaos Space Marines, (Chaos Space Marines in the formation receive the Scout ability for free) | Chaos Champion, Chaos Rhinos, Dreadclaws | 125 points |
| Cult of Destruction | Four Obliterator units | | 350 points |
| Heavy Artillery | One Doom Blaster | Defilers, Desecrator | 250 points |
| Linebreaker Squadron | Four Chaos Vindicators | Chaos Vindicators | 200 points |
| Maelstrom of Gore | One Chaos Space Marine Lord character upgrade and six Berzerker units | Chaos Champion, Chaos Dreadnought, Chaos Rhinos, Defilers, Dreadclaws | 275 points |
| Raptor Cult | One Chaos Space Marine Lord character upgrade and four Raptor units | - | 175 points +40 points for up to four additional Raptor units each |
| Slave | Eight Chaos Slave units | - | 100 points |

| IRON WARRIORS UPGRADES (Four may be taken per Retinue) | | |
|---|--|------------------------------------|
| Upgrade | Units | Cost |
| Carnage | Replace Devastation Class Cruiser with a Carnage Class Cruiser | 25 points |
| Chaos Artillery | Replace any Chaos Basilisk with a Cannon of Khorne each | +50 points each |
| Chaos Champion | Add one Chaos Champion character upgrade | +25 points |
| Chaos Dreadnought | Add up to three Chaos Dreadnoughts | 50 points each |
| Chaos Land Raiders | Add up to four Chaos Land Raiders | 75 points each |
| Chaos Rhinos | Add up to eight Chaos Rhinos. If you choose to take this option then you must take exactly enough Chaos Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it | 10 points each |
| Chaos Spawns | Add up to three Chaos Spawns | 25 points each |
| Chaos Vindicators | Add up to three Chaos Vindicators | 35 points each |
| Cult Marines | Replace four Chaos Space Marine units with four Berzerker units | 50 points |
| 0-1 Daemon Prince | Replace the unit in the formation that includes the Chaos Warsmith character with a Daemon Prince unit. Only one Daemon Prince may be included in the army | +50 points |
| Defilers | Add up to three Defilers | 75 points each |
| Desecrator | Add one Desecrator | 75 points |
| Dreadclaws | These work in exactly the same manner as Space Marine Drop Pods. They may not be taken by formations that include any vehicles other than Dreadnoughts. In addition they require a Chaos Devastation Class Cruiser in order to be used | 5 points per unit in the formation |
| Havocs | Replace Four Chaos Space Marine units with four Havoc units | 50 points |
| Icon Bearer | Add one Icon Bearer character upgrade | +25 points |
| Obliterators | Add up to four Obliterators | 85points each |

| IRON WARRIORS FORTIFIED POSITIONS (One may be taken per Core Formation) | | |
|--|---|------------|
| Fortified Position | Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers | 100 points |

| LEGIO MORTIS CHAOS TITAN LEGION BATTLEGROUPS | |
|---|------------|
| One Chaos Siegelord Class Titan | 800 points |
| One Chaos Reaver Class Titan | 675 points |
| One Chaos Warhound Class Titan | 300 points |

| CHAOS NAVY AIRCRAFT | |
|--------------------------------|------------|
| Three Hell Blade Interceptors | 200 points |
| Two Hell Talon Fighter-bombers | 200 points |

Chaos Space Marine Units

For all units expect Chaos Spawn and the units below see Black Legion army list.
For Chaos Spawn see The Lost and the Damned army list.

Iron Warriors Warsmith

| Fluff | | | | |
|--|----------------|-----------------|---------------------------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Character | n/a | n/a | n/a | n/a |
| Weapon | Range | Firepower | Notes | |
| Servo Arm | (base contact) | Assault Weapons | Macro-weapon, Extra Attack (+1) | |
| Notes: <i>Character, Invulnerable Save, Leader, Supreme Commander</i> | | | | |

Chaos Obliterator

| Obliterators have dwelt to long in the Eye of Terror and have contracted a contagion that sears their flesh to their armour. Marine and armour become one entity, growing down the centuries into hulking, weirdly baroque leviathans able to reshape their forms to spew death at their enemies. Obliterators are no longer even Chaos Space Marines instead they are an amalgam of Marine, Daemon and Armour, each part inseparable from the rest. | | | | |
|--|----------------------------------|--|---|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Armoured Vehicle | 15cm | 4+ | 4+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Body Weapons <i>or</i> <i>or</i> | 45cm (15cm) (base contact) | 3xAP5+/AT5+ Small Arms Assault Weapons | - Extra Attack (+1) Macro-weapon, Extra Attack (+1) | |
| Notes: <i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour.</i> | | | | |

