



TITAN COMPANY FORMATIONS

LEGIO TITANICUS GENRAL RULES

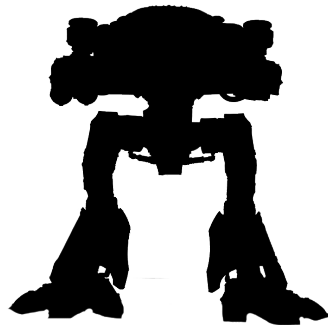
(FACTION VALUE NONE)

Army to Hit Value is: 5+

There is no faction value for titans. All ability is calculated into their cost already.

WARHOUND MANIPLE

The Warhound Maniple consists of 3 Warhound Titans.



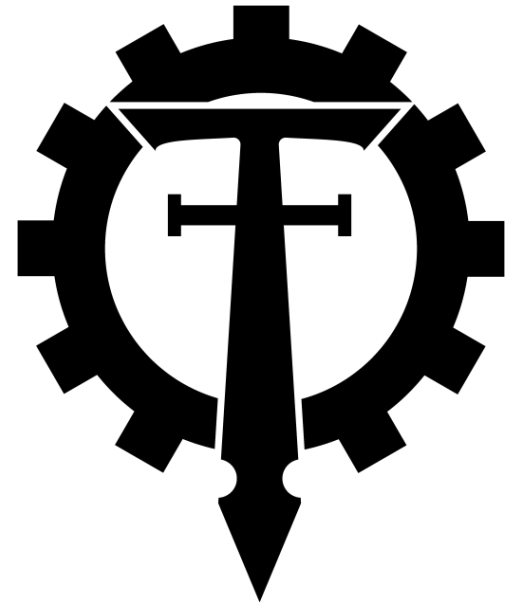
Point Value 1200

WARHOUND MANIPLE

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	4	2	2	400 4VP

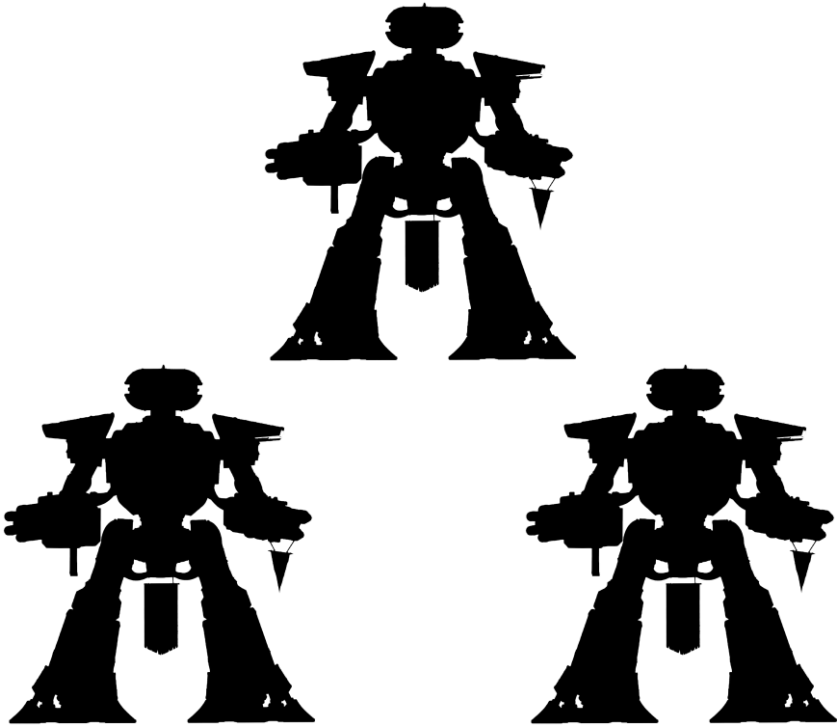


Victory Points 12

Your opponent gains - 4VP for each Engine destroyed

REAYER MANIPLE

The Reaver Maniple consists of 3 Reaver Titans.



