

IMPERIUS DOMINATUS

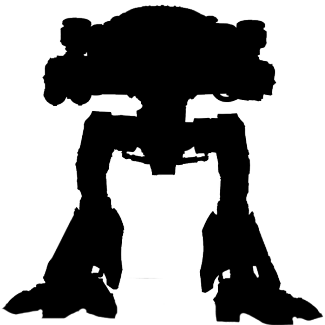
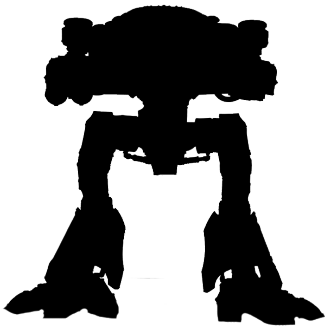
TITAN SPECIAL FORMATIONS

V 1.1

SPECIAL CARD

WARHOUND MANIPLE

The Warhound Maniple consists of 3 Warhound Titans.



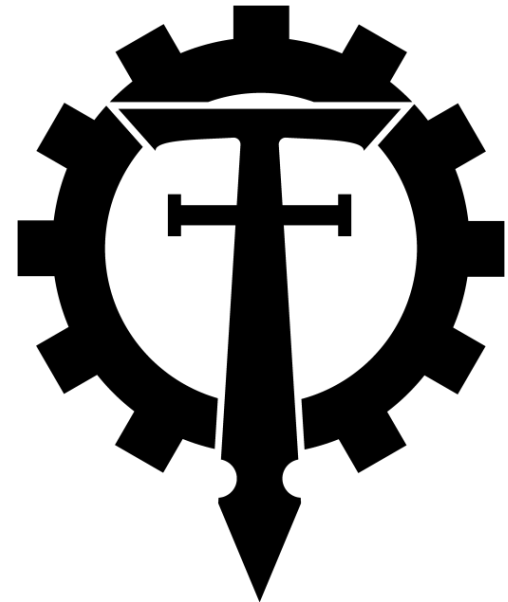
Point Value 1200

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	10	4	2	2	400 4VP



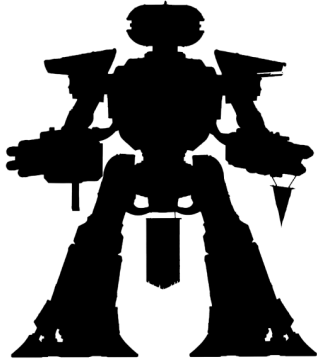
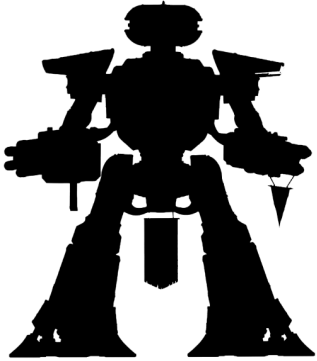
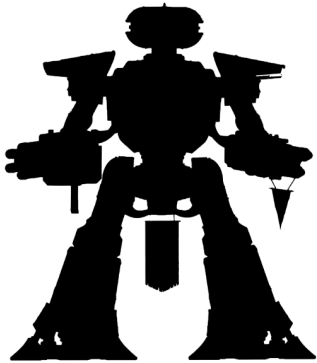
Victory Points 12

Your opponent gains - 4VP for each Engine destroyed

SPECIAL CARD

REAYER MANIPLE

The Reaver Maniple consists of 3 Reaver Titans.



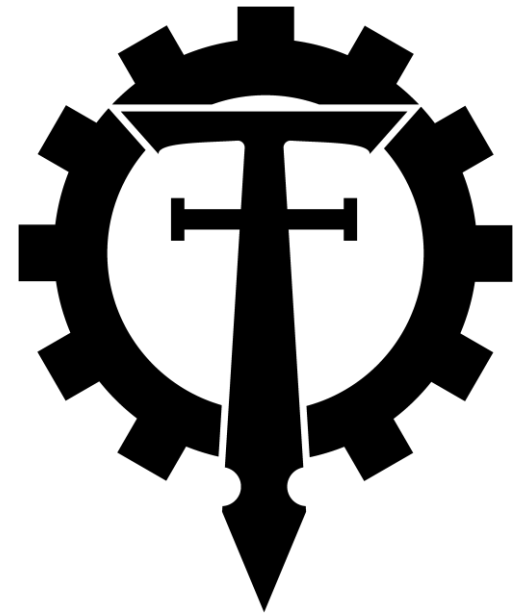
Point Value 2250

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	20	1+	12/-5	20	8	4	3	750 8VP



