

# Legio Animosity

**We will walk!**



Version 1.0  
25/04/15

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## Introduction

Animosity rules expansion volumes exist to allow gamers to bring any part of their collection to our events. We don't believe that our battles should be purely constrained by "official" content; we want to see those old models that no longer have rules brought back to the game, imaginative conversions given stats that suit them, and items from the wider canon rendered playable on the tabletop.

The following rules, wargear and formations are intended to be used at Animosity's Warhammer 40K events where Imperial and Chaos titans are permitted.

## Warlord Battle Titans

The Warlord titan is the most numerous of the Imperial classes of titans, having been in use since before the founding of the Imperium, and as such was used extensively by both sides during the Horus Heresy. The result of this is that in the 41st Millenium the Warlord titan is still employed by both Imperium by the traitor Legios, who after the defeat of the Warmaster, fled with their god-machines to the Eye of Terror. The latter of which have fused Daemon and titan to produce unholy warmachines to use in their continuance of the Long War. These Chaos titans are usually referred to as Banelord, Plaguelord, Warplord and Painlord depending on which type of daemon has been used to possess the titan.

## Imperial Warlord

The following rules are intended to be used with the Warlord titan datasheet as issued by Games Workshop, and as such, add to the sections on the original sheet as detailed below. These additional weapons and upgrades are based on those from the original Adeptus Titanicus game, but for those who recognise that several of the old upgrades do not have new rules, see the following: the new close combat weapons for titans including Power Saw, Power Ram, Chaos Energy Whip ,Wrecker and Battle Claw are all considered Titan Close Combat Weapons and are used as per the usual rules.

Add the following to Carapace Weapons

*Deathstrike Cannon*  
*Warp Missile*  
*Harpoon Missile*  
*Trident*  
*Barrage Missile Launcher*

Add the following to Arm Weapons

*Harpoon Missile*  
*Trident*  
*Barrage Missile Launcher*  
*Corvus Assault Pod*

Add the following sections:

*"Up to two carapace upgrades from the following selection:"*

*Carapace Landing Pad +15 points*  
*Carapace Multilasers +15 points*  
*Devotional Bell or Banner + 20 points*  
*Fire Control Platform or Tower +50 points*

*"The head may be upgraded to the following:"*

Battle Cannon Head +40 points  
Exterminator Head +20 points  
Vanquisher Head +25 points  
Demolisher Head +60 points  
Punisher Head +30 points  
Executioner Head+45 points  
Eradicator Head +10 points  
Conqueror Head +40 points  
Annihilator Head +20 points  
Close Combat Head +30 points  
Corvus Assault Head +25 points  
Command Head +60 points

*"The feet may be upgraded with Rubble Claws. +15 points"*

## **Titan Upgrades**

The following sections detail the upgrades that may be made to various areas of the Warlord titan.

### **Carapace Upgrades**

These improvements were originally fitted to the rear of the 'Beetleback' Warlord patterns, but have since been utilised on other variants.

#### **Carapace Landing Pad**

The first recorded use of the landing pad was during the Anthropos campaign in the Great Crusade, where the mobile nature of the foe required a different approach to the employment of the titan legions. The pads allowed the White Scars Legion who were fighting alongside the Legio Fortidus, to range far ahead of the titans and locate the elusive enemy. Once this was done, they were able to call in missile strikes from the titans without the forces of the Adeptus Mechanicus ever laying their visual receptors on the enemy.

The Land Pad allows one Land Speeder to be carried inside the titans shields, and for that speeder to gain the Spotter USR. (Land Speeder to be bought separately from the appropriate codex)

#### **Fire Control Installation**

These usually take the form of a platform or tower and house ancient cogitators or arcane devices for calculating the fall of shots or the deflection needed to hit moving targets.

Once per turn, one titan weapon per Fire Control can benefit from +1 ballistic skill

## **Carapace Multilasers**

Manned by servitors, these gun emplacements exist to fend off attacks by lighter enemies who are too small or move too fast to be targeted by the titan's main armament, or who attack from the rear arc. The

Adds a twin-linked multilaser to the carapace firing in a 90 arc from its mounting (usually to the side and rear of the titan).

## **Devotional Bell or Banner**

Relics of the titan legion are often mounted on the god-machines to inspire the troops that accompany them. As if the sight of these monster warmachines wasn't enough to keep even the most steadfast troops to hold the line, banners from the legion's past and bells taken from illustrious Forge Worlds are also hung on these walking altars to the machine god to inspire and to motivate.