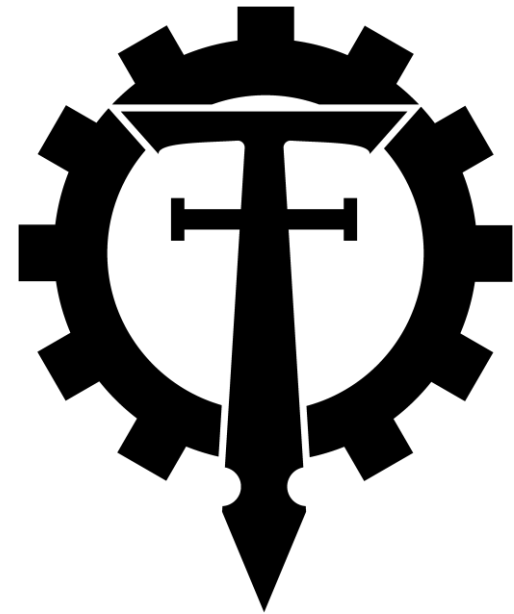
Point Value 2550

REAYER MANIPLE

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
Reaver Titan	15	1+	12/-5	20	8	4	3	850 9VP

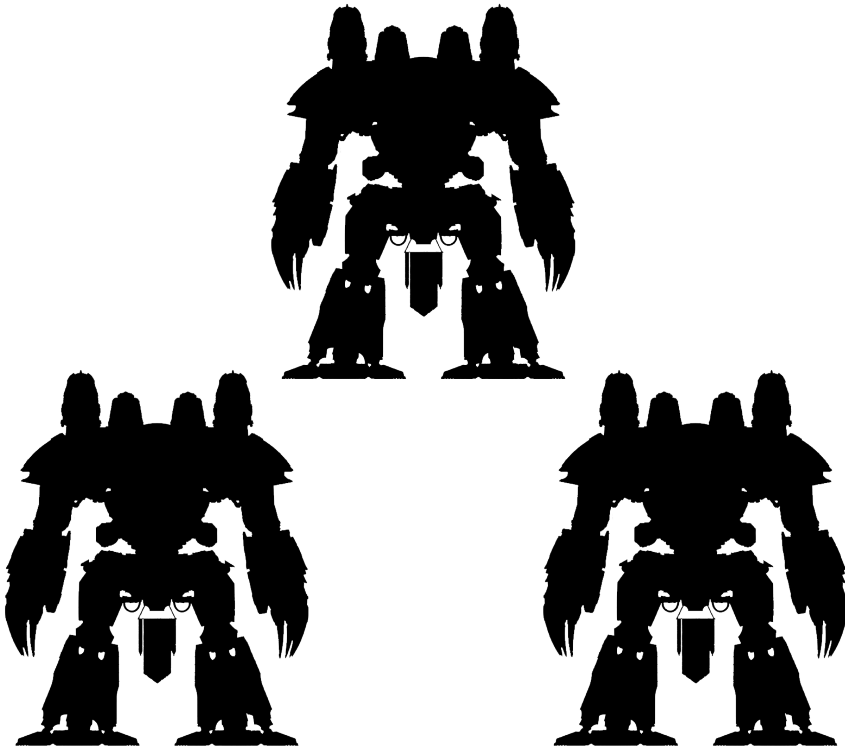


Victory Points 27

Your opponent gains - 9VP per Engine destroyed

WARLORD MANIPLE

The Warlord Maniple consists of 3 Warlord Titans.