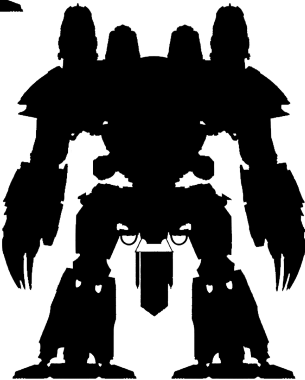
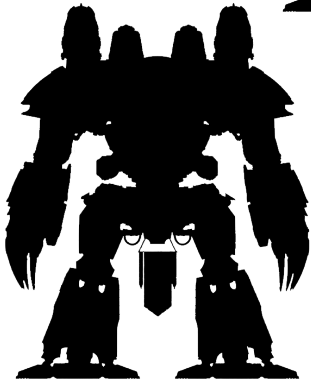
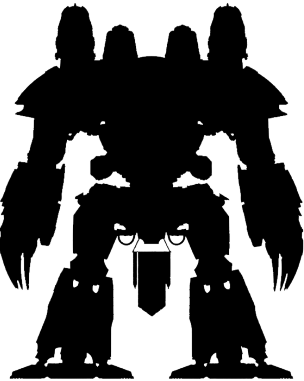
Victory Points 24

Your opponent gains - 8VP per Engine destroyed

SPECIAL CARD

WARLORD MANIPLE

The Warlord Maniple consists of 3 Warlord Titans.



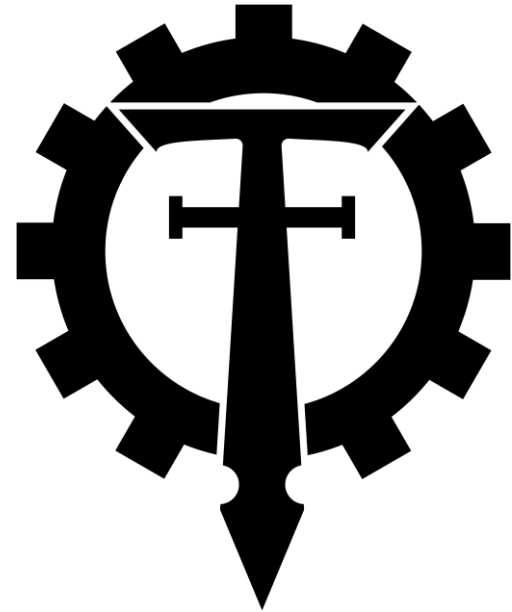
Point Value 3600

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



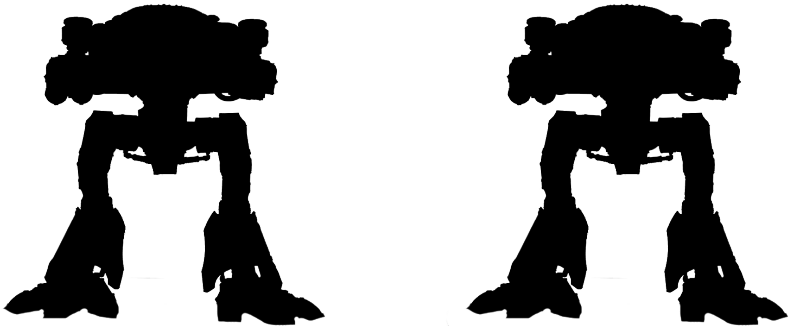
Victory Points 36

Your opponent gains - 12VP per Engine destroyed

SPECIAL CARD

WARHOUND MANIPLE

The Warhound Maniple consists of 2 Warhound Titans.



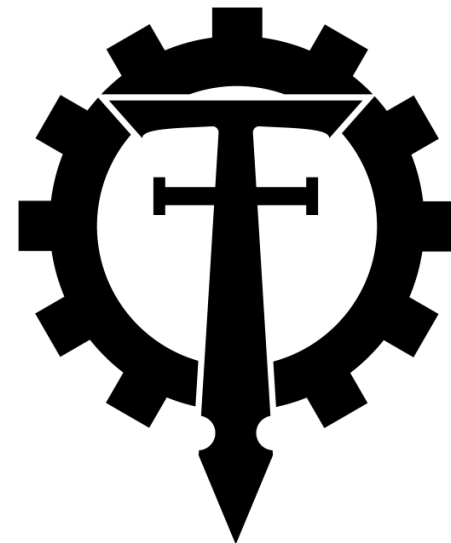
Point Value 800

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	10	4	2	2	400 4VP



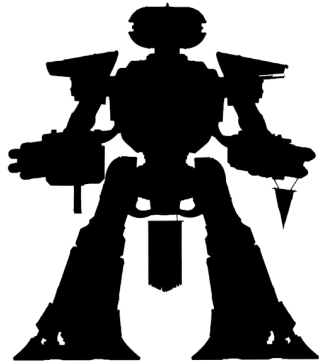
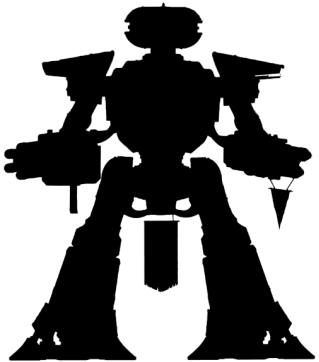
Victory Points 8

Your opponent gains - 4VP for each Engine destroyed

SPECIAL CARD

REAVER MANIPLE

The Reaver Maniple consists of 2 Reaver Titans.



