

NETEPIC 5.0 ARMY BOOK

Adeptus Mechanicus



BY THE NETEPIC DISCUSSION GROUP

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Background

Commonly referred to as the Adeptus Titanicus or simply the Titan Legions, their history is ancient, indeed. Titans have existed throughout the history of the Imperium and long before it's founding, well before the Emperor united the galaxy under his rule. It was during the Age of Strife that the original titans were turned against each other in the savage and vastly destructive wars that tore mankind apart. It was also during the Age of Strife that the knowledge needed to create and maintain the titans was lost, and their use became increasingly rare. By the time of the Imperium only one group knew how to build, maintain and operate the titans: the tech-priests of the Adeptus Mechanicus. Within the Adeptus the knowledge was concentrated in the fighting arm of the Collegia Titanica.

The Collegia has four branches or Divisiones: the Divisio Militaris, the Divisio Mandati, the Divisio Telepathica and the Division Investigatus. In turn, each Divisio is divided into a number of Orders. Each Order is a self-sufficient unit of the Collegia and they are able to operate independently. Each Order is commanded by it's own Grand Master and has it's own uniforms, insignia, colors and rituals.

The Divisio Militaris

The Military Orders account for the vast majority of all titans in the Imperium. These Orders are the successors of the Titan Legions from the Age of Strife, and many can trace their unit histories back beyond the founding of the Imperium. The various Orders consist of as few as three to as many as several dozen Titans, along with regiments of ground and support troops.

The Divisio Mandati

These Orders are the executive branch of the Collegia. They travel in vast temple-spaceships, bringing the *pax Imperia* to the isolated worlds of the Imperium. Each temple ship carries between two and five of the immense Emperor Titans and numerous other titans, plus priests, regular troops and other maintenance personnel. Some of the Executive Orders never move beyond the boundaries of the Imperium, having a regular diocese under their care. Others specialize in taking the word of the *pax Imperia* beyond the boundaries of Imperial space. These Missionary Orders are the elite of the Divisio Mandati.

The Divisio Investigatus & Divisio Telepathica

The Divisio Investigatus comprises the Collegia's research arm. Their task is to design, construct and test improvements and upgrades. It is not unknown for a research Order to take to the field in order to test it's new designs under proper combat conditions. The rare Orders of the Divisio Telepathica operate the quasi-mythical Psi-Titans and operate from a secret world near the heart of the Imperium.

Imperial Knights

Knights are huge one-man battlesuits. These suits permit great mobility, carry heavy weapons and offer excellent armor protection. When a problem requiring heavy firepower arises and a Titan Legion is unavailable, a Knight Household may be sent instead.



"The Orders of the Adeptus Titanicus are the iron fist of the Emperor. A velvet glove would serve no purpose."
– Grand Master Augrim, Divisio Militaris Order of Imperial Eagles

The Adeptus Mechanicus Army

The Standard Army consists of the Imperial Knight Households, a variety of titans and the Tech-Guard support troops. If you choose to run a Standard army you must put at least 50% of your points into the Standard Adeptus Mechanicus List. The other 50% may be spent on any Standard List.

Standard Army	At least 50% of your points into...	Up to 50% into...
Imperial Knights	Standard Adeptus Mechanicus List	Any one Standard List

If you want to field companies of titans or an Emperor Titan you must field a Codex Army and put 75% of your points into troops from this book. This allows you to purchase units from both the Standard and Codex lists.

Codex Army	At least 75% of your points into...	Up to 25% into...
Titan Legions	Titan Legions & Standard Adeptus Mechanicus Lists	Any one Standard List

Special Rules

Imperial Knight Shields

Shields grant a Fixed Armor Save against shots that strike a Knight on the front 90° arc. Barrages are considered to hit the Knight from the direction of the firer. Weapons of multiple barrages all count as being fired from the direction of the firing weapon (this means you may not bypass the shield by placing additional templates in a manner so as to “walk around” the shield).

Imperial Knight Shock Lance

When a Knight armed with a Shock Lance charges into Close Combat, its base CAF is doubled for the first round. Multiple lances may only be used against a titan, praetorian or superheavy target. If they gang up on anything else the successive combatants do not use their lances to avoid accidental discharge (the first Knight may use his, the second and following ones may not).

Sample Army: Legio Victorum

Army Card	Cost	Notes
1) Warlord Titan Battle Group		
#1) <i>Fire Control (75), Deathstrike (75), Plasma Destructor (125), 2x Barrage Missiles (200)</i>	1000	475+500=1000, 10 VPs
#2) <i>Fire Control (75), Deathstrike (75), Gatling Blaster (60), 2x Multi-Rocket Launcher (100)</i>	850	310+500=850, 9 VPs
#3) <i>Fire Control (75), Deathstrike (75), Laser Blaster (50), 2x Multi-Rocket Launcher (100)</i>	800	300+500=800, 8 VPs
Support: Warhound Titan Scout Detachment		
#1) <i>Vulcan Mega-Bolter (50), Inferno Gun (50)</i>	250	100+125=250, 3 VPs
#2) <i>Vulcan Mega-Bolter (50), Laser Blaster (50)</i>	250	100+125=250, 3 VPs
2) Reaver Titan Battle Group		
#1) <i>Volcano Cannon (100), Turbo-Laser (75), Chain-Fist (25)</i>	500	200+300=500, 5 VPs
#2) <i>Quake Cannon (85), Inferno Gun (50), Wrecker (25)</i>	500	160+300=500, 5 VPs
#3) <i>Gatling-Blaster (60), Melta-Cannon (50), Power Fist (15)</i>	450	125+300=450, 5 VPs
Support: Warhound Titan Scout Squadron		
#1) <i>Vulcan Mega-Bolter (50), Gatling Blaster (60)</i>	250	110+125=250, 3 VPs
#2) <i>Vulcan Mega-Bolter (50), Melta-Cannon (50)</i>	250	100+125=250, 3 VPs
Ally: Imperial Guard (Standard List only, limit 1,500 points)		
1) Tactical Company	600	
Special: Adeptus Mechanicus	100	
Support: Predator Detachment	200	
Total	6,000	

Unit Descriptions

Special Units

Adeptus Mechanicus: These priests preserve the information on every war machine in the Imperial Army, and are responsible of their continuous functioning. They are HQ units and have the Mechanic ability.

Adeptus Psyker: Trained in the service of the Imperium, these psykers use their powerful mental abilities on the battlefield. They are HQ units, Psykers and have the following powers:

1) **Embolden:** All Imperial detachments within 15 cm (including the psyker) become Fearless, immune to all types of morale effects and gain +1 CAF. These effects last until the End Phase.

2) **Telepathic Link:** The psyker spots for artillery and may act as a Forward Observer. In addition, any indirect barrages aimed at a point visible to the psyker are treated as direct. The power lasts until the End Phase.

3) **Righteous Fire:** The psyker makes a physical psychic attack. Pick a target within 25 cm and line of sight, and on a 4+ it takes a hit at -2 TSM.

Astropath: These blind psychic seers can occasionally be found serving in a direct battle capacity for the Imperial Army. They are HQ units, Psykers and have the following powers:

1) **Beacon:** The Astropath becomes a flaring psychic beacon. Until the End Phase, any Greater Daemon, Psyker, or Eldar Waystone Spirit unit within 100 cm may only fire at, or target psychic/magic powers at the Astropath. They may violate the normal line of sight and HQ targeting restrictions as the Astropath is visible to all Psykers on the battlefield.

2) **Cancellation:** The Astropath dampens all nearby psychic abilities. When any Psyker or Greater Daemon within 75 cm attempts to use a psychic ability, each player rolls a die. The Astropath adds +2 and Greater Daemons add +3. If the Astropath's total is higher, the ability fails. This ability remains in effect until the End Phase.

3) **Guidance:** The Astropath may sight for artillery through the eyes of others. There must be an Imperial unit within 25 cm of the Astropath that can see the target to be fired at, and the artillery detachment being sited for must be within 75 cm of the Astropath. If both conditions apply, then the artillery may fire indirectly without having to roll for scatter. Artillery which always scatters regardless of indirect fire, such as the Doomweaver, must still roll.

Forward Observer: Both speed and accuracy are vital when calling for artillery support, and the Imperium has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

Grey Knights: The Grey Knights are a unique Space Marine Chapter that belongs to the Ordo-Malleus branch of the Inquisition, rather than to the Adeptus Astartes. Their sole purpose is to confront and destroy Chaos, and they may only be brought to a battle if an opponent fields Chaos units.

Grey Knights are Elite units, and have the Daemon Hunter and Teleport abilities. They also have a 4+ Psychic Save, and both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information).

Knight Baron: These are the command units for Knight Households. They are Elite and HQ units, and have the Inspirational ability (this ability only works for other knight-class units).

Assault HQ: These units have jump-packs to keep pace with their troops. They are Command, Elite and HQ units.

Tactical HQ: These units command Tech-Guard companies. They are Command, Elite and HQ units.

Infantry

Tactical Infantry: These make up the bulk of the Imperial army and carry lasguns.

Assault Infantry: Some troops are specially trained for Close Combat – recruits from feral and hive worlds are particularly renowned for their ferocity in hand-to-hand fighting. Assault troops possess jump packs.

Heavy Weapons Infantry: These troops are armed with long-range weapons for supporting the army's advance.

Vehicles

Chimera Armored Troop Carrier: This is the main armored personnel carrier for the Tech-Guard. The Chimedon, Chimerax and Chimerro variants carry several different heavier weapons systems to better support the infantry they carry. All have turreted weapons and may transport two infantry stands.

Hellhound: This vehicle carries a large flamethrower with volatile fuel to burn its targets to ashes. Use the large teardrop template, and hit any unit underneath on a 4+ at 0 TSM. This weapon ignores cover modifiers to hit.

