



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

## Thank you for playing!

## Background Story

Titan Lords are extremely wealthy individuals that have acquired a taste for war and buy giant titan walkers just to get into combat. Sometimes these lords come together to form alliances that fight under a single banner, however most of them usually fight alongside other armies and races, providing their services in exchange for satisfying their blood lust.

In the rare occasion that they fight in an alliance of only Titan Lords armies consist only of these gigantic walkers, which are extremely powerful and durable in battle. As they come with a variety of weapons designed for anti-infantry and anti-tank roles, they are suitable at fighting against all types of enemies and are a true spectacle to behold.

There are many different titan classes that the lords will use in battle, with the most common ones being the Errant and the Paladin classes, both of which carry powerful anti-tank weapons and massive titan swords.

When one of these beasts falls from the sky you better be ready, because the Titan Lords always mean business.

# GF - Titan Lords v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Glaive Mini-Titan [1]	3+	2+	Fusion Blaster (24", A2, AP(4), Deadly(6)), Mini-Titan Sword (A6, AP(1), Rending), Stomp (A4, AP(1))	Fear, Fearless, Tough(12)	A	460pts
Hell Mini-Titan [1]	3+	2+	Twin Hell Autocannons (36", A12, AP(2)), Stomp (A4, AP(1))	Fear, Fearless, Tough(12)	A	520pts
Gallant Titan [1]	3+	2+	Fusion Rifle (12", A1, AP(4), Deadly(3)), Stomp (A8, AP(2)), 2x Titan Swords (A12, AP(1), Rending)	Fear, Fearless, Tough(24)	B, C	680pts
Valiant Titan [1]	3+	2+	Triple Titan Flamethrower (18", A18, AP(2)), Harpoon Cannon (12", A1, AP(3), Deadly(12)), Stomp (A8, AP(2))	Fear, Fearless, Tough(24)	B, D	770pts
Paladin Titan [1]	3+	2+	Titan Battle Cannon (30", A6, Blast(3), AP(2)), Fusion Rifle (12", A1, AP(4), Deadly(3)), Stomp (A8, AP(2)), Titan Sword (A12, AP(1), Rending)	Fear, Fearless, Tough(24)	B, C	875pts
Warden Titan [1]	3+	2+	Titan Gatling Cannon (30", A18, AP(1), Rending), 2x Fusion Rifles (12", A1, AP(4), Deadly(3)), Stomp (A8, AP(2)), Titan Sword (A12, AP(1), Rending)	Fear, Fearless, Tough(24)	B, C	910pts
Errant Titan [1]	3+	2+	Titan Fusion Cannon (24", A4, AP(4), Deadly(6)), Stomp (A8, AP(2)), Titan Sword (A12, AP(1), Rending)	Fear, Fearless, Tough(24)	B, C	915pts
Castellan Titan [1]	3+	2+	Plasma Battle Cannon (30", A2, Blast(6), AP(4)), Volcano Cannon (30", A4, AP(3), Deadly(3)), Stomp (A8, AP(2))	Fear, Fearless, Tough(24)	B, D	925pts
Preceptor Titan [1]	3+	2+	Pulse Laser (36", A6, AP(3), Deadly(3)), Heavy Machinegun (30", A3, AP(1)), Fusion Rifle (12", A1, AP(4), Deadly(3)), Titan Sword (A12, AP(1), Rending), Stomp (A8, AP(2))	Fear, Fearless, Tough(24)	B, C, E	1025pts
Crusader Titan [1]	3+	2+	Titan Battle Cannon (30", A6, Blast(3), AP(2)), Titan Gatling Cannon (30", A18, AP(1), Rending), 2x Fusion Rifles (12", A1, AP(4), Deadly(3)), Stomp (A8, AP(2))	Fear, Fearless, Tough(24)	B, C, F	1105pts

## A | Upgrade with one:

Fusion Rifle (12", A1, AP(4), Deadly(3)) +25pts

Heavy Machinegun (30", A3, AP(1)) +45pts

## Upgrade with:

Power Shields (Regeneration) +60pts

## B | Replace any Fusion Rifle:

Heavy Machinegun (30", A3, AP(1)) +20pts

## Replace one Titan Sword:

Titan Energy Fist (A6, AP(2), Deadly(3)) +35pts

## Upgrade with:

Power Shields (Regeneration) +120pts

## C | Upgrade with one:

Rocket Pod (36", A2, AP(3), Deadly(3)) +130pts

Missile Pod (36", A2, Blast(3), AP(1), Indirect) +135pts

Twin AA-Guns (36", A6, AP(2), Lock-On) +165pts

## D | Upgrade with:

Quad Fusion Rifles (12", A4, AP(4), Deadly(3)) +95pts

## Upgrade with one:

Twin Siege Cannon (24", A2, Blast(3), AP(1)) +60pts

Twin Shield Missiles (24", A2, AP(3), Deadly(3)) +85pts

## Upgrade with one:

Quad Siege Cannon (24", A4, Blast(3), AP(1)) +115pts

Quad Shield Missiles (24", A4, AP(3), Deadly(3)) +170pts

## E | Replace Heavy Machinegun:

Laser Machinegun (30", A3, AP(3)) +25pts

## F | Replace Titan Gatling Cannon:

Titan Fusion Cannon (24", A4, AP(4), Deadly(6)) +50pts