

# Grey Knight Titan

**POINTS: 1750**

The Grey Knight Titan is an exceptionally rare combination of teamwork by the Adeptus Mechanicus and the Inquisition. Often Millennia of planning and construction go into creating a single war machine. The most used of these Titans are still those still around from the Great Heresy.

Glorier Fides was one of two mighty titans built to serve the Grey Knights in their fight against heretics. His sister machine was destroyed during the Great Heresy which leaves Glorier a very rare and very powerful weapon to stand against the Forces of Chaos. Armed with a much more powerful version of the Psi-cannon used by Grey Knight troops and fitted with a Titan sized Nemesis Force Weapon Even the monstrous creatures of Chaos stand little chance when facing the Glory of the Machine God Glorier Fides!



**UNIT OR FORMATION:** 1 Grey Knight Titan

**TYPE:** Super-heavy walker

**STRUCTURE POINTS:** 6

**VOID SHIELDS:** 4

WS	BS	S	FRONT	SIDE	REAR	I	A
4	4	10	14	14	12	2	5

**WEAPONS AND EQUIPMENT:**

- Titan Psi-cannon
- Inferno Gun
- Titan Nemesis Force Weapon

**SPECIAL RULES:**

**Aegis Mechanicus:** The Aegis Mechanicus is an Arcane device that suppresses the energies of the warp within a wide area. Roll a dice every time a Psychic test is taken within 36" of the Grey Knight Titan, that power is nullified on a D6 roll of a 2+ (perils of the warp apply as normal). Demons may not enter play within 12" of the Grey Knight Titan. The Aegis Mechanicus also confers a shrouding ability upon the Grey Knight Titan. It functions the same as The Shrouding ability found within Codex: Demonhunters. Whenever Demonic reserves arrive within 48" of the Grey Knight Titan, roll a D6, on a roll of a 4+, the player owning the Grey Knight Titan may choose a new entry point. The new entry point may not be in impassable terrain.

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

**Titan Psi-cannon\***

36"

N/A

N/A

Heavy 1, 7" blast  
Primary Weapon

**Inferno Gun\*\***

Hellstorm

7

3

Heavy 1,  
Primary Weapon

**ADDITIONAL INFO:**

\* If a hit is scored, determine the position of the marker. Models hit suffer instant death on a D6 roll of a 4+ ignoring armour saves (Invulnerable saves apply). Vehicles hit suffer a single penetrating hit (Ignoring defensive fields of any type and auto-glancing abilities such as smoke, hull down, fast moving skimmer, etc.)

\*\* 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.