Hunter Anti-Aircraft Gun: Yet another Rhino variant, this is equipped with rapid-fire anti-aircraft guns. Nicknamed the “Stormwind” for the volume of fire it produces, it has the AA ability.

Leman Russ Tank: The rugged Leman Russ is the main battle tank of the Imperial Guard and makes up the bulk of the army's armored attack forces. Whether deployed in an acidic swamp or airdropped into the freezing temperatures of a sub-zero ice planet, the Leman Russ functions equally well no matter what the terrain or conditions. The Battlecannon is mounted on a turret, and it has Point Defense (1).

Sabre Tank-Hunter: One of the many Rhino variants, these light and cheap units do very little to up-armor the basic frame. Instead, their infantry capacity is replaced with a standard vehicular autocannon, mounted on a turret.

Heavy Artillery

Basilisk Self-Propelled Artillery Gun: This is a self-propelled rapid-fire artillery unit that may fire twice each turn. These shots may be aimed at the same or different targets, but the entire battery must combine fire at each target.

Bombard Mobile Siege Mortar: This unit fires large shells in a high arc, and has a minimum range of 50 cm. These rounds destroy buildings on a single unsaved hit, instead of merely damaging them.

Griffon Assault Mortar: This gun fires special shrapnel rounds that cover an enormous area. These rounds Ignore Cover and use the large 12 cm (airburst) template.

Manticore Rocket Launcher: This is a lightly armored support vehicle capable of long-range barrage attacks. Unlike other artillery weapons a Manticore Battery is capable of either concentrating fire into one attack (as most artillery units do) or each model may fire its missiles independently, making separate barrage attacks. After firing, the battery must spend a full turn reloading for it to fire again. A battery may move and reload at the same time.

When firing independently, place one 6 cm barrage template and scatter it normally. Then place two more templates, touching at least one of the previous ones. Units underneath each template are hit on a 4+ with 0 TSM.

Off-Board Artillery Barrage: This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

Fliers

Thunderbolt Fighter: This flier is the air superiority fighter of the Imperium.

Marauder Fighter-Bomber: This flier is armed with heavy weapons and is suited for dogfighting and strafing runs.

Knights

Castellan & Crusader: These heavily armed knights provide long-range fire support and are very effective against buildings and fortifications.

Knight Errant: These specialized knights are armed with deadly close-ranged weapons and have been trained as titan-killers. Their Close Combat attacks are Penetrating +2.

Knight Lancer: Lancers are highly mobile knights armed with deadly Power Lances. These act as Shock Lances and also allow an attack in the Combat Segment before Close Combat dice are rolled. Roll a die and on 3+ the opponent takes a hit with a -3 TSM. If the target survives, Close Combat is carried out normally.

Knight Paladin: The standard Imperial knights are armed with a mix of medium and long-range weapons.

Knight Warden: The Warden is an older Knight variant, slow and lacking a heavy primary weapon. It is valuable in a close-support role, as it carries a single autocannon, multiple multilaser clusters and Point Defense (3).

Superheavies

Stormblade: This is the titan-hunter of the Imperium, armed with enough firepower to engage most types of titans and praetorians on even ground. The tank is armed with a plasma blastgun (that is identical to those often used by Reaver and Warhound Titans) as well as several long

Imperial Titans

The Imperium employs four classes of Titans. The first three of these, Warlord, Reaver and Warhound Titans, can be furnished with a variety of weapons and are bought by the rules given in the Core Rules. The last, the gigantic Imperator Titan, is described separately.

Warlord Titan: Warlords are the largest of the three common classes. These Titans carry four different weapon systems, may be fitted with an armed head, and can carry either banner decorations or additional weapons. With 6 Void Shields they are also very well protected against enemy attacks. Their large arsenal and resiliency makes them suitable for the role of a mobile platform for fire support in the Imperial armies.

Reaver Titan: Reavers are faster than Warlords, have 3 weapon mounts, and are the most flexible of the three. They can be customized for either fire support or assault roles. Reavers have 4 Void Shields.

Warhound Titan: These are the lightest and the fastest Titans the Imperium possesses, carrying only two weapons and two Void Shields. They are Agile, and Hard to Hit when they are on Charge Orders. They are mostly used for assault and close support roles. If Warhounds are purchased in detachments of two they are independent units and do not need to maintain coherency with each other.

Weapon Descriptions

Barrage Missile Launcher: This devastating weapon hurls huge bolts of super heated plasma at the enemy. It is a one-shot weapon and can only be mounted on a carapace location. When you decide to fire the missiles, first place one barrage template within line of sight of the firing Titan and scatter it 2D6 cm. This weapon will always scatter even though the template is placed within line of sight. Now roll a D6 and place that many additional templates. All additional templates must be placed so that they touch at least two of the previously placed templates (except for the first one, of course).

Carapace Landing Pad: This is a combination of a Recon Land Speeder and an advanced fire control system. The Land Speeder maintains constant communication with the parent titan, scouting for targets and directing the titan's barrages. When the titan uses an artillery weapon it may trace its line of sight from the Land Speeder instead of itself. That is, the titan may fire at locations in the Land Speeder's line of sight using direct barrages. This will not eliminate the obligatory scatter of some missiles such as Barrage or Vortex Missiles, but can be used as line of sight for initial targeting of these missiles.

Carapace Multi-Lasers: These are small, fast-tracking laser weapons mounted on the rear of a Warlord. They do not occupy a carapace weapon slot and may be fitted in excess of the Titans' normal weapons complement, as they are fitted in the mounts normally reserved for banners. These weapons have a 180° arc of fire to the rear of the titan, and are always considered to be on First Fire Orders.

Cerberus Anti-Aircraft Gun: Titans are sometimes fitted with Cerberus-class anti-aircraft guns. These weapons are always considered to be on First Fire Orders, independent of the titan's orders.

Chain Fist: This weapon, also called a Power Saw, is a motorized blade capable of ripping apart the toughest opponent. Chain Fists add +D6 CAF and add +2 to any hit location damage rolls.

Additionally, titans in base-to-base contact with a building may elect, in addition to other attacks, to make an automatic hit on the adjacent building. The building must make a save at -4 TSM or be destroyed.

Corvus Assault Pod: This is an alternate arm mount and allows a titan to carry a detachment (4 stands) of Space Marine Terminators right up to a fortification and disgorge them directly amidst the defenders. The cost of the Terminators is included in the cost of the Pod. The Pods are heavily armoured and have a 2+ armor save, but if it is destroyed the Terminators are also destroyed with no bail-out roll.

To use the Pod the titan must end its movement in base-to-base contact with a building or fortification. During the Close Combat Segment the titan punches through the wall and the Terminators immediately disembark on Charge Orders (losing 5 cm as normal for leaving a transport). The Terminators gain +D6 CAF for this turn only to reflect the momentum of their charge from the Assault Pod.

It is possible to drop off the Terminators in the Movement Phase. Both they and the titan lose the normal 5 cm of movement, and the Terminators do not gain any CAF bonus.

Devotional Bell: This rare device is an anathema to beings of Chaos as it carries a single drop of blood of the Emperor himself! It does not occupy a carapace weapon slot and may be fitted in excess of the titans' normal weapons complement, as it is fitted in the mounts normally reserved for banners. This weapon can only be used if the enemy is Chaos, and provides a +1 to all Imperial morale checks within 25 cm.

Optional Devotional Bell Effect: In addition to the effect above, Greater Daemons may not use Chaos Reward Cards to negate wounds within if they are within 25 cm of the bell.

Doomburner: This weapon fires a bolt of super-heated molten metal that bores through its target in a searing flash of flames. Doomburners are especially good for destroying heavily armored targets. This weapon ignores to hit modifiers for cover, will damage buildings and is Penetrating +1.

Fire Control Center: Fire Control Center is a carapace-mounted package containing range finding and targeting equipment. A titan armed with this device receives a +1 to all To-Hit rolls including barrages. This device also reduces the armor save of the carapace location to 3+.

Harpoon Missile: This special one-shot weapon possesses the ability to take control of enemy titans. The weapon is based on overriding the enemy pilot's neural interface, so gargants, bio-titans and titans which are also Greater Daemons (e.g. the Lord of Battles) are immune to this weapon.

When fired, pick a target within line of sight and it is hit automatically. Shielded targets will lose one shield. Units that do not possess a hit location template must save at -2 or be destroyed. If the target has a hit location template and no shields, pick a location and scatter normally. The location must save at -2 TSM or the harpoon has lodged itself successfully.

A unit that has been harpooned must roll a D6 in each subsequent Orders Phase. On a 1 the missile falls out and the titan may be given orders as normal. On a 2+ the titan comes under the control of the player who fired the harpoon.

Hellstrike Cannon: This cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture appropriately known as hellfire. The shells are set to explode above the target, so that they splatter over a large area. This weapon ignores cover modifiers.

Inferno Gun: The Inferno Gun fires a devastating spray of super-heated, burning fuel. Use the large teardrop template and position the sharp end of the template on the weapon. All models underneath are hit on a roll of 4+ that ignores cover modifiers, with 0 TSM.

Gatling Blaster: The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armed troops.

Laser Blaster: This is a rapid-fire laser cannon, highly effective against massed ranks of lightly armoured targets.

Laser Burner: This devastating weapon uses a short range, high-energy beam to slice through opponents. A titan that wins a round of Close Combat may strike with this weapon instead of rolling for damage as normal. The Laser Burner causes D6 hits, and each hit is worked out by selecting a location and rolling on the damage table. No square on the hit location template may be selected more than once, but adjacent areas with the same location are valid targets, i.e. it is possible to hit "Leg" or "Weapon" multiple times, but the "Head" only once. The enemy, if it survives, is likely to be severely damaged.

Melta-Cannon: This weapon fires concentrated heat energy that turns all matter to molten slag. The damaging heat is dissipated over long distances, but at short ranges its attack is devastating.

