

Castellan Titan [1] - 1040pts

QUALITY	DEFENSE	TOUGH
3+	2+	24

Weapon	RNG	ATK	AP	SPE
Plasma Battle Cannon	30"	A2	4	Blast(6)
Stomp	-	A8	2	-
Volcano Cannon	30"	A4	3	Deadly(3)
Quad Siege Cannon	24"	A4	1	Blast(3)
Fear, Fearless, Tough(24)				

2x Hell Mini-Titan [1] - 520pts

QUALITY	DEFENSE	TOUGH
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Twin Hell Autocannon	36"	A12	2	-
Fear, Fearless, Tough(12)				

2x Glaive Mini-Titan [1] - 460pts

QUALITY	DEFENSE	TOUGH
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Fusion Blaster	24"	A2	4	Deadly(6)
Mini-Titan Sword	-	A6	1	Rending
Stomp	-	A4	1	-
Fear, Fearless, Tough(12)				

Special Rules

AP - Targets get -X to Defense rolls when blocking hits.

Blast - Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Deadly - Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

Fear - Always counts as having dealt +D3 wounds when checking who won melee.

Fearless - Gets +1 to morale tests.

Rending - Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Tough - This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).