

Weapon	Dice	Str	Short Range	Short Acc	Long Range	Long Acc	Fire Arc	Disabled	Det. S7	Det. S9	Repair	Traits	Pts
Apocalypse Missile Launcher	5	4	30"	-	120"	+1	360	10+	10-13	14+	4+	Barrage, Carapace	10
Apocalypse Missile Launchers	10	4	30"	-	120"	+1	Front	11+	11-14	15+	4+	Barrage, Carapace, Paired	15
Arioch Titan Power Claw	3	12	2"	+2	-	-	90	11+	11-14	15+	5+	Concussive, Melee	25
Bellicosa Volcano Cannon	1	12	30"	-	60"	-	90	11+	11-14	15+	5+	Blast(5), Draining	55
Gatling Blasters	6	5	8"	+1	24"	-	90	10+	10-13	14+	3+	Ordnance	15
Inferno Gun	3	7	T	-	-	-	90	9+	9-12	13+	2+	Firestorm	20
Laser Blaster	3	8	16"	-	32"	-1	90	10+	10-13	14+	4+	Shieldbane (Draining)	25
Macro Gatling Blaster	6	7	8"	+1	24"	-	90	11+	11-14	15+	3+	Ordnance	30
Melta Cannon	1	11	12"	-	24"	-	90	10+	10-13	14+	4+	Blast(3), Fusion	35
Mori Quake Cannon	1	9	24"	-1	72"	-	90	11+	11-14	15+	3+	Blast(5), Concussive, Quake	20
Paired Gatling Blasters	12	5	8"	+1	24"	-	Front	11+	11-14	15+	3+	Carapace, Ordnance, Paired	30
Paired Laser Blaster	6	8	16"	-	32"	-1	Front	11+	11-14	15+	4+	Carapace, Paired, Shieldbane (Draining)	50
Paired Turbo Laser Destructor	4	8	18"	-	32"	-	Front	11+	11-14	15+	4+	Carapace, Paired, Shieldbane (Draining)	35
Plasma Blast Gun	2	8	8"	-	24"	-1	90	9+	9-12	13+	5+	Blast(3), Maximal Fire	30
Reaver Titan Chainfist	3	8	2"	+2	-	-	90	10+	10-13	14+	2+	Melee, Rending	20
Reaver Titan Power Fist	2	9	2"	+1	-	-	90	10+	10-13	14+	2+	Concussive, Melee	20
Sunfury Plasma Annihilator	4	8	12"	-	24"	-	90	11+	11-14	15+	5+	Maximal Fire	45
Turbo Laser Destructor (Reaver)	2	8	18"	-	32"	-	360	10+	10-13	14+	4+	Carapace, Shieldbane (Draining)	20
Turbo Laser Destructor (Warhound)	2	8	18"	-	32"	-	90	9+	9-12	13+	4+	Shieldbane (Draining)	20
Volcano Cannon	1	10	30"	-	60"	-	90	10+	10-13	14+	5+	Blast(3), Draining	25
Vulcan Megabolter (Reaver)	6	4	8"	+1	20"	-	360	10+	10-13	14+	3+	Carapace, Rapid	10
Vulcan Megabolter (Warhound)	6	4	8"	+1	20"	-	90	9+	9-12	13+	3+	Rapid	10
Vulcan Megabolter Array	12	4	10"	-	20"	-	Front	11+	11-14	15+	3+	Carapace, Paired, Rapid	20
Warp Missile Support Rack	1	X	20"	+1	80"	+2	360	10+	10-13	14+	3+	Carapace, Limited (1), Warp	10

Titan Specific Special Rules

Ardex Defensor Cannon	Warlord	When the Titan is activated in the Combat phase, each enemy unit that is within 1st Front or Rear Arc and within 6" suffers D3 Str 5 hits.
Squadron	Warhound	Warhound Titans can be formed into Squadrons of 2-3 Titans

Critical Hit Effects

Head	1	MIU Feedback
	2	MIU Feedback, Moderati Wounded
	3	Moderati Wounded, Princeps Wounded
Body	1	Reactor Leak (1)
	2	Reactor Leak (1), VSG Burnout
	3	Reactor Leak (2), VSG Burnout
Legs	1	Stabilisers Damaged
	2	Stabilisers Damaged, Locomotors Seized
	3	Immobilized