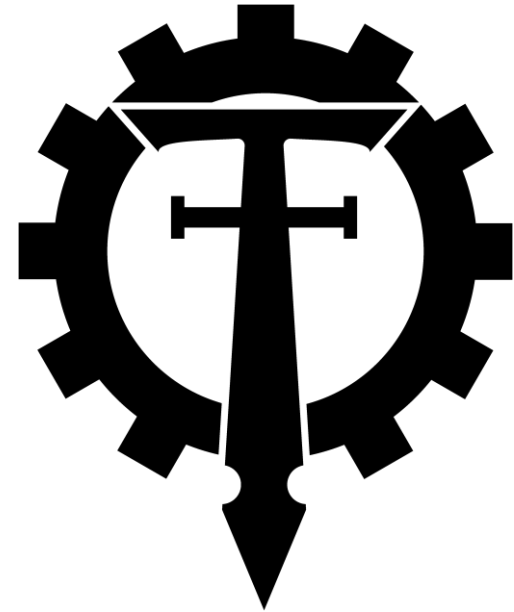
Point Value 3600

WARLORD MANIPLE

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

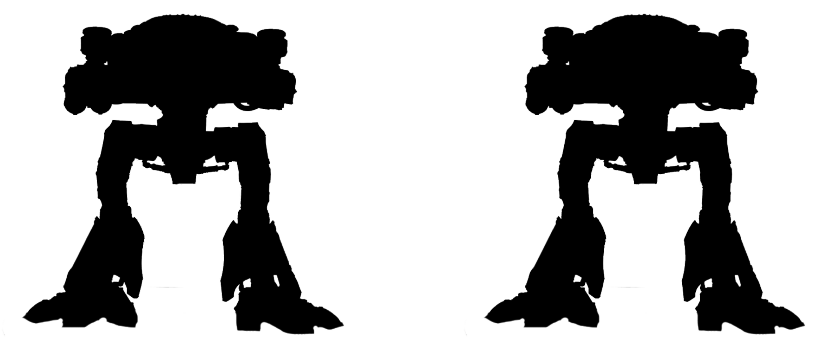


Victory Points 36

Your opponent gains - 12VP per Engine destroyed

WARHOUND MANIPLE

The Warhound Maniple consists of 2 Warhound Titans.



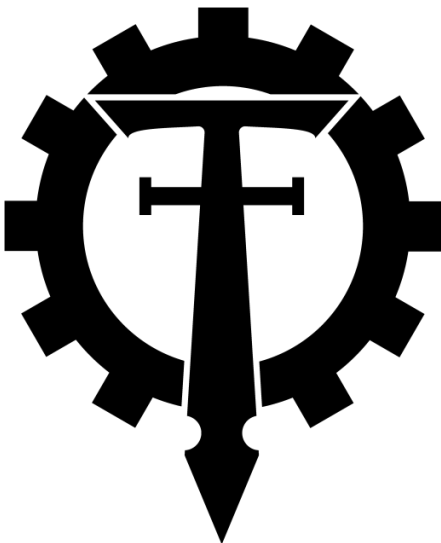
Point Value 800

WARHOUND MANIPLE

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	4	2	2	400 4VP

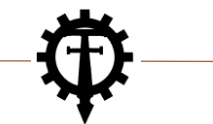
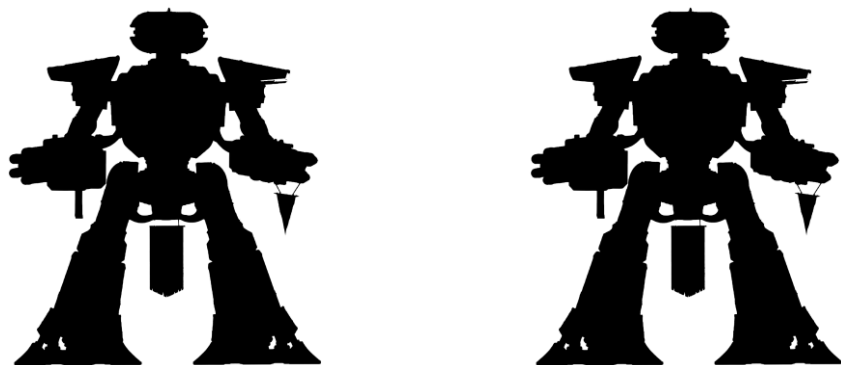


Victory Points 8

Your opponent gains - 4VP for each Engine destroyed

REAYER MANIPLE

The Reaver Maniple consists of 2 Reaver Titans.



