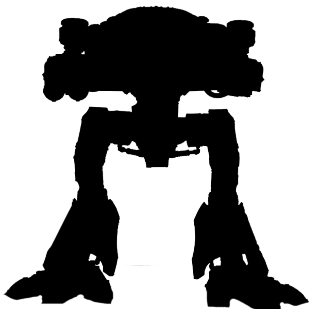


WARHOUND TITAN

The Warhound Titan consists of 1 Warhound Titan.



Point Value 400

WARHOUND TITAN

Break Point -: Per Engine

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

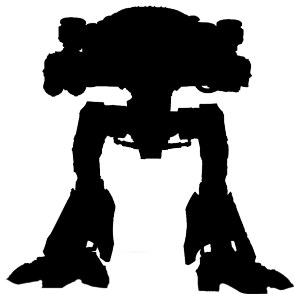
Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Warhound Scout Titan	25	2+	6/-4	9	3	2	2	400 4VP

Victory 4 Points

Your opponent gains - 4VP for each Engine destroyed

WARHOUND PACK

The Warhound Pack consists of 2 Warhound Titans.



Point Value 800

WARHOUND PACK

Break Point -: Per Engine

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

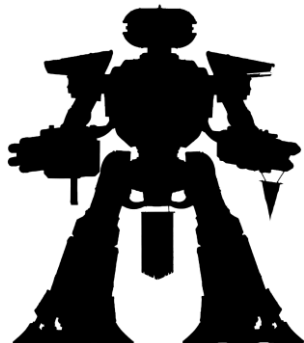
Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Warhound Scout Titan	25	2+	6/-4	9	3	2	2	400 4VP

Victory Points 8

Your opponent gains - 4VP for each Engine destroyed

REAYER TITAN

The Reayer Titan consists of 1 Reayer Titan.



Point Value 850

REAYER TITAN

Break Point -: Per Engine

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Reayer Titan	15	1+	12/-5	20	8	4	3	850 9VP

Victory Points 9

Your opponent gains - 9VP for each Engine destroyed

WARBRINGER NEMESIS TITAN

The Warbringer Nemesis Titan consists of 1 Warbringer Nemesis Titan.



Point Value 1000

WARBRINGER NEMESIS TITAN

Break Point -: Per Engine

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Warbringer Nemesis Titan	10	1+	13/-5	19	9	6	3	1000 10VP

Victory Points 10

Your opponent gains - 10VP for each Engine destroyed

WARLORD TITAN

The Warlord Titan consists of 1 Warlord Titan.



Point Value 1200

WARLORD TITAN

Break Point -: Per Engine

Morale Value -: Titans do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Mars Alpha Pattern Warlord	15	1+	16/-5	28	12	6	4	1200 12VP

Victory Points 12
Your opponent gains - 12VP for each Engine destroyed