Multiple Rocket Launcher: The MRLS launcher fires a barrage of explosive rockets and is used to provide long-range support fire for advancing troops. The rocket launcher has two modes of fire, and may choose between them each turn. Penetration mode uses the 6 cm template and hits on a 3+ with -1 TSM. Shotgun mode uses the large 12 cm template and hits on a 4+ with 0 TSM. This is an artillery weapon and both modes have all the associated rules, i.e. they scatter, damage buildings and may fire indirectly.

Plasma Blastgun: The Blastgun siphons small amounts of plasma energy from the reactor and fires it at nearby enemies. This weapon was specifically designed for Reaver and Warhound Titans, which are unable to use the larger plasma weapons due to the fact that their reactors are insufficient to power these larger weapons.

A Blastgun has a plasma reserve, represented by a number of attack dice available for firing. It begins the game fully charged with 2 dice, and may fire one or two dice each turn. The reserve will regain one die per turn, or two if the titan is on First Fire Orders.

Plasma Cannon: This weapon fires highly volatile, energized matter called plasma. The effect is devastating since plasma converts matter struck by it to plasma as well. Unfortunately these weapons require prodigious amounts of energy to fire, sometimes shutting down other functions in order to energize.

A titan armed with a Plasma Cannon may not fire any other ranged weapons in the same turn. Close Combat weapons such as a Power Fist are unaffected, and the titan may engage in Close Combat normally.

Plasma Destructor: This is a more powerful version of the Plasma Cannon. The energy drain is such that a titan armed with this weapon, in addition to not being able to fire any other ranged weapons, it also may not move at all in the following turn.

Titans count as immobilized in the turn after the weapon is used. If they are engaged in Close Combat while in this state may only use their base CAF to defend themselves (they do not roll the normal 2D6, but may use dice gained from another source, such as a Chain Fist). In addition, the normal defensive systems are less effective. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.

Power Fist: This is a gigantic armoured fist surrounded by a powerful energy field that allows the titan to tear chunks from other titans or buildings. On Chaos titans this weapon may be called a Battle Claw. A titan that wins a round of Close Combat may make a grab attack instead of rolling for damage as normal.

To make a grab attack, the player selects a location on the target's hit location template. Both players roll a D6 with the Power Fist adding +1 to the roll. If the titan making the grab attacks scores higher, the location selected receives maximum damage (the most damaging result). If the result is a tie the losing Titan has slipped out of the claw's grasp, but still receives normal damage for the selected location. If the losing Titan scores higher it has broken free and receives no damage.

Additionally, titans in base-to-base contact with a building may elect, in addition to other attacks, to make an automatic hit on the adjacent building. The building must make a save at -4 TSM or be destroyed.

Power Ram: This weapon delivers a high-velocity strike capable of punching through the thickest armor and inflicting major internal damage. More importantly, a single well-placed blow with this powerful weapon can send an opposing titan crashing to the ground.

A titan armed with this weapon that wins a Close Combat against an enemy titan (but not praetorian) by more than six points will knock the loser straight backwards D6 cm. Any vehicle or smaller models underneath are destroyed, and buildings must save at -5 TSM or be destroyed. Then roll a D6 and on a 4+ the titan falls over and takes damage as though a leg had been destroyed – s

Volcano Cannon: This large laser cannon fires a bolt of explosive laser energy, which tears through steel and destroys the best-armoured enemy. This weapon is Penetrating +3.

Vortex Missile: This is a one-shot weapon and may only be mounted on a carapace location. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of this weapon is that it is unpredictable and indiscriminate.

A Vortex Missile may only be fired if the unit is on First Fire orders. Place the 6 cm barrage template anywhere within line of sight and scatter it 2D6 cm. Any model or terrain feature under the template is destroyed with no save allowed. Units with a hit location template receive D6 hits – the firing player may choose the locations, but may not hit a location more than once. Roll immediately on the damage table as there is no save allowed. All Void and Power Shields are lost (and do not stop the vortex), but may be raised normally. Buildings are destroyed if touched by the template, no saving throw permitted.

During every End Phase, roll a D6 for the vortex:

Die Roll	Result
1-2	The vortex dissipates harmlessly. Remove it from table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6 in a random direction. Use the scatter die, and roll again if a hit is indicated. Anything in its path is hit as described above.

Due to the nature of the energy involved the vortex is an ethereal psychic attack, and models who make their Psychic Save are moved to the edge of the template. Psychic Saves due to functional shields are not allowed since this weapon destroys the shield before they can be of help.

Vulcan Mega-Bolter: The Vulcan is a short-ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anything that strays too close. It is very effective in breaking massed infantry assaults.

Warp Missile: This is a one-shot weapon and may only be mounted on a carapace location. It contains a miniature warp drive that allows the missile to bypass armor and shields, materializing multiple melta-bombs inside the target.

When fired, Warp Missiles automatically hit buildings and units with a hit location template. Smaller targets are hit on a 3+. All shields are ignored, a

Titan Head Variants

The head of the Titan is the Control Bridge and contains its mind impulse units. A wide range of heads is available, all of which reduce the armor save for the head location by 1.

Close Combat Head: One of the more gruesome t head variants, this one displays jagged blades, spikes and short-range weaponry that increase performance in Close Combat. A titan armed with such a head gains a +3 CAF.

Command Head: This communications center acts as a CIC and relay system on the battlefield. The command radius for all Imperial Guard and PDF troops is increased to 35 cm, and the titan itself acts as a CHQ. Any hit to the head that causes damage of any sort will destroy the communications equipment and this ability will be lost.

Corvus Assault Head: This is a head version of the arm-mounted Corvus Assault Pod.

Custodian Head: This rare head is imbued with psychic energy capable of lethal attacks. The titan may, in addition to other attacks, project an ethereal psychic blast attack. Place the 6 cm template anywhere within 25 cm and line of sight. Everything under the template is hit on a 4+ and is destroyed with no armor save. Units with a hit location template suffer a hit to the head / crew compartment location with no armor save.

Deathstrike Cannon Head: This head mounts a powerful cannon. It may only select targets within a 30-degree arc to the front due to limited head mobility, and due to its weight the titan's movement is cut in half, rounded up. This is an artillery weapon and has all the associated rules, i.e. it scatters, damages buildings and may fire indirectly.

Weapon Head: This variant emphasizes additional firepower at the expense of armor.

Weapon Costs

Class	Description	Who Can Use It *	Location	Cost
Standard	Doomburner **	R, W	Any	75
	Gatling Blaster	R, D, W	Any	60
	Laser Blaster	R, W	Any	50
	Melta-Cannon	R, W	Any	50
	Quake Cannon	R, D, W	Any	85
	Turbo-Laser Destructor	R, D, W	Any	75
	Vulcan Mega-Bolter	R, D, W	Any	50
	Volcano Cannon	R, W	Any	100
Plasma	Blastgun	R, D, W	Any	65
	Cannon	W	Any	100
	Destructor	W	Any	125
Template	Inferno Gun	R, D, W	Any	50
Barrage	Deathstrike Cannon	W	Head	75
	Hellstrike Cannon **	R, W	Any	50
	Multiple Rocket Launcher	R, W	Any	50
One-Shot Missiles	Barrage Missile Launcher	R, W	Carapace	100
	Harpoon Missile	R, W	Carapace	75
	Vortex Missile	R, W	Carapace	150
	Warp Missile	R, W	Carapace	125
Close Combat	Chain Fist (Power Saw)	R, D, W	Arm	25
	Close Combat Head	R, W	Head	15
	Laser Burner	R, W	Arm	10
	Power Fist (Battle Claw)	R, D, W	Arm	15
	Power Ram	R, W	Arm	25
	Wrecker	R, W	Arm	25
Anti-aircraft	Cerberus AA Gun **	R, W	Any	40
Special	Carapace Landing Pad	W	Carapace	50
	Carapace Multi-Lasers	W	-	10
	Command Head	W	Head	35
	Corvus Assault Head	W	Head	150
	Corvus Assault Pod	W	Arm	150
	Custodian Head	W	Head	50
	Devotional Bell	W	-	50
	Fire Control Center	R, W	Carapace	75
	Trident	R, W	Arm	50
	Weapon Head	R, W	Head	25