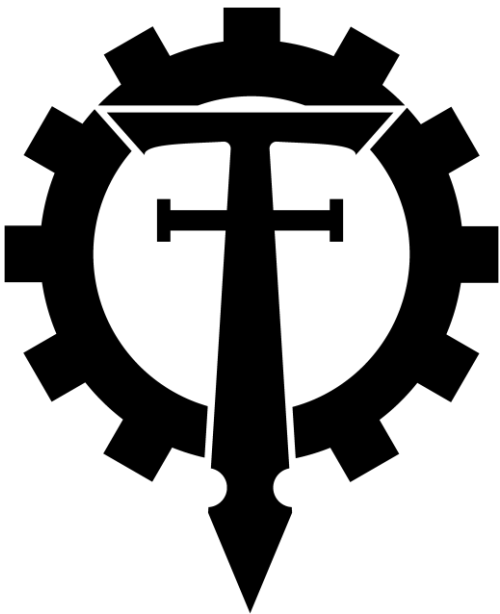
Point Value 1700

REAYER MANIPLE

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
Reaver Titan	15	1+	12/-5	20	8	4	3	850 9VP

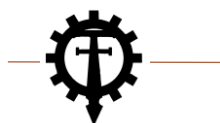
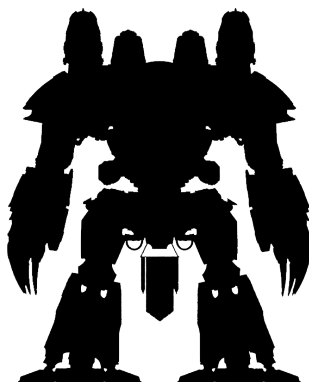
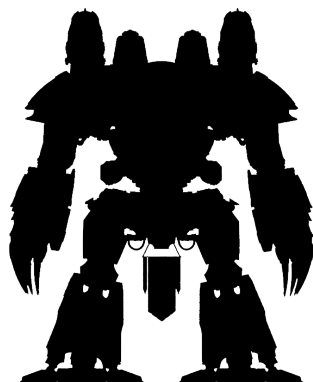


Victory Points 17

Your opponent gains - 9VP per Engine destroyed

WARLORD MANIPLE

The Warlord Maniple consists of 2 Warlord Titans.



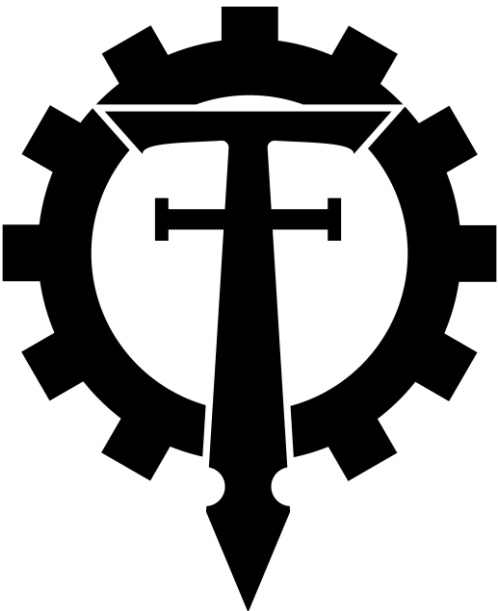
Point Value 2400

WARLORD MANIPLE

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

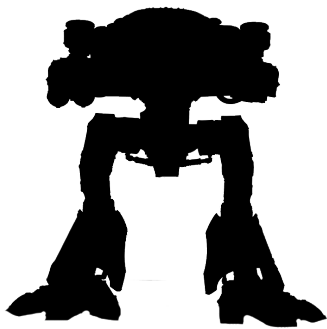
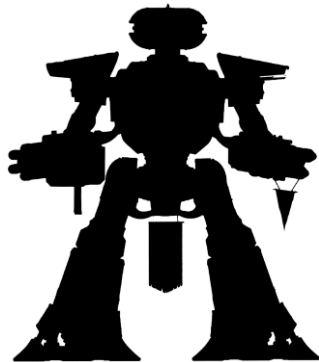


Victory Points 24

Your opponent gains - 12VP per Engine destroyed

STRIKE MANIPLE

The Strike Maniple consists of 1 Reaver Titan and 2 Warhound Titans.