All friendly units within 12" get to reroll failed morale tests

## **Head Upgrades**

Over the centuries, warlord titans have been produced for a variety of special purposes and in a number of variant patterns. One feature of the titan that is often modified is its head, which can be re-purposed depending on which battlefield role the Warlord is intended to take. The most common variants change the head for a weapon head, which simply adds more guns or a close combat weapon to the Warlord's already impressive arsenal.

### **Ranged Weapon Heads**

The titan may have one "eye" replaced with a weapon embrasure, or have armaments protruding from its mouth or chin.

Battle Cannon Head  
Exterminator Head  
Vanquisher Head  
Demolisher Head  
Punisher Head  
Executioner Head  
Eradicator Head  
Conqueror Head  
Annihilator Head

These upgrades add the main armament of the appropriate Leman Russ variant to the Warlord's head.

### **Close Combat Head**

An ungainly modification which usually mounts a giant chainsword to the titan's head. Only useful in the direst of circumstances, but when Warlords are fighting at such close quarters (from them at least), any advantage is taken.

The titan gains +1 attacks

## Corvus Assault Head

The titan's head is replaced by an infantry assault compartment which can be used to deploy troops onto terrain that rises high above the battlefield.

\*Corvus (12)

## Command Head

Some titans are outfitted to act as the lead machine in a formation and as such their auspexes, relays and cogitators are upgraded with the best patterns available.

If multiple Warlords are present, only one may take a command head. The command head allows one of the following improvements to the titan, roll a D6 and consult the following table

- 1 Long Range Auspex (+1 BS on one weapon)
- 2 Ancient pattern MIU (+1 WS)
- 3 Veteran Moderati (+1 on shield recharge rolls)
- 4 Targeting Relay (may add +1 BS to a friendly unit once per turn)
- 5 Aggressive Machine Spirit (may reroll charge moves)
- 6 Veteran Princeps (may take one 6+ invulnerable save per turn)

## Feet Upgrades

Titans are expected to be able to deploy anywhere the Imperium is called to fight, and as long as the ground will support them, they do. To help them stand on a variety of surfaces, specialist feet have been developed for the Warlord.

## Rubble Claws

Rubble claws are essentially additional clawed "toes" on the Warlord's feet which allow it to find purchase and balance on the loosest of surfaces, such as rubble slopes.

A titan fitted with Rubble Claws may reroll Dangerous terrain tests.

## Weapon Upgrades

### Deathstrike Cannon

A large cannon firing a projectile based on the Deathstrike Missile used by the Imperial Guard.

Str 10 Ap 1, Ordnance 1, Apocalyptic Blast, Barrage, Ignores Cover

## Warp Missile

A warp missile uses an imbuilt warp projector to skip in and out of the immaterium as it flies towards its target. This means it is able to bypass void and powershields and strike directly at its target.

Warp Missiles fired at a titan ignore any remaining power or void shields.

Range 48-480"

Str D Ap 2 Primary Weapon, Destroyer, large blast, Single Shot

## Trident

Occasionally a titan will go out of control as its Machine Spirit overcomes the safeguards of the MIU and engulfs the mind of the Princeps. Since there is little that can restrain a titan, save another titan, the Trident was developed as a means to harpoon the rampaging titan and drag it to a halt, or better yet pull it over so that it can be deactivated once it is prone.

Range 18"

Str 10 Assault 1 \*Ursus Claw

## Harpoon Missile

Intended as an upgrade of the Trident, the Harpoon Missile adds capability to shutdown the MIU on the targeted titan. It does this by incorporating sophisticated electronics into the barbs that spring out of the missile, once it has penetrated the armour of the target. Since most Chaos titans have a corrupted MIU, the Harpoon Missile usually cannot manage to shut down the titan for any length of time, but even a short period of confusion on the targeted titan can be exploited by a skilful crew.

Any titan that takes damage from a Harpoon cannot move, and may only make snapshots the following turn as its crew fight off the shutdown commands coming from the missile **embedded in their machine**.

Range 24"

Str 10 Assault 1 \*Ursus Claw, Single shot

## Corvus Assault Pod

A larger version of the Corvus Assault head, the pod is usually mounted in place of one of the titans' arm weapons.

\*Corvus (20)

## Barrage Missile Launcher

A large missile launcher, with sufficient ammunition to pump out multiple salvos in a short space of time.

Str 9, Ap 2, Barrage 3, 7" blast

## New Titan Universal Special Rules

### \*Corvus (X)

Assault vehicle, capacity X, can only deploy to the upper floors/roof of buildings.

### \*Ursus Claw

Ursus Claw weapons are titan scaled harpoons, designed to pierce and drag enemies into combat or other unfavourable circumstances.