* R = Reaver Titan, W = Warlord Titan, D = Warhound Titan

** Optional weapon.

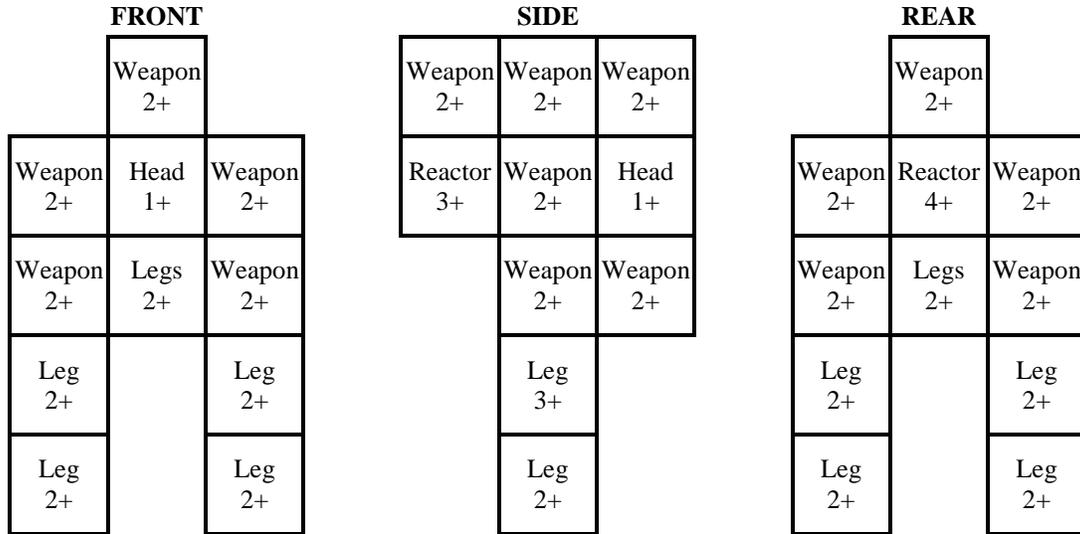
Weapon Summary

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Barrage Missile Launcher	LoS	8 BP	3+	-2	One-shot, Place D6 extra templates when fired
Carapace Landing Pad		-			Recon Land Speeder increases line of sight
Carapace Multi-Laser	15 cm	2	5+	0	Always on First Fire
Cerberus AA Gun	100 cm	2	5+	-1	AA, always on First Fire
Chain Fist		Close Combat			+D6 CAF, Penetrating +2, Destroys Buildings
Combat Head		Close Combat			+3 CAF
Command Head		-			IG Command Radius is 35 cm, acts as CHQ
Corvus Assault Pod / Head		-			Carries 4 Terminator stands, +D6 to their CAF first turn
Custodian Head	25 cm	6 BP	4+	None	Ethereal Psychic
Deathstrike Cannon	200 cm	10 BP	2+	-2	Artillery, 30-degree arc of fire, halves movement
Devotional Bell		-			Against Chaos only, Inspirational within 25 cm
Doomburner	75 cm	1	3+	-3	Ignores Cover, Damages Buildings, Penetrating +1
Fire Control Center		-			All weapons gain +1 To-Hit
Gatling Blaster	75 cm	4	5+	-1	
Harpoon Missile	LoS	-	Auto	-2	Takes over enemy titan if armor save is failed, One-shot
Hellstrike Cannon	50 cm	6 BP	4+	-1	Ignores Cover
Inferno Gun	Special	Special	4+	0	Large Teardrop Template
Laser Blaster	50 cm	6	5+	0	
Laser Burner		Close Combat			Hits D6 times
Melta-Cannon	25 cm	4	3+	-3	
MRL Penetration Mode	100 cm	8 BP	3+	-1	
MRL Shotgun mode	100 cm	6 BP	4+	0	Big 12 cm template
Plasma Blastgun	50 cm	2	3+	-4	Recharges 1 Attack Die per turn, 2 if on First Fire Orders
Plasma Cannon	75 cm	6	4+	-3	May not fire other weapons
Plasma Destructor	100 cm	4	3+	-6	May not fire other weapons, or move next turn
Power Fist		Close Combat			Destroys Buildings, Roll off to cause maximum damage
Power Ram		Close Combat			Opponent knocked down, Destroys Buildings
Quake Cannon	100 cm	8 BP	3+	-3	Destroys Buildings, not artillery
Trident	25 cm	1	3+	-	May pull bits off target
Turbo-Laser Destructor	75 cm	2	3+	-2	
Volcano Cannon	100 cm	1	3+	-4	Penetrating +3
Vortex Missile	LoS	-	-	-	One-shot, Destroys Buildings, Ethereal Psychic, Special
Vulcan Mega-Bolter	25 cm	8	4+	0	
Warp Missile	LoS	-	Auto/3+	-	One-shot, Destroys Buildings, Ethereal Psychic, Special
Weapon Head	25 cm	1	5+	-1	
Wrecker		Close Combat			Free strike before Close Combat, Destroys Buildings

Reaver Titan Template

Move	CAF	Shields	Repair	Notes
20 cm	+12	4 Void Shields	4+	4+ Psychic Save from Void Shields

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Torso					
	Right Arm					
	Left Arm					



<p>Head</p> <p>1-2 Damaged. CAF halved and roll 4+ to give the titan orders.</p> <p>3 Crippled. CAF halved for the rest of the game.</p> <p>4 Crippled. Same as 1-2, for the rest of the game.</p> <p>5-6 Destroyed and the titan falls.</p>	<p>Reactor</p> <p>1-2 Damaged.</p> <p>3-4 Crippled.</p> <p>5-6 Reactor explodes!</p>
<p>Weapon</p> <p>1-2 Damaged.</p> <p>3-4 Destroyed.</p> <p>5 Weapon blown off.</p> <p>6 Weapon blown off and there is a flashback to the titan's hull. On 1-3 roll for damage on the Reactor, 4-6 on the Head.</p>	<p>Leg</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain.</p> <p>3-4 Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).</p> <p>5 Destroyed. The titan may no longer move or turn.</p> <p>6 Destroyed and the titan crashes to the ground.</p>

Warlord Titan Template

Move	CAF	Shields	Repair	Notes
15 cm	+14	6 Void Shields	4+	4+ Psychic Save from Void Shields

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Head					
	Right Carapace					
	Left Carapace					
	Right Arm					
	Left Arm					
Devotional Bell or Cara. Multi-Lasers Only	Banner Mount					

FRONT

Weapon 2+		Weapon 2+
Weapon 2+	Head 1+	Weapon 2+
Weapon 2+	Reactor 1+	Weapon 2+
Leg 2+		Leg 2+
Leg 1+		Leg 1+

SIDE

Weapon 2+	Weapon 2+	Weapon 2+
Carapace 1+	Weapon 2+	Head 1+
	Weapon 2+	Weapon 2+
	Leg 2+	
	Leg 2+	

REAR

Weapon 2+		Weapon 2+
Carapace 1+	Carapace 1+	Carapace 1+
Weapon 2+	Reactor 3+	Weapon 2+
Leg 2+		Leg 2+
Leg 3+		Leg 3+

<p>Head</p> <p>1-2 Damaged. CAF halved and roll 4+ to give the titan orders. 3 Crippled. CAF halved for the rest of the game. 4 Crippled. Same as 1-2, for the rest of the game. 5-6 Destroyed and the titan falls.</p>	<p>Reactor</p> <p>1-2 Damaged. 3-4 Crippled. 5-6 Reactor explodes!</p>
<p>Weapon</p> <p>1-2 Damaged. 3-4 Destroyed. 5 Weapon blown off. 6 Weapon blown off and there is a flashback to the titan's hull. On 1-3 roll for damage on the Reactor, 4-6 on the Head.</p>	<p>Leg</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain. 3-4 Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Destroyed. The titan may no longer move or turn. 6 Destroyed and the titan crashes to the ground.</p>
<p>Carapace</p> <p>1-2 The void shield generators are shut down and the shields may not be used until repaired. 3-4 The Titan's void shield generators are shut down and the shields may not be used any further in the game.</p>	<p>5 The shields are in danger of overloading and you must shut them down before they explode. Roll a D6. On 5-6 the shields are safely shut down, on 1-4 they explode as 6 (below): 6 The Titan's void shields overload and explode. The Titan is destroyed but remains standing. Any models within 2D6 cm are automatically hit at 0 TSM.</p>

Warhound Scout Titan Template

Move	CAF	Shields	Repair	Notes
25 cm	+8	2 Void Shields	4+	Agile Hard to Hit when on Charge Orders 4+ Psychic Save from Void Shields

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
	Right Arm					
	Left Arm					

FRONT

Weapon 2+	Head 2+	Weapon 2+
	Legs 3+	
Leg 2+		Leg 2+

SIDE

Weapon 2+	Weapon 2+	Weapon 2+
	Leg 2+	
	Leg 2+	

REAR

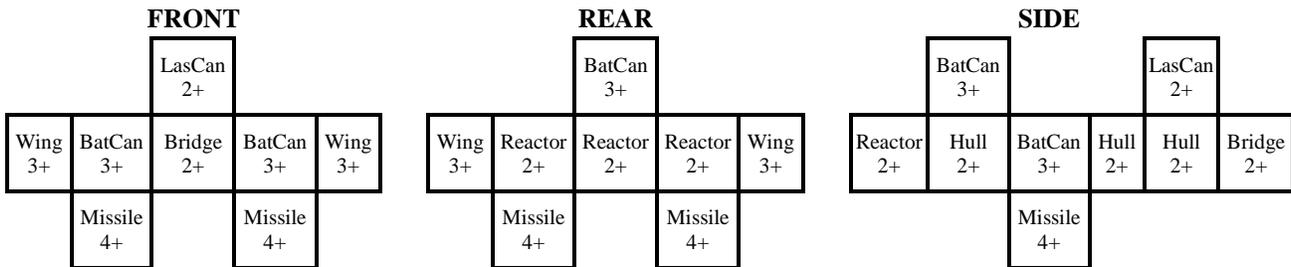
Weapon 2+	Reactor 4+	Weapon 2+
	Legs 3+	
Leg 2+		Leg 2+

<p>Head</p> <p>1-2 Damaged. CAF halved and roll 4+ to give the titan orders. 3 Crippled. CAF halved for the rest of the game. 4 Crippled. Same as 1-2, for the rest of the game. 5-6 Destroyed and the titan falls.</p>	<p>Reactor</p> <p>1-2 Damaged. 3-4 Crippled. 5-6 Reactor explodes!</p>
<p>Weapon</p> <p>1-2 Damaged. 3-4 Destroyed. 5 Weapon blown off. 6 Weapon blown off and there is a flashback to the titan's hull. On 1-3 roll for damage on the Reactor, 4-6 on the Head.</p>	<p>Leg</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain. 3-4 Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). 5 Destroyed. The titan may no longer move or turn. 6 Destroyed and the titan crashes to the ground.</p>

Imperial Dropship Template

Move	CAF	Shields	Repair	Notes
100 cm	+8	2 Void Shields	4+	Praetorian 4+ Psychic Save Transport 60 points of stuff. Special rules when arriving on the board

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Battlecannons	50 cm	3	4+	-2	Air-to-air, turret
Missiles	50 cm	4 BP	5+	-1	Air-to-ground, turret, two shots
Lascannons	75 cm	2	4+	-2	Ground-to-ground, turret
Point Defense	15 cm	16	6+	0	