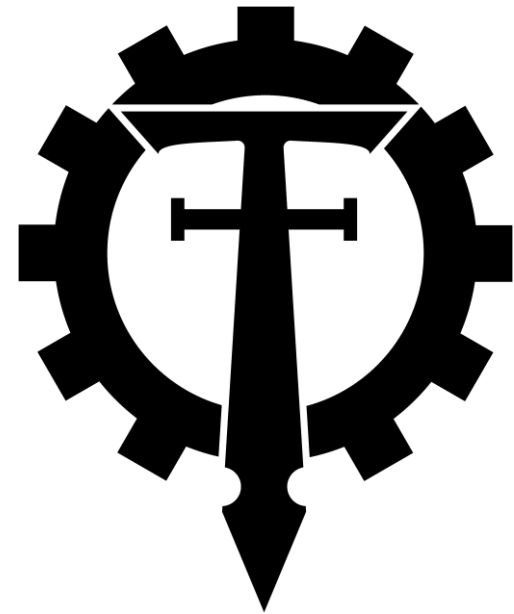
Point Value 1500

REAVER 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	20	1+	12/-5	20	8	4	3	750 8VP



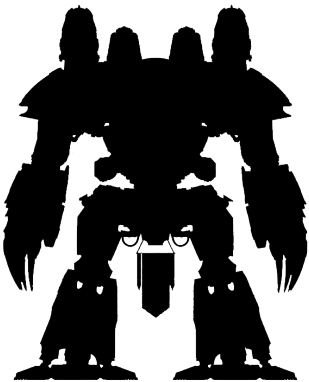
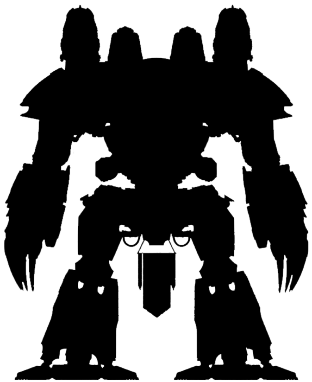
Victory Points 16

Your opponent gains - 8VP per Engine destroyed

SPECIAL CARD

WARLORD MANIPLE

The Warlord Maniple consists of 2 Warlord Titans.



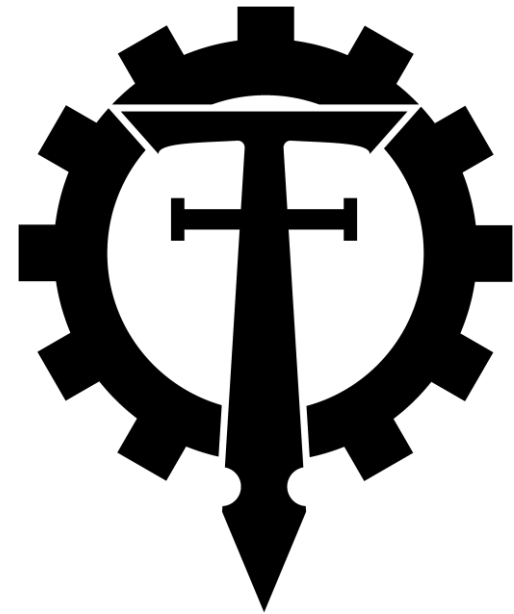
Point Value 2400

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



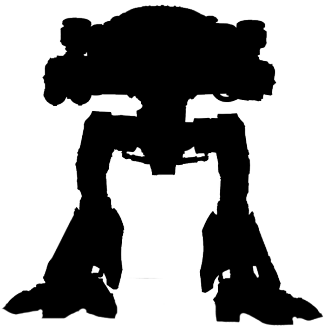
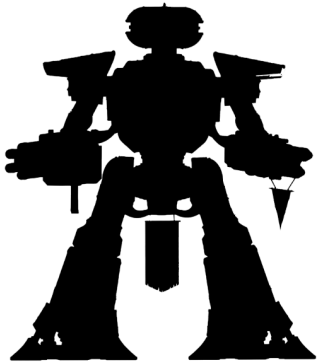
Victory Points 24