Point Value 1650

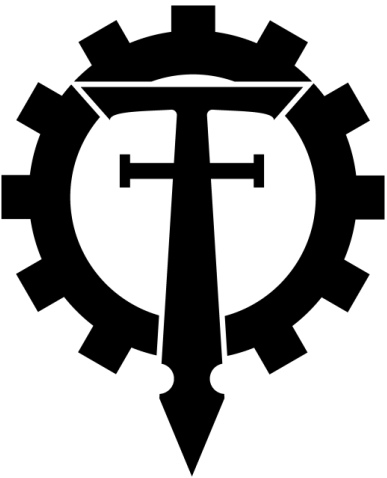
STRKE MANIPLE

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
Reaver Titan	15	1+	12/-5	20	8	4	3	850 9VP

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

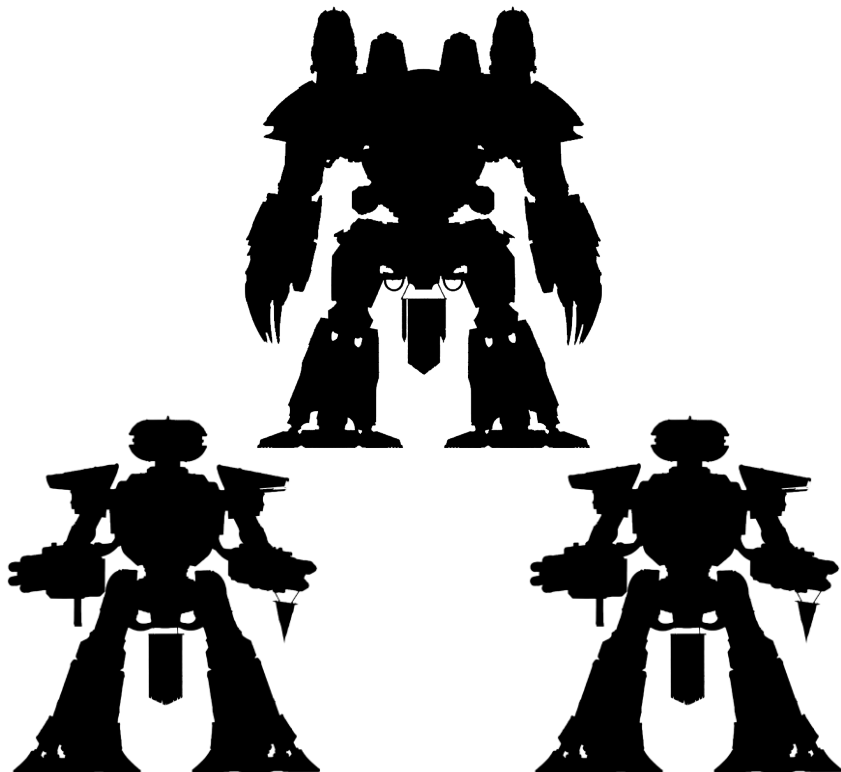


Victory Points 17

Your opponent gains - 4VP per Warhound and 9VP per Reaver Engine destroyed

BATTLE MANIPLE

The Battle Maniple consists of 1 Warlord Titan and 2 Reaver Titans.



Point Value 2100

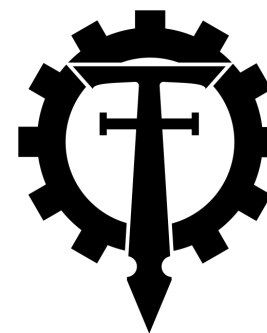
BATTLE MANIPLE

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

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



Victory Points 21

Your opponent gains - 12VP per Warlord and 9VP per Reaver Engine destroyed