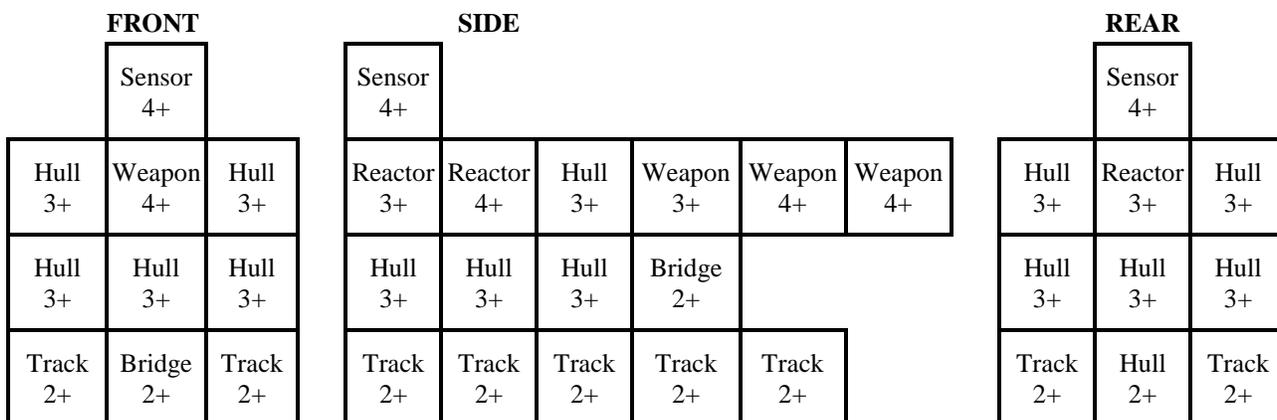


<p>Bridge</p> <p>1-2 Crippled PD may not fire and missile shots scatter 1D6 cm. 3-4 Crippled and erratic landing. No weapons may fire. 5-6 Destroyed and crash landing.</p>	<p>Reactor</p> <p>1-3 Damaged and erratic landing. +1 to all future damage rolls. 4-5 Damaged and crash landing. +1 to all future damage rolls. 6 Plasma explosion! Units hit if the dropship is on the ground.</p>
<p>Wing</p> <p>1-2 Crippled and erratic landing. 6 Crippled and crash landing.</p>	<p>Hull</p> <p>1-5 Add +1 to future damage rolls on the hull. 6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll.</p>
<p>Battlecannons & Lascannon</p> <p>1-2 Weapon damaged. 3-5 Weapon destroyed. 6 Weapon destroyed and roll for damage on the hull.</p>	<p>Missiles</p> <p>1-2 Damaged. Add 1D6 cm to scatter and +1 to future damage rolls against this missile. 3-4 Missile destroyed. 5-6 Missile destroyed and roll for damage on the hull.</p>
<p>Erratic Landing</p> <p>Ship lands on a random spot 2D6 scattered from the original landing point. Any mobile units (except T/P class) get out from underneath on a 4+, otherwise they are destroyed.</p> <p>If any titans, praetorians or buildings are hit, both sides get D6 hits on random locations with -2 TSM.</p>	<p>Crash Landing – same as erratic plus:</p> <p>Ship scatters 3D6 on landing.</p> <p>Roll on every location plus the transportee's even if no obstacles are hit; on 4+ on a D6 the location/model gets a hit with 0 TSM.</p>

Ordinatus Armageddon Template

Move	CAF	Shields		Repair	Notes
10 cm	+5	Dispersion Field (fixed save that decreases over time)		4+	Praetorian 4+ Psychic Save Roll D6+3 for plasma counters each turn and allocate them to Nova Cannon pulse and/or maximal fire. If destroyed, explosion hits everything within 2D6 cm at 0 TSM.
		Turn 1	Fixed Save of 2+		
		2	3+		
		3	4+		
		4	5+		
5+	6+				

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Nova Cannon pulse fire	150 cm	1 per counter	4+	-1	Damages buildings. Adjacent hit locations are also hit with TSM halved (rounded down, minimum -1)
Nova Cannon maximal fire (place up to 6 counters, but you only get 1 shot per turn)		1 counter	4+	-1	
		2 counters	3+	-2	
		3 counters	2+	-3	
		4 counters	2+	-4	
		5 counters	2+	-5	
6 counters	2+	-6			
Lascannons (2)	50 cm	2	5+	-2	
Point Defense	15 cm	8	6+	0	

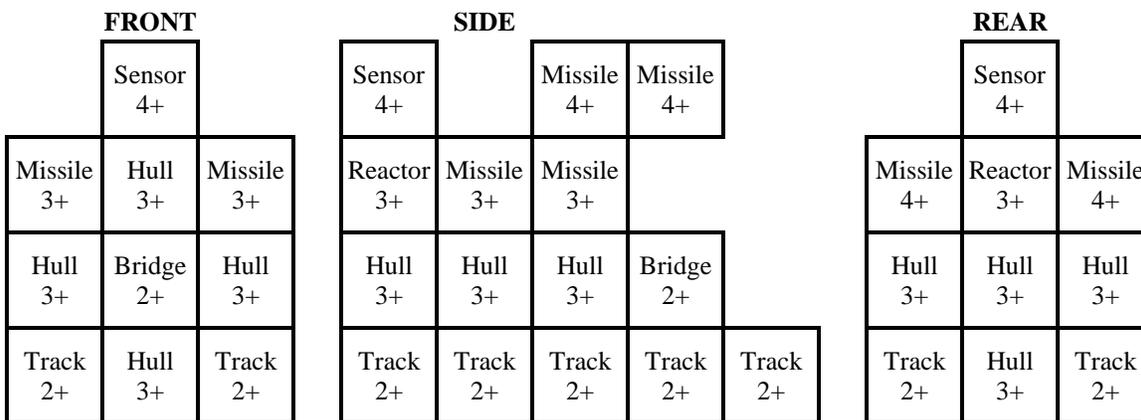


<p>Bridge (every unsaved hit destroys a lascannon)</p> <p>1-2 Damaged. CAF halved. 3 Damaged. CAF halved and Command ability lost. 4 Crippled. CAF halved and Command ability lost. 5-6 Destroyed and crew abandons ship.</p>	<p>Reactor</p> <p>1-3 Damaged. 4-5 Damaged. 6 Boom!</p>
<p>Track</p> <p>1-2 Damaged. Speed -2 cm and cannot enter difficult terrain. Crippled. Speed -2 and cannot enter difficult terrain. If the vehicle moves, the track will be destroyed on 5+ after the move. If this happens, also roll damage to the hull. 3-4 Destroyed and vehicle may only rotate in place. If both tracks are destroyed the vehicle may not move at all. 5 Track destroyed and roll damage on the hull. 6 Track destroyed and roll damage on the hull.</p>	<p>Hull (every unsaved hit destroys a PD)</p> <p>1-5 Add +1 to future damage rolls on the hull. Bridge or reactor hit: bridge if the front half of the vehicle, reactor if the rear. Any points over 6 are bonuses to the second roll. 6</p>
<p>Weapon</p> <p>1-2 Damaged. 3-4 Destroyed. 5-6 Destroyed and roll for damage on the hull.</p>	<p>Sensor Antenna</p> <p>1-2 Damaged. All non-barrage weapons are -1 To-Hit. 3-4 Crippled. All non-barrage weapons are -1 To-Hit. 5-6 Blown off the vehicle and roll damage to the reactor</p>

Ordinatus Golgotha Template

Move	CAF	Shields		Repair	Notes
10 cm	+5	Dispersion Field (fixed save that decreases over time)		4+	Praetorian 4+ Psychic Save Carries 6 Hellfire missiles and may fire 1 or 2 each turn. Missiles are direct-fire only and have a 180-degree forward fire arc. If destroyed, explosion hits everything within 2D6 cm at 0 TSM.
		Turn 1	Fixed Save of 2+		
		2	3+		
		3	4+		
		4	5+		
5+	6+				

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Hellfire Missiles (6) Fire 1 or 2 each turn	200 cm	8 BP per template	3+	-1	D3 adjacent templates per missile. Casualties force morale test or the unit goes on Fall Back Orders.
Lascannons (2)	50 cm	2	5+	-2	
Point Defense	15 cm	8	6+	0	

