

Banelord Traitor Titan

Points:2500

The Banelord is one of the most dangerous classes of traitor titan that can cross the path of any enemy. Once, these monstrous constructs were Warlord titans of the Imperium. Sometimes their crews became corrupted by the taint of chaos, possibly during battle, or perhaps their Princeps was a secret chaos worshiper who corrupted or even betrayed his crew. Once the crew had turned to chaos they then will have become addicted to bloodshed and killing, at this point they devoted their mighty machine wholly to Khorne. In a single grotesque ritual they sacrificed a single member of the crew to Khorne using the proscribed death of

888 cuts. This summons a Bloodthirster to possess the titan, and the closing of the ritual is the death of the rest of the crew at the hands of the daemon. A Banelord is a terrifying opponent, striding across the battlefield spitting death and destruction from its mighty weapon batteries. Sometimes the titan is possessed of an insane blood lust and will charge forwards, foregoing all shooting simply in it's desperate rush to get into close combat. A Banelord will typically seek out the most powerful opponent on the battlefield and try to kill it regardless of any risk to itself.



ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	14	14	13	1	6

UNIT: 1 Banelord Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 9

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:

Left arm – Doom Fist (titan CCW, extra attacks already in profile)

Right Arm – Hellstrike Cannon

Carapace – Havoc Missile Launcher

Head – Banelord Cannon

WEAPON	RANGE	S	AP	SPECIAL	SPECIAL RULES
Hellstrike Cannon (rapid)	72"	8	2	Ordnance 3, 7' blast, primary weapon	<p>Doomsday Reactor: The Banelord Traitor Titan receives a +2 modifier when rolling on the catastrophic damage table.</p> <p>Towering monstrosity: <i>Because of it's immense size it is difficult for the Banelord to engage targets that are too close. It suffers from the following restrictions;</i></p> <ul style="list-style-type: none"> -The Doom Fist can only be used against Gargantuan creatures and Super-heavy vehicles. <p>Daemonic possession: The Banelord ignores all 'Driver stunned' and 'Gun crew shaken' results.</p> <p>Runes of the Blood God: Any psyker that targets the Banelord with a psychic power automatically suffers a perils of the warp attack, regardless of whether or not they pass their psychic test.</p> <p>Khornate Rage: <i>The Banelord will sometimes charge towards its enemy in a blood-fuelled rage, eager for combat. It can forego shooting with all but it's Banelord Cannon for an additional D6" of movement.</i></p>
(full)	96"	10	2	Ordnance 2, 10" blast, primary weapon	
Havoc missile launcher*	G24-360"	7	3	Apocalypse barrage (5), primary weapon	
Banelord Cannon	60"	6	3	Heavy 10, primary weapon	
<p>* The havoc missile launcher fires like an ordnance barrage, but does not scatter and instead uses the apocalyptic barrage marker to determine the fall of its five shots.</p>					