Your opponent gains - 12VP per Engine destroyed

SPECIAL CARD

STRIKE MANIPLE

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



Point Value 1550

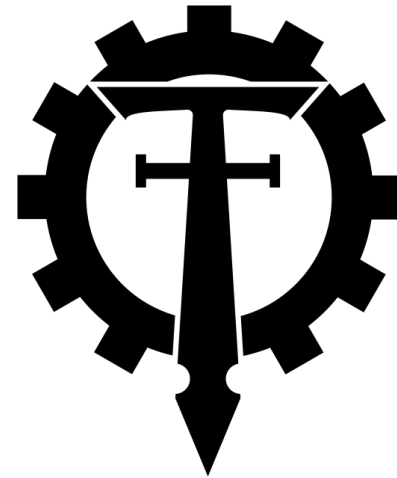
STRKE MANIPLE

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	20	1+	12/-5	20	8	4	3	750 9VP

Type	Move	AV	CAF	Power Value	DR	Shields	Weapons Load	Cost
Warhound Scout Titan	25	2+	6/-4	10	4	2	2	400 4VP



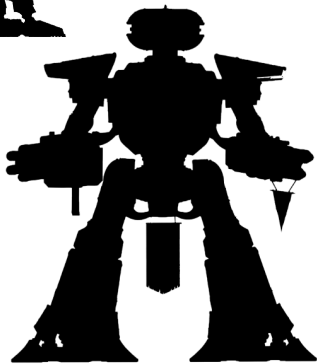
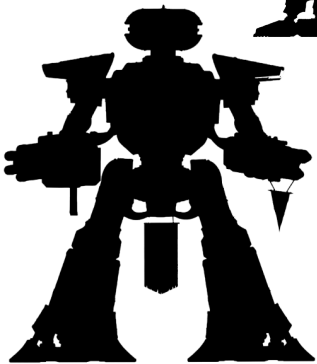
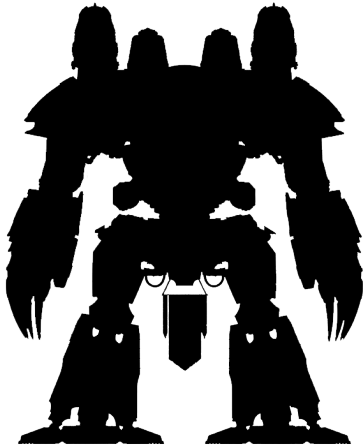
Victory Points 16

Your opponent gains - 4VP per Warhound and 8VP per Reaver Engine destroyed

SPECIAL CARD

BATTLE MANIPLE

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



Point Value 2700

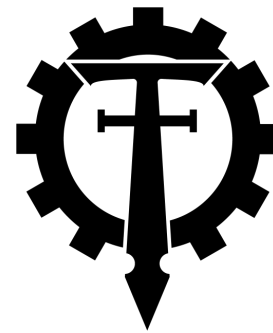
BATTLE MANIPLE

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	20	1+	12/-5	20	8	4	3	750 8VP



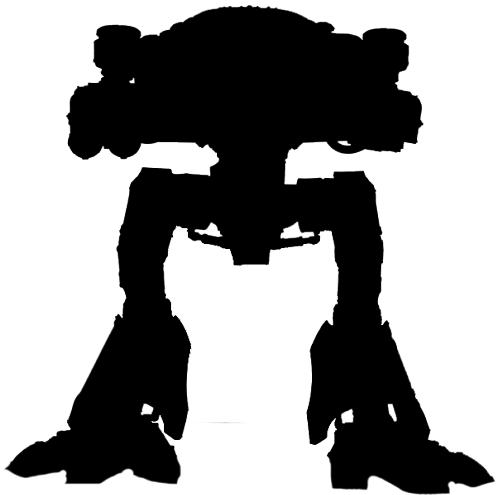
Victory Points 28

Your opponent gains - 12VP per Warlord and 8VP per Reaver Engine destroyed

SPECIAL CARD

WARHOUND TITAN

The Warhound Titan consists of 1 Warhound Titan.