These weapons are fired as a normal ballistic attack and wounds/penetrations resolved as normal. If an Ursus Claw causes a penetrating hit/wound on the target then it has been impaled and can be dragged towards the firer.

The target is dragged, in a straight line towards the firing titan for a distance of 3D6 inches. If the target ends in base contact with the titan, then the titan counts as having charged the target.

Impaled models cannot be dragged through impassable terrain or gaps through which they couldn't fit. If the dragged model is a vehicle and it hits another vehicle, then treat it as having rammed that vehicle and resolve damage as normal. If a ram occurs, then this ends the drag move. If the dragged model is not a vehicle, it is assumed to be dragged over the intervening vehicle. If the model is dragged through non vehicle units, then they will simply move out of the way (the winch pulls quite slowly), so leave them on the table as they were. If the impaled model ends its drag move amongst other non vehicle models then reposition them so that they are 1" away from the impaled model.

The size of the target that can be successfully dragged is dependent on the size of the firing titan. A target that has less hull points than the firer (when both are full HP) can always be dragged the 3D6 inches. If the firer has less HP than the target, consult the table below for the distance the target can be dragged:

Target is more HP than the firer, but less than twice the HP: 2D6"

Target is twice the HP of the firer, but less than three times the HP: 1D6"

Target is three times the HP of the firer : target cannot be dragged

For monstrous and gargantuan creatures, use their wounds characteristic x 2 for their HP equivalent value.

### \*Spotter

A spotter vehicle has targetting arrays and uplinks that are slaved to a particular firing platform (vehicle/titan/emplacement etc). As long as the spotter is alive, the firing platform may engage targets indirectly, counting as being able to see the target, if the spotter has line of sight to the target. Maximum and minimum range restrictions still apply if the firing platform has any.

## Chaos Warlords

The following amendments are designed to be used with GW's Banelord datasheet to represent non-Khornate titans. Each titan has stats for a new head, which replaces the Bloodletter head, and new patronic power which replaces the Runes of the Blood God rule.

### Plaguelord

*Plaguelord Head*

*Corrosive Spray Cannon*  
*Hellstorm Template Str 5 AP3*

*Nurgling Infestation*

*Any unit assaulting the Plaguelord will be attacked by Nurglings. The enemy unit will be hit by D6 Strength 3 hits at initiative 3, even if the Plaguelord is destroyed.*

### Warplord

*Warplord Head*

*The titan's head contains a Sorcerer or indeed in some cases, the titan is itself a warp weaver. The titan counts as having a mastery level of 3, and can chose powers for the Tzeentch power list in Codex Chaos Daemons.*

*Heavily Warded*

*An additional D6 is rolled when countering any psychic attack that targets the Warplord. This D6 is in addition to any assigned from the player's pool of psychic dice, and may even be used when the pool of psychic dice is empty.*

### Painlord

*Painlord Head*

*Doom Siren*  
*Hellstorm Template Str 5 AP3 Assault 1*

*Sensuous Glide*

*The Painlord rolls an extra D6 when it charges, and adds the extra distance rolled to its charge*

## Reaver and Ravager Titans

Smaller than the Warlord, the Reaver and its fallen counterpart: the Ravager are still formidable weapons of war. Whilst they only mount 3 weapon systems and lack the capacity to mount head and carapace upgrades they can be found with some variation.

The following upgrades can be used on Reaver/Ravager class titans, replacing one weapon system on the GW supplied datasheet.

The carapace weapon can be replaced with any of the following for no points increase:

Warp Missile  
Harpoon Missile  
Trident  
Barrage Missile Launcher

The carapace weapon can be replaced with the following for a 150 point reduction in cost.

Devotional Bell or Banner

The arms weapons can be replaced with any of the following for no points increase:

Trident

## Warhound and Feral Titans

Intended as a scouting titan the Warhound and its Chaos equivalent, the Feral class titan are smaller again than the Reaver, and as such can only mount 2 weapon systems.

The following upgrades can be used on Warhound/Feral class titans in place of one of the weapon arms on the GW supplied datasheet at no increase in points.

Trident

### Warhound Trident Hunting Pack Formation

The deployment of Warhound in pairs is usual practice, but when they are fitted Tridents, several hunting groups often combined to form larger hunting groups. The combined effect of several smaller titans impaling a bigger one with their Tridents is much amplified from the efforts of a single engine.

Armoured Spearhead

3-5 Warhound/Feral titans each with a Trident

Special Rules

If the Warhounds are in Broadsword Formation, then they may combine their Tridents to pull a single enemy model. The range to the target is measured from the centre of the formation's frontage, and only one roll to hit is undertaken. If the target is hit, then the combined starting hull points value of the all Warhounds are used to calculate dragging distance.