Chaos Slave

| The Warsmith used many slaves as the first assault wave in the siege of the fortress only to see how far the Imperiums artillery could reach. Almost all were wiped out but a few remained to serve as 'meat shield' for more valued troops. | | | | |
|--|--------|------------|--------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Infantry | 15cm | none | 6+ | 6+ |
| Weapon | Range | Firepower | Notes | |
| Lasguns | (15cm) | Small arms | - | |
| Notes: <i>Disposable.</i> A formation entirely of Chaos Slaves causes no blastmarker on friendly supporting formations if it loses an assault. | | | | |

Chaos Basilisk

| The Iron Warriors are infamous for using artillery pieces much more common in the Imperial Guard. | | | | |
|---|---------------|---------------------------------|--------------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Armoured Vehicle | 20cm | 6+ | 6+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Earthshaker Heavy Bolter | 120cm 30cm | AP4+/AT4+ <u>or</u> 1BP AP5+ | Indirect Fire - | |
| Notes: May either shoot normally or fire barrage. May only use indirect fire ability when firing barrages. | | | | |

Chaos Desecrator

One of the most recent threats to have appeared within the Black Legion forces is a spider-like walking monstrosity Imperial forces have dubbed Desecrators. The constructs are manifestations of madness and no two are exactly alike but they clearly share characteristics with the blasphemous defiler. Sitting atop six or eight scuttling legs the squat hull of the Desecrator is dotted with scanning arrays or searching daemonic eyes, scrutinising the sky for prey. With a piercing shriek, the daemon engine uses it's primary weapon system to engage and destroy enemy aircraft, most commonly some form of diabolical sonic weapon although some have been encountered that spew warp-flame into the sky. The daemon engine is perfectly capable of defending itself against enemy infantry or tanks, turning secondary weapon systems against them or tearing them apart using its spiked legs.

| Type | Speed | Armour | Close Combat | Firefight |
|----------------------|----------------|------------------|-------------------|-----------|
| Armoured Vehicle | 20cm | 4+ | 4+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Ultrasonic Disruptor | 45cm | 2xAP5+/AT6+/AA5+ | Disrupt | |
| Reaper Autocannon | 30cm | AP4+/AT6+ | - | |
| Havoc Launcher | 45cm | AP4+ | - | |
| Battle Talons | (base contact) | Assault Weapons | Extra Attack (+1) | |

Chaos Defiler

The Defiler was fashioned at the command of Abaddon the Despoiler. It is a six-legged, baroquely-forged machine with savage hooks and barbs along its limbs. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it strides over and batters down the strongest defenses with its mighty battle cannon.

| Type | Speed | Armour | Close Combat | Firefight |
|-------------------|----------------|-----------------|---------------------------------|-----------|
| Armoured Vehicle | 20cm | 4+ | 4+ | 3+ |
| Weapon | Range | Firepower | Notes | |
| Battlecannon | 45cm | AP4+/AT4+ | - | |
| Reaper Autocannon | 30cm | AP4+/AT6+ | - | |
| Twin Heavy Flamer | 15cm | AP3+ | Ignore Cover | |
| Battle Claws | (base contact) | Assault Weapons | Macro-weapon, Extra Attack (+1) | |

Notes: *Infiltrators, Invulnerable Save, Fearless, Walker.*

Chaos Cannon of Khorne (Khorne)

| Type | Speed | Armour | Close Combat | Firefight |
|------------------|-------|-----------|------------------------------|-----------|
| Armoured Vehicle | 15cm | 4+ | 6+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Warpcannon | 30cm | MW2+ | Titan Killer(1), Slow-firing | |

Notes: *Invulnerable Save, Fearless.*

Chaos Vindicator

Much more common after the Horus Heresy many renegade turned Space Marine Chapters make use of the Vindicator selling their precious services to the highest bidder to bring down the fortifications of the hated Imperium of Man.

| Type | Speed | Armour | Close Combat | Firefight |
|-------------------|-------|-----------|--------------|-----------|
| Armoured Vehicle | 25cm | 4+ | 6+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Demolisher Cannon | 30cm | AP3+/AT4+ | Ignore Cover | |