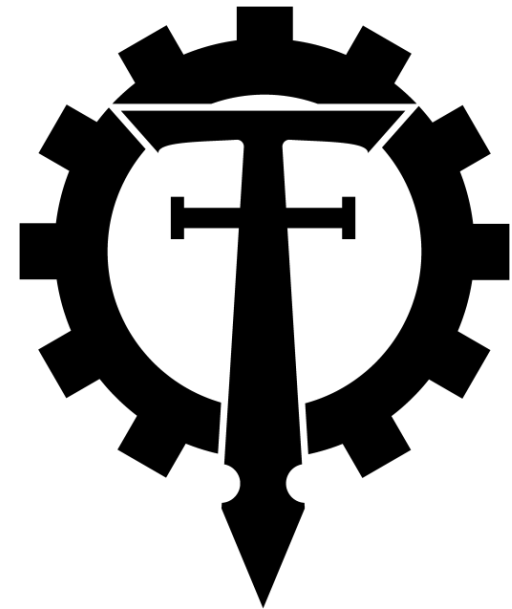
Point Value 400

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	10	3	2	2	400 4VP



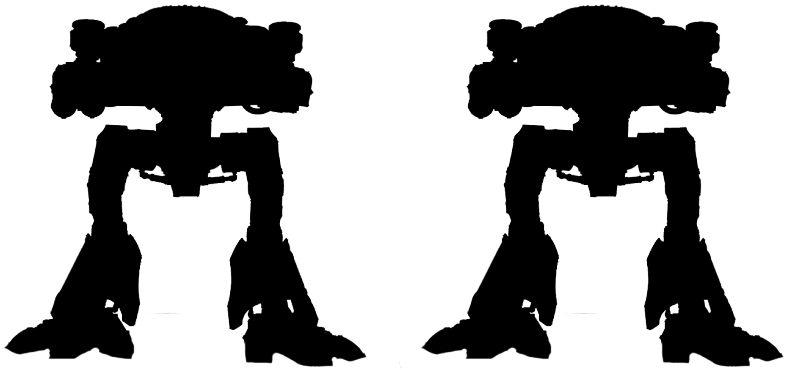
Victory Points 4

Your opponent gains - 4VP per Engine destroyed

SPECIAL CARD

WARHOUND PACK

The Warhound Pack consists of 2 Warhound Titans.



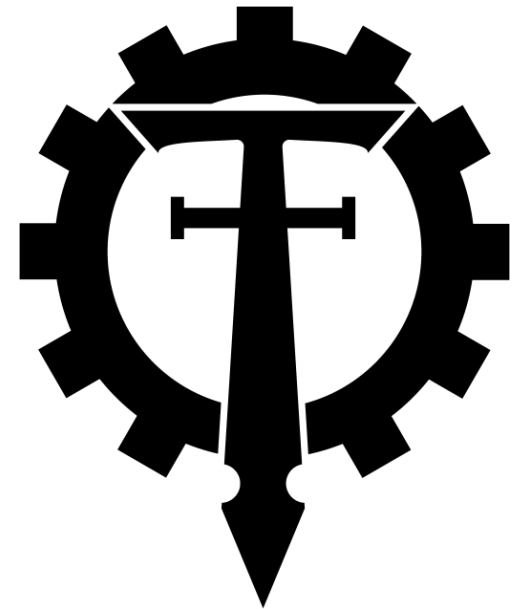
Point Value 800

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	10	3	2	2	400 4VP



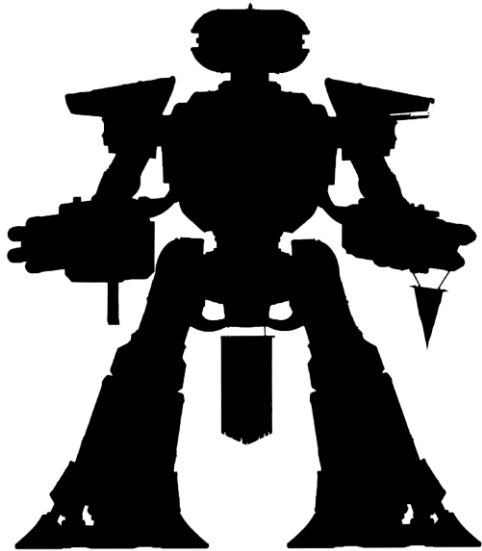
Victory Points 8

Your opponent gains - 4VP per Engine destroyed

SPECIAL CARD

REAYER TITAN

The Reayer Titan consists of 1 Reayer Titan.



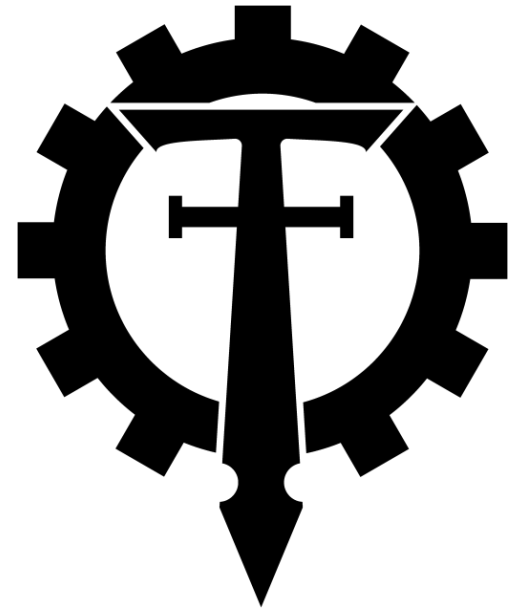
Point Value 750

REAYER TITAN

Break Point -: The Reayer Titan is broken when it is destroyed.