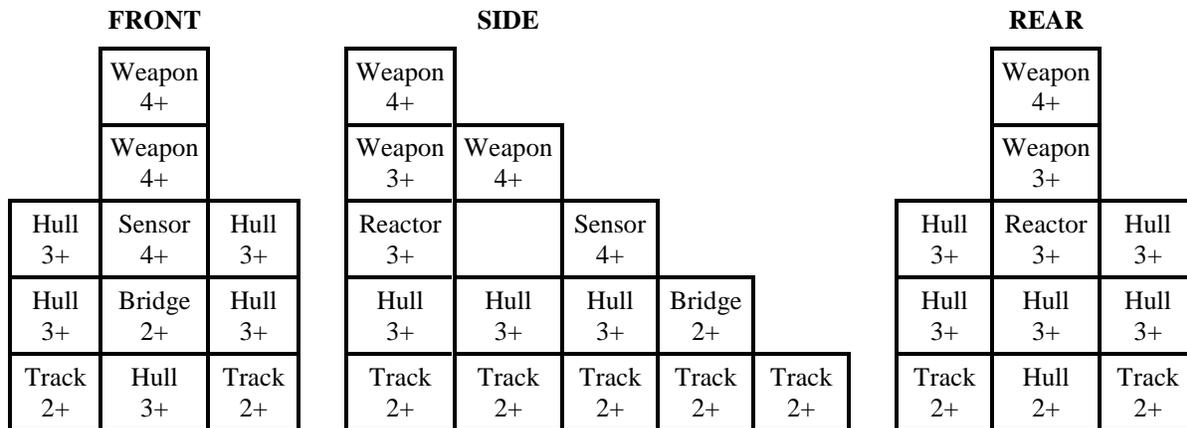


<p>Bridge (every unsaved hit destroys a lascannon)</p> <p>1-2 Damaged. CAF halved. 3 Damaged. CAF halved and Command ability lost. 4 Crippled. CAF halved and Command ability lost. 5-6 Destroyed and crew abandons ship.</p>	<p>Reactor</p> <p>1-3 Damaged. 4-5 Damaged. 6 Boom!</p>
<p>Track</p> <p>1-2 Damaged. Speed -2 cm and cannot enter difficult terrain. 3-4 Crippled. Speed -2 and cannot enter difficult terrain. If the vehicle moves, the track will be destroyed on 5+ after the move. If this happens, also roll damage to the hull. 5 Destroyed and vehicle may only rotate in place. If both tracks are destroyed the vehicle may not move at all. 6 Track destroyed and roll damage on the hull.</p>	<p>Hull (every unsaved hit destroys a bolter)</p> <p>1-5 Add +1 to future damage rolls on the hull. 6 Bridge or reactor hit: bridge if the front half of the vehicle, reactor if the rear. Any points over 6 are bonuses to the second roll.</p>
<p>Missile</p> <p>1-2 Damaged. 3-4 Destroyed. 5-6 Destroyed and roll for damage on the hull.</p>	<p>Sensor Antenna</p> <p>1-2 Damaged. All non-barrage weapons are -1 To-Hit. 3-4 Crippled. All non-barrage weapons are -1 To-Hit. 5-6 Blown off the vehicle and roll damage to the reactor</p>

Ordinatus Mars Template

Move	CAF	Shields		Repair	Notes
10 cm	+5	Dispersion Field (fixed save that decreases over time)		4+	Praetorian 4+ Psychic Save If destroyed, explosion hits everything within 2D6 cm at 0 TSM.
		Turn 1	Fixed Save of 2+		
		2	3+		
		3	4+		
		4	5+		
5+	6+				

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Sonic Disruptor	Place the large teardrop template anywhere on the battlefield within line of sight, the narrow end pointed at the Ordinatus. Everything at least half under the template is hit on a 2+ that ignores cover. Anything hit has a 5+ save regardless of what the actual armor save of the model is. Shielded targets automatically lose one shield.				
Lascannons (3)	50 cm	3	5+	-2	
Point Defense	15 cm	8	6+	0	



<p>Bridge (every unsaved hit destroys a lascannon)</p> <p>1-2 Damaged. CAF halved.</p> <p>3 Damaged. CAF halved and Command ability lost.</p> <p>4 Crippled. CAF halved and Command ability lost.</p> <p>5-6 Destroyed and crew abandons ship.</p>	<p>Reactor</p> <p>1-3 Damaged.</p> <p>4-5 Damaged.</p> <p>6 Boom!</p>
<p>Track</p> <p>1-2 Damaged. Speed -2 cm and cannot enter difficult terrain.</p> <p>3-4 Crippled. Speed -2 and cannot enter difficult terrain. If the vehicle moves, the track will be destroyed on 5+ after the move. If this happens, also roll damage to the hull.</p> <p>5 Destroyed and vehicle may only rotate in place. If both tracks are destroyed the vehicle may not move at all.</p> <p>6 Track destroyed and roll damage on the hull.</p>	<p>Hull (every unsaved hit destroys a bolter)</p> <p>1-5 Add +1 to future damage rolls on the hull.</p> <p>6 Bridge or reactor hit: bridge if the front half of the vehicle, reactor if the rear. Any points over 6 are bonuses to the second roll.</p>
<p>Weapon</p> <p>1-2 Damaged.</p> <p>3-4 Destroyed.</p> <p>5-6 Destroyed and roll for damage on the hull.</p>	<p>Sensor Antenna</p> <p>1-2 Damaged. All non-barrage weapons are -1 To-Hit.</p> <p>3-4 Crippled. All non-barrage weapons are -1 To-Hit.</p> <p>5-6 Blown off the vehicle and roll damage to the reactor</p>

The Emperor Titan

Emperors come with fixed weapons and are not purchased according to the Purchasing Titans rules; you pay for one and there it is. A special data card and set of counters are used for operating the Emperor Titan.

Set Up

Plasma Counters: A dozen each of red and green counters, placed off to one side of the datacard. Plasma counters represent the energy generated by the titan's plasma reactor and are placed on the data card as the titan generates and allocates power to the titan's systems. The green represents normal plasma, and the red represents "overcharged" plasma that can increase performance. Two green plasmas equal a red plasma.

Hellstorm Ammo Counters: Ten counters of any kind, placed on the Hellstorm Cannon ammo track. The track is filled at the beginning of the game, and one counter is removed for each barrage fired.

Void Shield Counter: One counter of any kind, placed on the Void Shield track. This keeps track of the number of active void shields on the Emperor Titan. At the start of the game, the titan has 12 shields.

Garrison Troops: The Emperor Titan can carry up to 25 infantry stands in the positions noted on the datacard. You can use different kinds of counters to represent various troops, or enlarge the datacard and place the actual troops stands on it.

Emperor Titan Weapons

Main Battery: So long as plasma is allocated to the fire control center the Main Battery may be fired.

Secondary Weapons: So long as plasma is allocated to the fire control center the Secondary Battery may be fired.

Gun Towers: So long as plasma is allocated to the fire control center the gun towers may be fired.

Point Defense: These weapons fire in the First Fire segment as long as plasma is allocated to the fire control center.

Defense Laser: So long as plasma is allocated to the fire control center the Titan's defense laser may be fired. If the fire control center is overcharged, the defense laser may count as an Anti-Aircraft weapon. The defense laser adds +3 to damage rolls against targets that use a damage table (including superheavy vehicles).

Hellstorm Cannon: This weapon has 10 shots and is capable of shooting up to 4 barrage templates per turn. The cannon requires one green plasma counter in order to be charged and cannot be overcharged. Each barrage template fired uses up one ammo counter. All barrages fired in one turn from the Hellstorm cannon must be placed so that each template touches at least one other template in the salvo. Other than this the barrages are fired using the normal rules and may be fired indirectly. If fired indirectly, place the template(s) and roll for scatter for each template.

Plasma Annihilator: The Plasma Annihilator requires plasma counters in order to be charged. The number of attack dice is variable and dependent on the number of plasma counters allocated to it during the orders phase. Each green plasma counter gives two attack dice and each red plasma counter gives three attack dice. It is possible to place both red and green plasma counters in the Plasma Annihilator, but no more than four counters of either color may be placed in the accelerator chamber at one time.

Using the Emperor Titan

1) Generate Plasma: During the Orders Phase of each turn, put D6+6 green plasma counters in the reactor core. The amount of plasma generated should not be kept secret from your opponent. You are not required to use all available plasma each turn, and any left in the reactor will stay there for next turn. At the end of the turn, remove all plasma counters from the datacard except those in the reactor.

2) Allocate Plasma: The placement of plasma counters determines when the Titan fires, how fast the shields get fixed, how fast it moves and how powerful the weapons are. When allocating plasma, keep your allocations secret until the Titan performs its actions, at which time you must reveal power allocations to your opponent. 2 Green counters = 1 Red counter.

Location	No Plasma	Energized (1 counter)	Overcharged (2 counters)
Fire Control Center (non-primary weapons)	No shooting	Fire on Advance	Fire on First Fire
Void Shields (repair roll)	Shields don't repair	Shields repair on 5+	Shields repair on 4+
Engines (movement)	No movement	5-10 cm in Advance, may make one 90° turn	10-20 cm in Charge, may make one 45° turn
Hellstorm Cannon	Doesn't fire	See weapon description. The more the better.	
Plasma Annihilator	Doesn't fire	See weapon description. The more the better.	

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Main Battery	200 cm	D3+6 BP	varies	-3	
Secondary Weapons (8)	50 cm	1 each	5+	-1	
Gun Towers (4)	75 cm	1 each	4+	-2	
Point Defense (16)	15 cm	1 each	6+	0	
Defense Laser	100 cm	1	3+	-4	Counts as AA if on First Fire, Penetrating +3
Hellstorm Cannon	100 cm	8 BP	3+	-2	Allocate up to four green plasma. Lay down one barrage template for each plasma. Multiple templates must touch. If fired indirectly, scatter each template.
Plasma Annihilator					Allocate up to four counters, each one either green or red.
Energized (Green)	100 cm	2	4+	-4	
Overcharged (Red)	150 cm	3	3+	-6	

Emperor Titan Armor Saves

All armor saves are made on 2D6, as buildings. Yes, Emperors are incredibly difficult to damage.

Emperor Titan Repairs

Emperor Titans have extensive repair functions that allow them to absorb incredible amounts of damage and remain functioning. During the end phase the Emperor can attempt to repair any damaged location not occupied by an enemy model. Roll a D6 for each damaged location, and on a 4+ the location is repaired.

Void shields may be repaired as well. Roll a D6 for each downed shield. If the Void Shields have been energized, the shield comes up on a 5+. If the void shields have been overcharged the shield comes up on a 4+. If no power has been allocated to void shields, then no repair rolls are made.

Emperor Titans in Close Combat

Emperor Titans are so large that most vehicles and superheavy vehicles are unable to even scratch them in Close Combat. The Emperor is invulnerable to Close Combat attack from non-Titan/Praetorian/Knight units. Titans, Praetorians and Knights may engage the Emperor using the standard Close Combat rules.

Infantry have no effect on the titan itself but may fight the troops inside the segment of the Emperor they are attacking (bastion or fortress). While these units cannot harm the titan from outside, they can engage the units in its bastion or fortress and attempt to damage the Emperor from within. Only infantry models able to enter buildings can fight a boarding action.