Chaos Baneblade

| Type | Speed | Armour | Close Combat | Firefight |
|-----------------------|-------|-----------|--------------|-----------|
| Armoured Vehicle | 15cm | 4+ | 6+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Baneblade Cannon | 75cm | AP3+/AT3+ | - | |
| Autocannon | 45cm | AP5+/AT6+ | - | |
| Demolisher Cannon | 30cm | AP3+/AT4+ | Ignore Cover | |
| 3 x Twin Heavy Bolter | 39cm | AP4+ | - | |
| 2 x Lascannon | 45cm | AT5+ | - | |

Damage Capacity 3. Critical Hit Effect: The Chaos Baneblades pus magazine explode. The Chaos Baneblade is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 6.

Notes: *Reinforced Armour*

Chaos Doom Blaster (Khorne)

| Fluff | | | | |
|---|-------|-----------|-------------------------------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| War Engine | 15cm | 4+ | 5+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| 4 x Doom Mortar | 30cm | 1BP | Slow-firing, Indirect Fire, Disrupt | |
| Damage Capacity 3. Critical Hit Effect: The Doom Blasters reactor explodes. The Doom Blaster is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4. | | | | |
| Notes: <i>Invulnerable Save, Fearless.</i> | | | | |

Chaos Carnage Class Cruiser

| As each Chapter has its own fleet of spaceships it is no wonder that as they turn their gaze away from the light of the Emperor that they will take their ships with them. Once floating cathedrals of the Imperial Faith they are now bloody altars to the Ruinous Powers. | | | | |
|---|-------|-----------|--------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Spacecraft | n/a | n/a | n/a | n/a |
| Weapon | Range | Firepower | Notes | |
| Orbital Bombardement | n/a | 8BP | Macro-weapon | |

Chaos Devastation Class Cruiser

| As each Chapter has its own fleet of spaceships it is no wonder that as they turn their gaze away from the light of the Emperor that they will take their ships with them. Once floating cathedrals of the Imperial Faith they are now bloody altars to the Ruinous Powers. | | | | |
|---|-------|-----------|------------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Spacecraft | n/a | n/a | n/a | n/a |
| Weapon | Range | Firepower | Notes | |
| Orbital Bombardement | n/a | 3BP | Macro-weapon | |
| Pin-point attack | n/a | MW2+ | Titan Killer(D3) | |
| Notes: <i>Transport (may carry twenty of the following units: Chaos Space Marine, Raptor, Havoc, Berzerker, Thousand Sons, Plague Marine, Noise Marine, Chaos Bike, Chaos Terminator, Obliterator or Chaos Dreadnought units plus six Chaos Thunderhawks.</i> | | | | |

Chaos Fortified Positions

| Fluff | | | |
|---|---------------|---------------|------------|
| Terrain | Infantry | Vehicle | War Engine |
| Trench | 4+ Cover Save | Dangerous | NoEffect |
| Gun Emplacement | 4+ Cover Save | 5+ Cover Save | No Effect |
| Bunker | 3+ Cover Save | Dangerous | Impassable |
| Razor Wire | Dangerous | No Effect | NoEffect |
| Notes: Bunkers are <i>Fortified Positions</i> (see 1.8.2). Gun Emplacements provide vehicles a Cover Save that works in the same manner as an Infantry Cover Save (see 1.8.3). Each gun emplacement can hold one unit, and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length. | | | |

Chaos Navy Units

Manufactured on corrupted forgeworlds and hired from treacherous subjects the forces of Chaos use a plethora of aerospace fighters. But most common are the HellBlade Interceptor and the Hell Talon Fighter-bomber, piloted by corrupted servitors, to haunt the world of the Imperium.

Chaos Hell Blade Interceptor

| Scything through the air like screaming daggers the swift and agile HellBlades are well known to attack in hordes to bring down imperial aircrafts. | | | | |
|---|---------|----------------|-------------------|-----------|
| Type | Speed | Armour | Close Combat | Firefight |
| Aircraft | Fighter | n/a | n/a | n/a |
| Weapon | Range | Firepower | Notes | |
| 2 x Reaper Cannon | 30cm | AP4+/AT6+/AA6+ | Fixed Forward Arc | |

Chaos Hell Talon Fighter-Bomber

The screaming howl of the Hell Blades vector engines are feared throughout the Imperium. It's incendiary bombs drench whole march columns into burning promethium, the screams of the burning a pleasure for the ears of the Gods of Chaos.