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	20	1+	12/-5	20	8	4	3	750 8VP



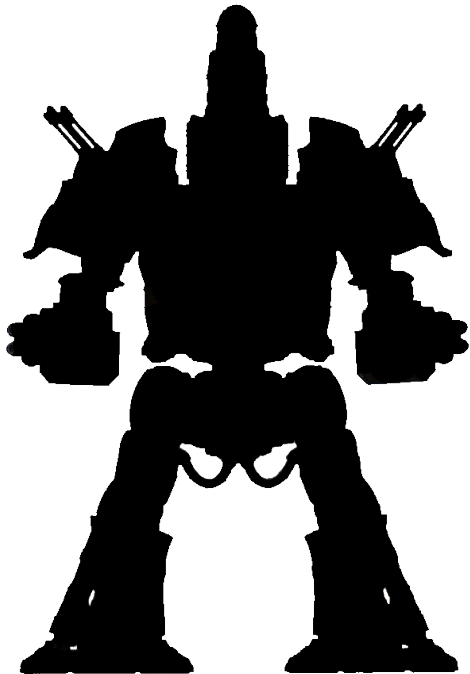
Victory Points 8

Your opponent gains - 8VP per Engine destroyed

SPECIAL CARD

WARBRINGER NEMESIS TITAN

The Warbringer Nemesis Titan consists of 1 Warbringer Nemesis Titan.



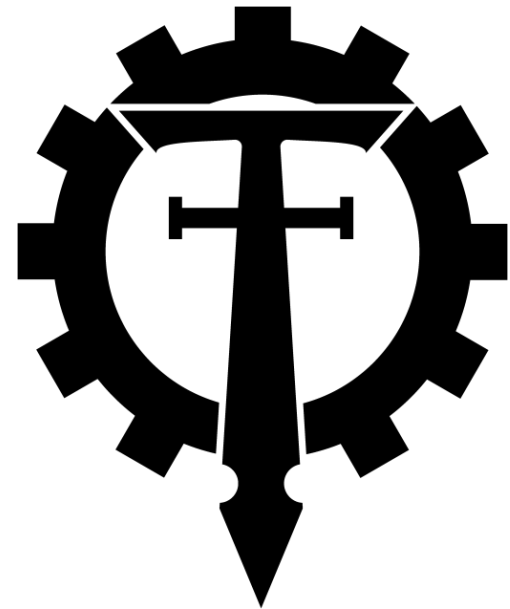
Point Value 1000

WARBRINGER NEMESIS TITAN

Break Point -: The Warbringer Nemesis Titan is broken when it is destroyed.

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	20	10	6	3	1000 10VP



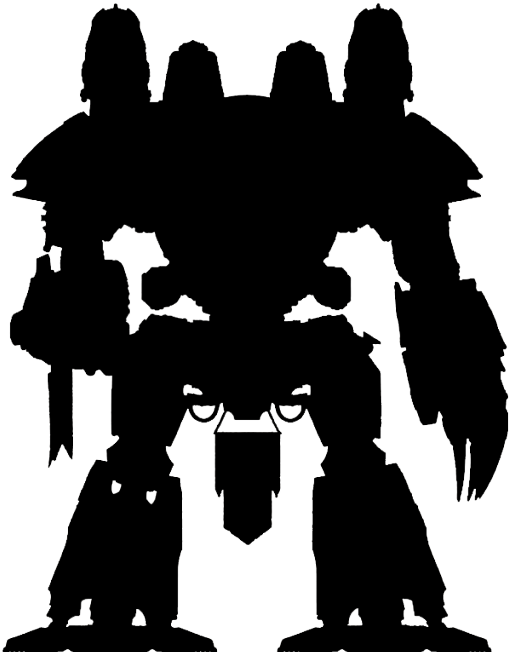
Victory Points 10

Your opponent gains - 10VP per Engine destroyed

SPECIAL CARD

WARLORD TITAN

The Warlord Titan consists of 1 Warlord Titan.



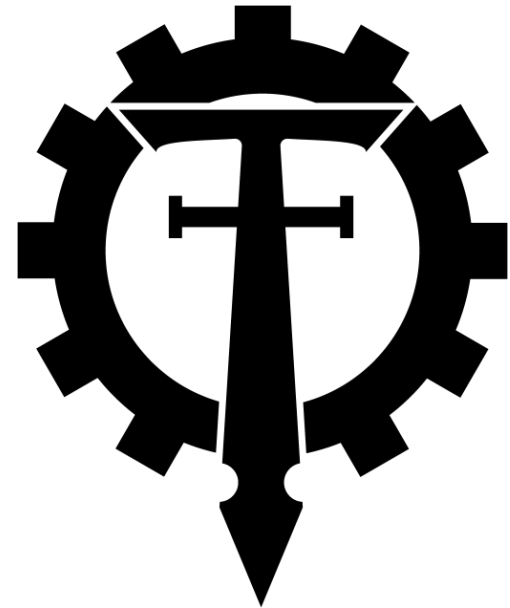
Point Value 1200

WARLORD TITAN

Break Point -: The Warlord Titan is broken when it is destroyed.

