

# ADEPTUS MECHANICUS



## ARMY BOOK

BY THE NETEPIC DISCUSSION GROUP

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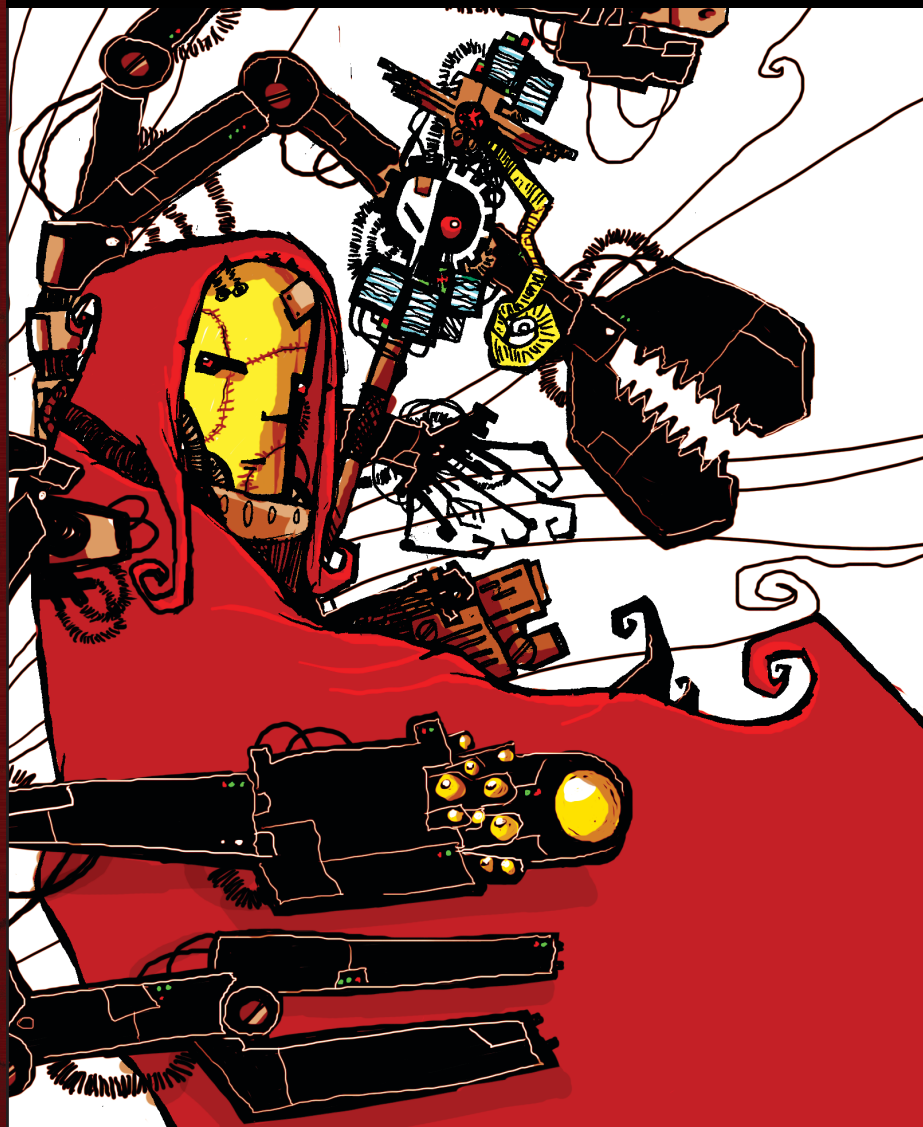
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# ADEPTUS MECHANICUS



## 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 Imperator 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 armour 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 Armour 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). Power Lances 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.



"Those of you gathered before me have been chosen to reside within the mighty machines of the Adeptus Titanicus. Let their will guide you. Become one with them. And as they shall teach you, so must you teach them. May their armour protect your body from the



heretic's blasphemy, just as the litanies protect your soul. Remember as you enter battle, you are but part of the whole. You are but one amongst millions

- Tech-priest Garal,  
Divisio Militaris Order of the War Griffons

## SAMPLE ARMY: LEGIO VICTORUM

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







# 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 and may use one once per turn:

- 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 and may use one once per turn:





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 sighted 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).



#### Ordo-Malleus Inquisitor:

Some Inquisitors are specially trained in the ways and weaknesses of Chaos. These die-hard servants of the Emperor are armed with rare psych-out weaponry, made from the metabolic wastes of the Emperor himself. Armored in elaborate power armor and with esoteric patterns on their bodies, the Ordo-Malleus Inquisitors go forth to cleanse the galaxy.

They are Command, Elite and HQ units, and have a 4+ Psychic Save. They may only be purchased when facing a Chaos force. 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), and against Daemons the Psycannon has a -2 TSM instead of its normal 0 TSM.



#### 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.



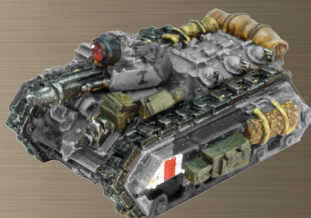
**Heavy Weapons Infantry:** These troops are armed with long-range weapons for supporting the army's advance.



## Vehicles

### Chimera Armoured Troop Carrier:

This is the main armoured 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 5+ at 0 TSM. This weapon ignores cover modifiers to hit.