| Type | Speed | Armour | Close Combat | Firefight |
|----------------|----------------|-----------|---------------------------------|-----------|
| Aircraft | Fighter-bomber | 5+ | n/a | n/a |
| Weapon | Range | Firepower | Notes | |
| Twin Lascannon | 45cm | AT4+/AA4+ | Fixed Forward Arc | |
| Havoc Launcher | 45cm | AP4+ | Fixed Forward Arc | |
| Bombs | 15cm | 1BP | Ignore Cover, Fixed Forward Arc | |

Legio Mortis Chaos Titan Legion Units

The Legio Mortis Chaos Titan Legion have long time relationship to the Iron Warriors Legion predating the days since the Great Crusade. It was the Titans of the Legio Mortis who first breached the outer walls of the Emperors Palace on Terra.

Chaos Siegelord Class Battle Titan

Unknown pattern, Standard Weapon Configuration

The Siegelord is a Warlord Class Titan especially equipped for storming heavy fortresses commonly deployed by the Iron Warriors. Giving up most of its ranged firepower for extra protective void shields and the ability to transport troops.

| Type | Speed | Armour | Close Combat | Firefight |
|-----------------|----------------|----------------|---|-----------|
| War Engine | 15cm | 4+ | 2+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| 2 x Siege Ramps | (base contact) | Assault weapon | Fixed Forward Arc | |
| Power Ram | (base contact) | Assault weapon | Forward Arc, Extra-attack (+1), Titan Killer (D6) | |
| Gatling Blaster | 60cm | 4 x AP4+/AT4+ | Forward Arc | |
| Battle Head | (15cm) | Small arms | Fixed Forward Arc, Extra-attacks (+2), | |

Damage Capacity 8. 8 Void Shields. Critical Hit Effect: The Chaos Warlord's plasma reactor has been damaged. Roll a D6 for the Chaos Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Chaos Warlord, on a roll of 2-3 the Chaos Warlord suffers on more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Chaos Warlord will be hit on a roll of 4+.

Notes: *Fearless, Inspiring, Reinforced Armour, Thick Rear Armour, Walker, Transport (may carry eight of the following units: Chaos Space Marine, Raptor, Havoc, Berserker, Thousand Sons, Plague Marine, Noise Marine, Chaos Terminator or Obliterator units. Chaos Terminators and Obliterators take up two spaces each.)* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Chaos Reaver Class Battle Titan

Unknown pattern, Siege Weapon Configuration

Faster and lighter armed than the bigger Chaos Warlords the Chaos Reavers are as common sight as their bigger brethren. Nevertheless battlegroups of them are a match to any imperial force.

| Type | Speed | Armour | Close Combat | Firefight |
|-------------|------------------------|---------------------------------|--|-----------|
| War Engine | 20cm | 4+ | 3+ | 3+ |
| Weapon | Range | Firepower | Notes | |
| Doom Burner | 45cm | MW2+ | Fixed Forward Arc, Titan Killer(1), Ignore Cover | |
| Power Ram | (base contact) | Assault weapon | Forward Arc, Extra-attack (+1), Titan Killer(D6) | |
| Death Storm | 45cm | 4 x AP4+/AT4+ | Forward Arc | |
| Tail | 75cm (base contact) | AP4+/AT4+ and Assault Weapon | - Extra-attack (+1) | |

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Chaos Reaver's plasma reactor has been damaged. Roll a D6 for the Chaos Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Chaos Reaver, on a roll of 2-3 the Reaver suffers on more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Chaos Reaver will be hit on a roll of 5+.

Notes: *Fearless, Inspiring, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Chaos Warhound Class Scout Titan
Mars pattern, Standard Weapon Configuration

Filled by a predatory mind the Warhounds of Chaos stalk the battlefield to seek and hunt down new victims for their bigger brethren. Chaos Warhounds are also feared to attack lone squadrons or platoons to tear them apart with their deadly array of weapons before retreating only to appear from another direction to enjoy the slaughter once more.

| Type | Speed | Armour | Close Combat | Firefight |
|--------------------|-------|---------------|--------------------------|-----------|
| War Engine | 30cm | 5+ | 4+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Vulcan Mega-Bolter | 45cm | 4 x Ap3+/AT5+ | Forward Arc | |
| Plasma Blastgun | 45cm | 2 x MW2+ | Slow Firing, Forward Arc | |

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Chaos Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the unit normally).

Notes: *Fearless, Inspiring, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.