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



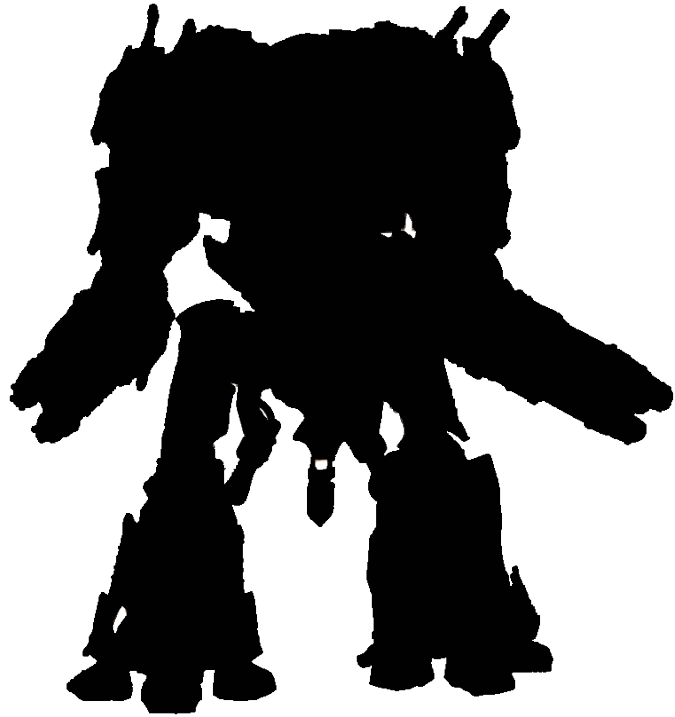
Victory Points 12

Your opponent gains - 12VP per Engine destroyed

SPECIAL CARD

WARMASTER TITAN

The Warmaster Titan consists of 1 Warmaster Titan.



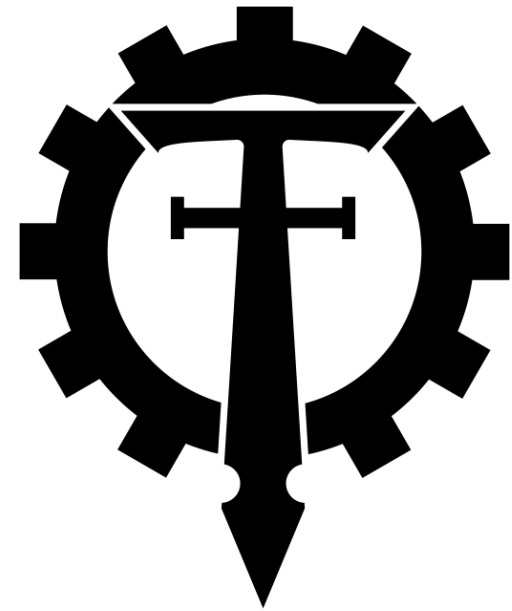
Point Value 2200

WARMASTER TITAN

Break Point -: The Warmaster Titan is broken when it is destroyed.

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
Warmaster	10	0+	20/-5	36	18	7	4	2200 22VP



Victory Points 22

Your opponent gains - 22VP per Engine destroyed

SPECIAL CARD

IMPERATOR TITAN

The Emperor Titan consists of 1 Emperor Titan.



Point Value 3400

IMPERATOR TITAN

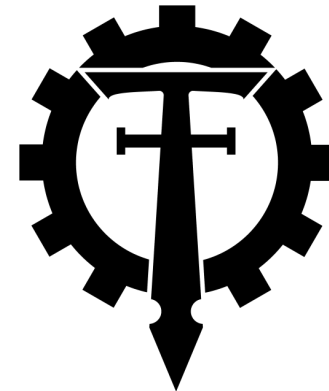
Break Point -: The Emperor Titan is broken when it is destroyed.

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
Emperor	10	0	28/-6	1 Surplus	30	12	Fixed	3400 34VP

Emperor Class Titan.

- Transport Capacity is 25. Up to 10 stands may fire according to the orders given.
- Emperors gains 1 Surplus power points per game turn to use on its systems. Consult the Emperor System Power Usage table.