Imperator Titan Damage Tables

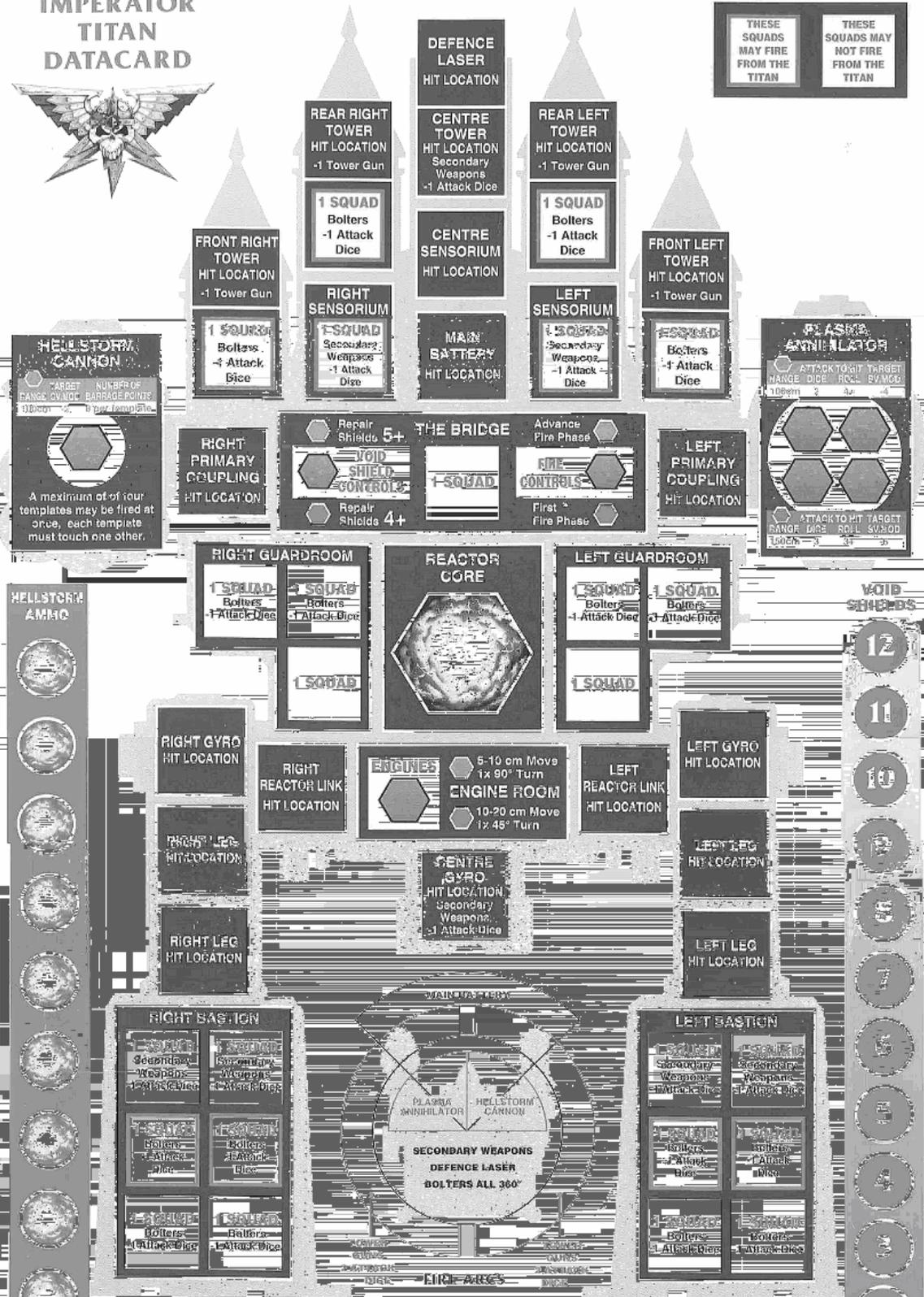
<p>Bastion</p> <p>1-4 Section damaged.</p> <p>5-6 Section destroyed. Models here are dead. If both sections of a bastion in a single level are destroyed, the Titan falls.</p>	<p>Bridge</p> <p>1-2 Damaged. Repair rolls are 6+ instead of 4+.</p> <p>3 Damaged. Fire Control requires twice as much plasma.</p> <p>4 Void shield controls damaged. Shields may not be repaired.</p> <p>5-6 Bridge destroyed. Titan lurches and falls.</p>
<p>Engine</p> <p>1-2 Movement reduced by D6 cm next turn.</p> <p>3-4 Engine damaged. Titan may not move or turn until repaired.</p> <p>5 Engine destroyed. No more movement or turning.</p> <p>6 Engines destroyed and roll on the Gyro damage table.</p>	<p>Guard Room</p> <p>1-3 Section damaged.</p> <p>4-6 Section destroyed. Models here are dead.</p>
<p>Gyro</p> <p>1-2 Gyro damaged.</p> <p>3-6 Gyro section destroyed and reduces turning by 45°. If all three gyros are destroyed the titan falls.</p>	<p>Leg</p> <p>1-4 Leg damaged. Maximum movement is 10 cm.</p> <p>5-6 Leg destroyed and titan falls.</p>
<p>Mind Unit</p> <p>1 CAF halved and may not fire primary weapons this turn.</p> <p>2 Partially destroyed. Permanently reduce CAF by 2d6 each time you get this result.</p> <p>3 Partially destroyed. Roll D6 each time you move: 1-2 first turn 45 degs right, 3-4 turn left, 5-6 go straight.</p> <p>4 Partially destroyed. Roll D6 each time you fire a primary weapon: 1-3 you target nearest unit, friend or foe.</p> <p>5-6 Destroyed. Titan falls.</p>	<p>Reactor</p> <p>1-2 Damaged. Lose D3 plasma counters and use aim dice to see where each one goes. That location takes a hit at -4 TSM.</p> <p>3-4 Damaged. No additional plasma generated.</p> <p>5-6 Destroyed and titan spectacularly vaporized. All units within 4D6 cm hit with -1 TSM. Put down a crater.</p>
<p>Reactor Link</p> <p>1-3 Damaged. Plasma may not be placed in engines.</p> <p>4-5 Destroyed. Plasma may not be placed in engines. Roll aim dice to see if adjacent section hit at -4 TSM.</p> <p>6 Destroyed as 4-5 (above) and roll on Reactor damage table.</p>	<p>Sensorium Dome</p> <p>1-3 Damaged.</p> <p>4-5 Destroyed. All weapons fire at -1 To-Hit and Psychic Save becomes 4+. If all three domes are destroyed, -2 penalty.</p> <p>6 Destroyed, and roll D6 for every troop onboard: on 5+ it dies.</p>
<p>Tower</p> <p>1-3 Section damaged.</p> <p>4-5 Section destroyed, as are any tower sections above this one.</p> <p>6 Section blown off and scatters 2D6 cm. Units underneath take a hit with -2 TSM.</p>	<p>Weapon Coupling</p> <p>1-2 Damaged. Only fire in direction weapon is pointing, and can't add plasma.</p> <p>3-5 Destroyed and weapon falls off. Things below hit at -4 TSM.</p> <p>6 Destroyed as 3-5 (above) and roll damage to (roll D6): 1-2 Guard Room, 3-4 Sense Dome, 5-6 Reactor.</p>
<p>Weapon (HC or PA)</p> <p>1-3 Damaged.</p> <p>4-5 Destroyed.</p> <p>6 Destroyed and hits all adjacent areas at -3 TSM and +1 on the damage roll per unused plasma counter in the weapon.</p>	<p>Weapon (non-primary)</p> <p>1-2 Damaged.</p> <p>3-4 Destroyed.</p> <p>5 Destroyed and scatters 2D6 cm. Things below hit at -2 TSM.</p> <p>6 Destroyed as 5 (above) and roll damage to one adjacent location (determine which one randomly).</p>
<p>Void Shield Generator</p> <p>1-3 Damaged. Void Shields may not be repaired.</p> <p>4-5 Destroyed. All Void Shields go away.</p> <p>6 Destroyed as 5 (above) and roll damage to (roll D6): 1-2 Reactor, 3-4 Sensorium Dome, 5-6 Mind Unit.</p>	<p>Titan Falls</p> <p>Roll scatter dice to determine direction. All units underneath are destroyed. Units with a hit location template take D6+1 hits ignoring shields and armor.</p>

IMPERATOR TITAN DATA CARD



THESE SQUADS MAY FIRE FROM THE TITAN

THESE SQUADS MAY NOT FIRE FROM THE TITAN



CLOSE ASSAULT FACTOR +22

VOID SHIELDS 12

PSYCHIC SAVING THROW 2+

WEAPONS	RANGE	ATTACK DICE	ROLL TO HIT	SAVE MOD.	NOTES
Main Battery	200cm	Def 3 Barrage Pts		3	
Secondary Weapons	50cm	8	5+	-1	
Defence Laser	100cm	1	3+	4	Snare Fire
Gun Towers	75cm	4	4+	-2	
Bolters	15cm	6	6+	6	First Fire

Adeptus Mechanicus Army Cards

Standard Adeptus Mechanicus List

Company Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Imperial Knight Paladin Household	Command Knight Paladin 2 Paladin Detachments	4	2	6	600
Imperial Knight Lancer Household	Command Knight Lancer 2 Lancer Detachments	4	2	6	600
Imperial Knight Errant Household	Command Knight Errant 2 Errant Detachments	4	2	5	500
Tech-Guard Titan Defense Company *	Tactical HQ stand & Command Rhino 3 Tactical Platoons	10	3	5	500
Tech-Guard Mechanized Company *	Tactical HQ stand & Command Rhino 3 Mechanized Tactical Platoons	15	3	8	750
Tech-Guard Mech.Assault Company *	Assault HQ stand & Command Rhino 3 Mechanized Assault Platoons	15	3	7	650
Tech-Guard Leman Russ Company	Command Leman Russ 3 Leman Russ Squadrons	5	3	8	650
Tech-Guard Stormblade Company	3 Detachments of 1 Stormblade	2	3	10	1000

