

LEGIO TITANICUS WARBRINGER NEMESIS TITAN

2,100 POINTS

The Warbringer Nemesis Titan is an immense engine of war. It is designed to destroy enemy Titan-class targets at range, acting as a dedicated fire support platform in the maniple it is assigned to and, sitting in between the more common Reaver and Warlord classes, its mass and firepower often see it assigned to the front lines of the battlefield alongside the various classes of Battle Titan. A sub-variation of the Warbringer class of Titan, the Nemesis' reinforced frontal plating allows it to weather most return fire with casual ease, and its defence batteries render it well-protected against aerial attacks, though its relatively light rear armour can leave it vulnerable to flanking attacks by ground armour.

Within the Titan Legions, the Nemesis has a reputation for restless machine spirits and for driving its princeps and moderati to near-paranoid heights of awareness. Ghost sensor artefacts and other aberrant phenomena are commonplace aboard such a god-engine, but also well-known are the incidents where such Titans have bracketed and locked targets long before their crews could react. The Tech-adepts that serve in the entourage of these machines praise the intricate mysteries that brought them into creation, and many among the magos of the Machine God consider it a distinct honour to be assigned as servants of such a wondrous example of His miracles.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Warbringer Nemesis Titan	2	4	10	15	14	12	2	2	24

Unit Composition

- 1 Warbringer Nemesis Titan

Unit Type

- Super-heavy Walker

Wargear

- Carapace-mounted Nemesis quake cannon
- Two carapace-mounted Anvillus pattern defence batteries
- Three Ardex-defensor mauler bolt cannon turrets
- Two arm-mounted Reaver laser blasters

Special Rules

- Night Vision
- Reactor Meltdown
- God-engine
- Heavy Structure
- Void Shields (6)
- Towering Monstrosity (Warbringer Titan)

Options

- A Warbringer Nemesis Titan may exchange either of its arm-mounted weapons for one of the following:
 - Reaver gatling blaster Free
 - Reaver volcano cannon Free
 - Reaver melta cannon Free

A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalists or Traitors allegiance.

Reactor Meltdown

If the Warbringer Nemesis suffers a Titanic Explosion result on the Catastrophic Damage table, its reactor goes nuclear! This is the same as a Titanic Explosion, except that all hits are resolved as Destroyer hits.

God-engine

All Mechanicum units within 24", and on the same side as the model with this special rule, are Fearless.

Void Shields (6)

A Legio Titanicus Warbringer Nemesis Titan has six void shields. Each hit scored against a Warbringer Nemesis Titan will instead hit a void shield (whilst at least one remains active). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour Value of 12. A glancing hit or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all void shields have collapsed, further hits strike the Warbringer Nemesis Titan instead. At the end of each of the Titan's turns, roll a D6 for each collapsed void shield; each roll of 5+ instantly restores one collapsed shield.

Heavy Structure

The Warbringer Nemesis Titan has an invulnerable save of 6+ against any attacks that have breached its void shields.

Towering Monstrosity (Warbringer Titan)

- The Titan may never be locked in an assault.
- The Warbringer Nemesis Titan may only be hit on a 6 by Infantry and Monstrous Creatures of any type in an assault, and on a 5 or 6 by Super-heavy Walkers and Gargantuan Creatures in an assault.
- The Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.
- The Warbringer Nemesis Titan's carapace-mounted weapons may not target models closer than 20" from its hull, unless they are Flyers, Flying Monstrous Creatures or other Super-heavy vehicles or Gargantuan Creatures.

Nemesis Quake Cannon

	Range	Str	AP	Type
Nemesis quake cannon	20"-480"	D/9/6	3	Primary Weapon 1, Apocalyptic Blast, Barrage, Seismic Shock, Concussive, Strikedown

Seismic Shock: Units which suffer wounds or Hull points lost from this attack may only move at half their usual maximum movement, may not Run, charge or go Flat Out, and count as being in dangerous terrain on their next turn.

Anvillus Pattern Defence Batteries

	Range	Str	AP	Type
Defence batteries	72"	7	4	Heavy 4, Twin-linked, Sunder, Skyfire, Interceptor