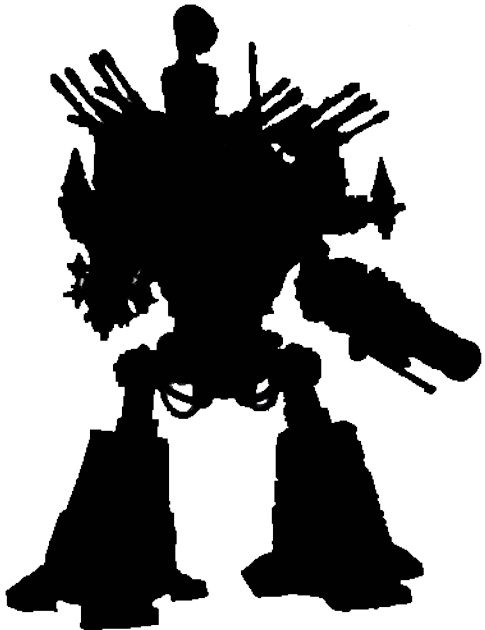
Victory Points 34

Your opponent gains 34 VP when this model is destroyed

SPECIAL CARD

WARMONGER TITAN

The Warmonger Titan consists of 1 Warmonger Titan.



Point Value 3400

WARMONGER TITAN

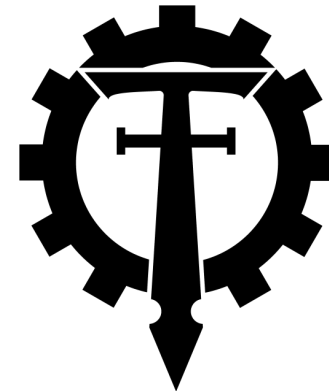
Break Point -: The Warmonger Titan is broken when it is destroyed.

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
Warmonger	10	0	24/-6	1 Surplus	30	12	Fixed	3400 34VP

Warmonger Class Titan.

- Transport Capacity is 15. Up to 6 stands may fire according to the orders given.
- Warmonger gains 1 Surplus power points per game turn to use on its systems. Consult the Emperor System Power Usage table.



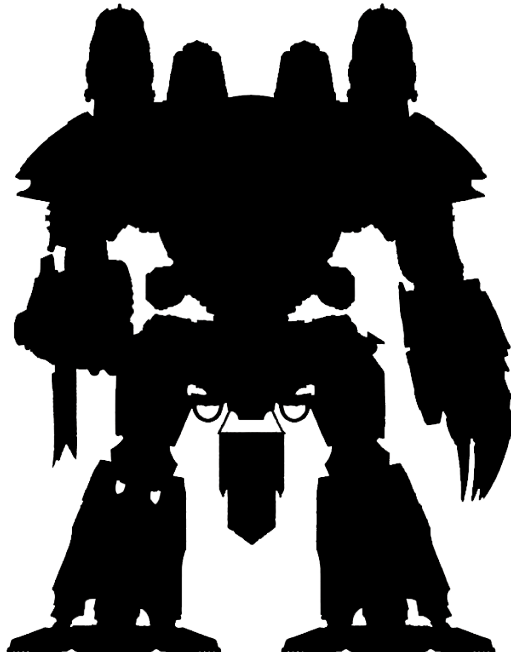
Victory Points 34

Your opponent gains 34 VP when this model is destroyed

SPECIAL CARD

WARLORD SINISTER PATTERN BATTLE PSI-TITAN

The Warlord Sinister Pattern Battle Psi-titan consists 1 Warlord Sinister Pattern Battle Psi-titan.



Point Value 1800

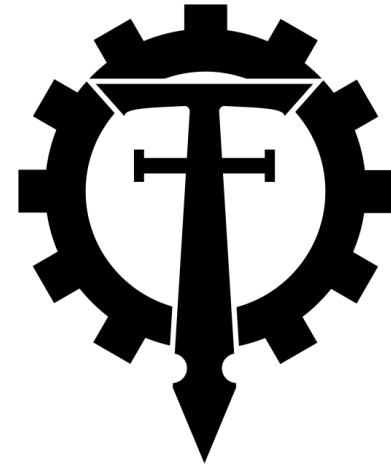
WARLORD SINISTER PATTERN BATTLE PSI-TITAN

Break Point -: The Warlord Sinister Pattern Battle Psi-titan is broken when it is destroyed.

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

Type	Mv	Sv	CAF	Power Value	DR	Shields	Weapons Load	Cost
Warlord Sinister Pattern Battle Psi-Titan	15	1+	16/-5	16	12	6	4	1800 18VP

The Warlord Sinister Pattern Battle Psi-Titan must take the Sinistramanus Tenebrae weapon on one of its arm weapon mounts. This titan has 16 surplus power points to spend on the remaining 3 weapon points.



Victory Points 18

Your opponent gains 18 VP when Engine is destroyed