Special Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Adeptus Mechanicus Team	2 Adeptus Mechanics & Command Rhino	2	-	1	100
Adeptus Psyker	Adeptus Psyker stand & Command Rhino	Stand	-	1	100
Astropath	Astropath stand & Command Rhino	Stand	-	1	100
Forward Observer Team *	2 Forward Observer stands & Command Rhino	2	-	1	50
Grey Knight Detachment	4 Grey Knight stands	2	2	4	400
Inquisitor *	Inquisitor stand & Command Rhino	Stand	-	1	100
Knight Baron	Knight Baron	Model	-	2	200
Ordo-Malleus Inquisitor *	Ordo-Malleus Inquisitor & Command Rhino	Stand	-	2	150

Praetorians

Imperial Dropship *	Imperial Dropship	Model	-	4	400
Ordinatus Armageddon	Ordinatus Armageddon	Model	-	5	500
Ordinatus Golgotha	Ordinatus Golgotha	Model	-	4	350
Ordinatus Mars	Ordinatus Mars	Model	-	4	350

Titans

Warlord Titan	Warlord Titan hull	Model	-	Varies	500
Reaver Titan	Reaver Titan hull	Model	-	Varies	300
Warhound Titan	Warhound Titan	Model	-	Varies	125
Warhound Titan Scout Squadron	2 Warhound Titans	Each	-	Varies	250

* Optional unit. These require the consent of all players to use.

Support Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Infantry					
Mechanized Assault Platoon *	6 Assault stands & 3 Chimeras	5	3	2	225
Heavy Weapons Platoon	6 Heavy Weapon stands	3	3	3	250
Mechanized Heavy Platoon *	6 Heavy Weapon stands & 3 Chimeras	5	3	4	350
Mechanized Tactical Platoon *	6 Tactical stands & 3 Chimeras	5	3	3	275
Vehicles					
Chimera Squadron	3 Chimeras	2	3	1	100
Chimera Assault Squadron *	Swap 3 Chimeras for any 3 Chimera variants	+0	3	+1	+50
Hellhound Squadron	3 Hellhounds	2	3	2	150
Hunter Anti-Aircraft Battery	3 Hunters	2	2	2	150
Leman Russ Squadron	3 Leman Russ Tanks	2	3	2	225
Sabre Tank-Hunter Squadron *	3 Sabre Tank-Hunters	2	3	1	100
Heavy Artillery					
Basilisk Battery	3 Basilisks	2	3	2	200
Bombard Battery	3 Bombards	2	3	2	200
Griffon Battery	3 Griffons	2	3	2	200
Manticore Battery	3 Manticores	2	3	2	200
Light Off-Board Barrage *	One Light Orbital Barrage Round	-	-	-	1 VP
Heavy Off-Board Barrage *	One Heavy Orbital Barrage Round	-	-	-	2 VP
Fliers					
Marauder Squadron	3 Marauder Fighter-Bombers	3	4	350	350
Thunderbolt Squadron	3 Thunderbolt Fighters	2	3	3	250
Knights					
Castellan Detachment	3 Knight Castellans	2	2	5	500
Crusader Detachment	3 Knight Crusaders	2	2	5	500
Errant Detachment	3 Knight Errants	2	2	3	250
Lancer Detachment	3 Knight Lancers	2	2	3	300
Paladin Detachment	3 Knight Paladins	2	2	3	300
Warden Detachment *	3 Knight Wardens	2	2	3	250
Superheavies					
Stormblade	Stormblade	Model	3	4	350

Titan Legions List

Company Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Imperator Titan	Imperator Titan	Model	-	23	2250
Reaver Titan Battle Group *	3 Reaver Titan hulls	Each	-	Varies	900
Warlord Titan Battle Group *	3 Warlord Titan hulls	Each	-	Varies	1500

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Adeptus Mechanicus	10 cm	-	+1	Pistol	25 cm	1	5+	0	HQ, Mechanic
Adeptus Psyker	10 cm	-	0	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Astropath	10 cm	-	0	Laspistol	25 cm	1	5+	0	HQ, Psyker
Forward Observer	10 cm	-	0	Bolt Pistol	25 cm	1	5+	0	HQ, Stealth, Special
Grey Knight	10 cm	4+/6+f	+6	Various	35 cm	2	4+	-1	Daemon Hunter, Elite, 4+ Psychic Save, Teleport
Assault HQ	15 cm	-	+1	Pistol & Sword	25 cm	1	5+	0	Command, Elite, HQ, Jump
Tactical HQ	10 cm	-	0	Lasgun	50 cm	1	5+	0	Command, Elite, HQ
Infantry									
Assault Infantry	15 cm	-	+1	Pistol & Sword	25 cm	1	5+	0	Jump Pack
Heavy Weapon Infantry	10 cm	-	0	Heavy Weapons	75 cm	2	5+	-1	
Tactical Infantry	10 cm	-	0	Lasgun	50 cm	1	5+	0	
Vehicles									
Chimera APC	20 cm	3+	+1	Multi-Laser	25 cm	1	4+	0	Transport 2, Turret
Chimedon APC	20 cm	3+	+1	Battlecannon	50 cm	1	4+	-2	Transport 2, Turret
Chimerax APC	20 cm	3+	+1	Autocannon	50 cm	2	5+	0	Transport 2, Turret
Chimero APC	20 cm	3+	+1	Multi-Laser *	25 cm	1	4+	0	Transport 2 * Turret
				Hunter Missile	50 cm	1	5+	-2	
Hellhound	15 cm	3+	0	Fire Thrower	Template	-	5+	0	Ignores Cover
Hunter AA Gun	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Leman Russ	20 cm	3+	+2	Battlecannon *	75 cm	1	5+	-2	PD(1) * Turret
				Lascannon	75 cm	1	5+	-1	
Recon Land Speeder	30 cm	6+	+3	Multi-Melta	25 cm	1	3+	-2	Command, Skimmer, Special
Sabre Tank-Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	Turret
Heavy Artillery									
Basilisk	15 cm	5+	0	Earthshaker Cannon	150 cm	2 BP@	Varies	-2	ROF 2
Bombard	10 cm	5+	0	Siege Mortar	50-150cm	3 BP@	Varies	-3	Destroys Buildings
Griffon	10 cm	5+	0	Earthshaker Cannon	25-100cm	2 BP@	Varies	0	Ignores Cover, Big Template
Manticore	15 cm	5+	0	Rockets	200 cm	6 BP@	Varies	0	ROF ½, Special
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP
Fliers									
Marauder Fighter-Bomber	75 cm	3+	+2	Battlecannon	50 cm	1	4+	-2	Flier
				Lascannon	50 cm	3	5+	-1	
				Missiles	50 cm	4 BP	5+	-2	
Thunderbolt Fighter	100 cm	4+	+4	Autocannon	25 cm	3	5+	-1	Flier
				Rockets	25 cm	4 BP	5+	-1	
Knights									
Baron	25 cm	2+	+4	Battlecannon	75 cm	2	4+	-2	Command, HQ, PD(2), Inspirational, Lance, Shield
				Power Lance	15 cm	1	3+	-3	
Castellan	15 cm	2+	+3	Quake Cannon	100 cm	1	3+	-3	Shield, PD(1)
				Autocannon	50 cm	3	5+	-1	
Crusader	15 cm	2+	+3	Quake Cannon	100 cm	1	3+	-3	Shield, PD(1)
				Lascannon	75 cm	2	5+	-2	
Errant	20 cm	3+	+3	Thermal Cannon	25 cm	2	4+	-3	Lance, Shield, Penetrating +2, PD(1)
Lancer	25 cm	3+	+2	Battlecannon	75 cm	1	4+	-2	Shield, Power Lance, PD(1)
Paladin	20 cm	3+	+4	Battlecannon	75 cm	1	4+	-2	Lance, Shield, PD(1)
				Heavy Bolters	25 cm	2	5+	-1	
Warden	15 cm	3+	+3	Autocannon	75 cm	1	4+	0	Shield, PD(3)
				Multilasers	25 cm	6	5+	0	
Superheavies									
Stormblade	10 cm	1+	+6	Plasma Blastgun	50 cm	2	3+	-4	PD(8) * One-shot & Penetrating +2
				Battlecannon	50 cm	1	4+	-2	
				Hellion Missile *	75 cm	1	3+	-4	
				Hunter/Killer Missile *	75 cm	4	3+	-1	

Praetorians

Imperial Dropship	100 cm	Template	+8	Battlecannons Missiles Lascannons	50 cm 50 cm 75 cm	3 4 BP 2	4+ 5+ 4+	-2 -1 -2	2 Void Shields, Transport lots, PD(16), Special
Ordinatus Armageddon	10 cm	Template	+5	Nova Cannon Lascannons	150 cm 50 cm	Special 2	Special 5+	Special -2	4+ Psychic Save, PD(8)
Ordinatus Golgotha	10 cm	Template	+5	Hellfire Missiles Lascannons	200 cm 50 cm	8 BP 2	3+ 5+	-1 -2	4+ Psychic Save, PD(8)
Ordinatus Mars	10 cm	Template	+5	Sonic Disruptor Lascannons	LOS 50 cm	10 BP 3	2+ 5+	Special -2	4+ Psychic Save, PD(8)

Titans

Imperator Titan	10 cm	Template	+22	Lots	12 Void Shields, Transport 25, 2+ Psychic Save				
Reaver Titan	20 cm	Template	+12	Purchase 3	4 Void Shields				
Warhound Titan	25 cm	Template	+8	Purchase 2	2 Void Shields, Agile, Hard to Hit on Charge				
Warlord Titan	15 cm	Template	+14	Purchase 4 + Head	6 Void Shields				