

POINTS: 1500

The Reaver battle titan is an ancient design of the Adeptus Mechanicus. It has laid waste of the enemies of Mars since before the founding of the Imperium. The Reaver is classified as a medium battle titan. It fills a middleweight role, being larger and more heavily armed than the smaller Warhound scout titans, yet is smaller and less formidjable than the newer Warlord class battle titans.

Reavers are most often used for rear-line fire support duties on the battlefield. Usually armed with a set of long-range weapons, a Reaver will deploy directly behind the main front line, and pulverize key enemy elements that prove difficult for the standard army. While the larger Warlords wade directly into the enemy lines, and the smaller pairs of Warhounds range far ahead to hit the enemy flanks, it is the old reliable Reaver, who safeguards his infantry's rear lines, and clears the path for their advance.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	14	12	1	2

UNIT: 1 Reaver Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

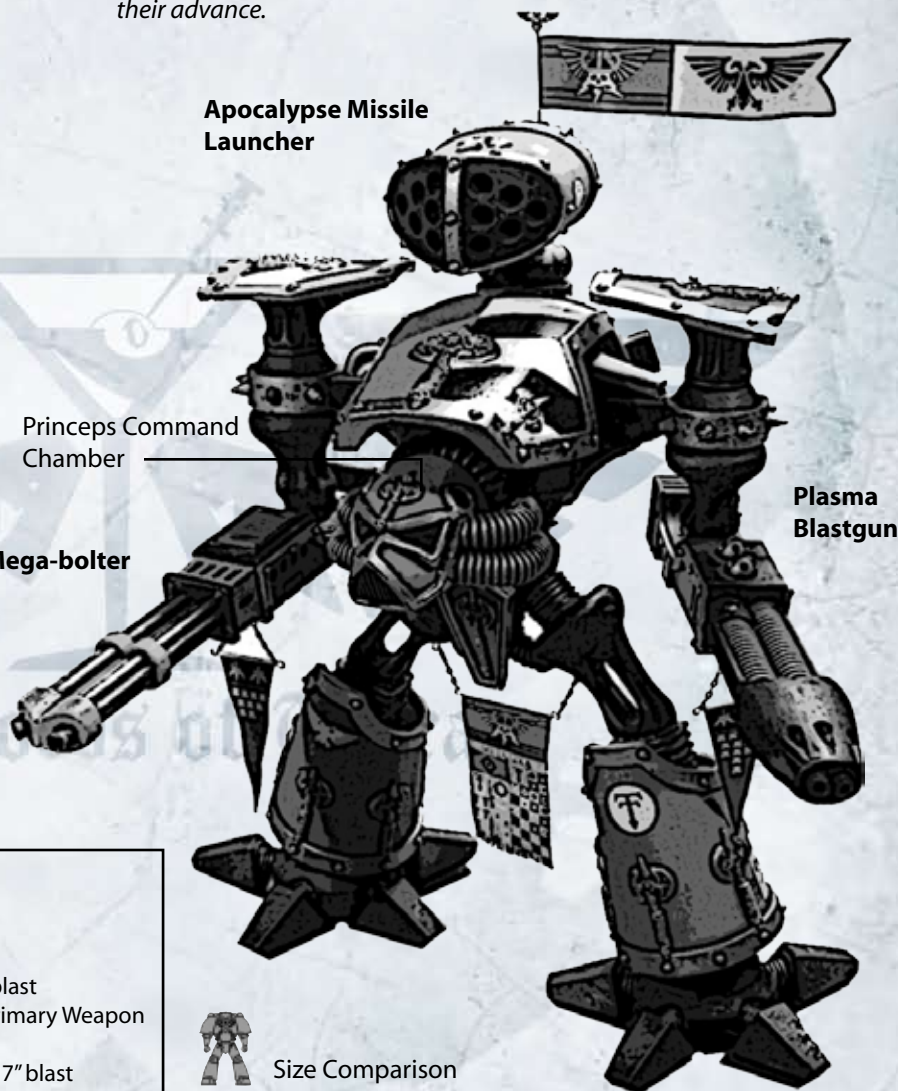
WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter;
- Titan close combat weapon

1 carapace weapon from the following list:

- Apocalypse Missile Launcher;
- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Vulcan Mega-bolter;



WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5"blast Destroyer, Primary Weapon
Plasma Blastgun* (rapid)	72"	8	2	Ordnance 2, 7"blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10"blast Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon
Apocalypse Missile Launcher***	G 24-360 "	7	3	Apocalypse Barrage (5) Primary Weapon

*The Plasma Blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

**** To fire the Inferno Gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other template weapon.**

*** The Apocalypse Launcher fires like an Ordnance Barrage, but does not scatter and instead uses the ApocalypseBarrage marker to determine the fall of its five shots.

SPECIAL RULES:

•**Reactor Meltdown:** If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6d6,"and models within range suffer a Destroyer hit.

• **Towering Monstrosity:** Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers from the following restrictions:

- The carapace weapon of the Reaver has a minimum range of 24"
- The Reaver's Titan close combat weapon can only be used against Gargantuan Creatures and Super-heavy vehicles.