### Hydra:

The Hydra is the self-propelled AA vehicle of choice for Imperial formations and the Mechanicus army is no exception. Their accuracy might not be as good as some AA units of alien races, but this is made up for in sheer weight and range of fire.



### 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 armoured 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-armour 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 armoured 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.

## **Flyers**

### **Thunderbolt Fighter:**

This flyer is the air superiority fighter of the Imperium.



### **Marauder Fighter-Bomber:**

This flyer 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 longer-ranged one-shot missiles.



To power its arsenal the Stormblade has a plasma reactor, which will detonate if the tank is destroyed. The explosion will hit everything within D6 cm on a 4+ at 0 TSM.

## **Praetorians**

### **Imperial Dropship:**

Dropships are huge transports, capable of bringing titans and entire companies from orbiting mother ships directly to the battlefield. A Dropship may enter the battlefield from orbit during any Compulsory Movement Phase, but does not actually touch down until the End Phase. Nominate any point on the battlefield and scatter it 2D6 cm. This is where the Dropship will land, and the point used as the basis for scattered landings mentioned in the damage chart.



During the turn in which the Dropship is in the air it may use all air-to-air and air-to-ground weapons, as well as all Point Defense dice. All of these weapons are turret-mounted and enjoy a 360-degree arc of fire. Any unit on the battlefield (except artillery) may be activated to shoot at the Dropship if the landing point is within range. A line of sight to the landing point is not required. Enemy flyers may also engage it in Close Combat.

After landing the ship is treated as a praetorian and may use the ground-to-ground weapons and Point Defense Dice, but may not move or take off during the battle. Units may not disembark in the turn the ship appears.



A Dropship may transport 60 points of the following:

| Thing to be carried | Space it takes up | Thing to be carried | Space it takes up |
|---------------------|-------------------|---------------------|-------------------|
| Imperator Titan     | 60 points         | Warhound Titan      | 15 points         |
| Warlord Titan       | 30 points         | Infantry Company    | 20 points         |
| Reaver Titan        | 20 points         | Armour Company      | 30 points         |

### Ordinatus Armageddon:

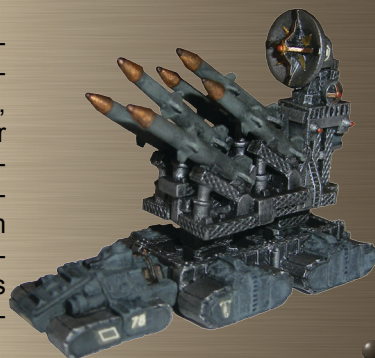
The Ordinatus Armageddon mounts a giant plasma cannon that can fire using either all available energy for one devastating blast, or several smaller pulses. At the start of every turn roll D6+3 to determine how much plasma is available for the Nova Cannon. Allocate these to pulse fire or maximal fire, and for each counter on pulse fire you may make one attack that hits on 4+ with -1 TSM.



After pulse fire has been resolved, all remaining power is used for a single shot with the To-Hit and TSM depending on the number of counters allocated. Maximal fire can damage buildings, and if the target has a hit location template, may also damage adjacent locations. Allocate the initial hit location normally, then roll an armour save for each of the eight adjacent locations with half the TSM of the initial shot rounded down to a minimum of -1.

### Ordinatus Golgotha:

This Ordinatus carries 6 Hellfire missiles, and may fire 1 or 2 per turn. Although they are a barrage weapon, they are not artillery, do not scatter or damage buildings, and may not fire indirectly. Each missile places D3 adjacent templates, i.e. all templates from a missile must touch the original template. Any unit which suffers casualties from a Hellfire attack must pass a morale test or go on Fall Back Orders.



### Ordinatus Mars:

The Ordinatus Mars uses a Sonic Disruptor that uses the large teardrop template. Place the 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 roll of 2+ that ignores cover modifiers to hit. Anything hit has a 5+ save regardless of what the actual armour save of the model is (even mighty Titans & Praetorians are affected). Shielded targets automatically lose one shield.







## 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.

“The arming of Titans must, by necessity, always be a compromise. To gain long range you must sacrifice firepower and vice versa. You must approach this decision on two levels.

Firstly the level of the individual Titan. Consider carefully what it must achieve and how its armament will affect its ability to fulfill its objective. Secondly, the level of the force itself: this may be the Legion as a whole or a battle group on a particular mission. Never forget that a Titan force is a team - a single body, and may have specialized members designed for specific tasks.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important so do not take it lightly”

-De Bellis Titanicus



# 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. The Land Speeder is a separate detachment and does not need to maintain coherency with the Titan. 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+ armour 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 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 armoured 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 armour 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 4+ with -1 TSM. Shotgun mode uses the large 12 cm template and hits on a 5+ 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 ad-

dition 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 armour 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 – see the titan's damage table and take the worst result available.

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 -5 TSM or be destroyed.

**Quake Cannon:** This is a large bore cannon that fires an extremely powerful shell that can burst apart even the most heavily armoured opponent. The blast radius is represented by the standard barrage template, and everything underneath is hit on a 3+ at -3 TSM. Although this is a barrage weapon, it is not artillery, does not scatter, and may not fire indirectly. Buildings hit by this weapon must save at -4 TSM or be destroyed.

**Trident:** This specialized weapon takes the form of a rocket-propelled grappling hook, used to seize opponents and drag them closer via an attached chain and power winch. To fire, pick a target within 25 cm and line of sight. The target is hit on a 3+ and the trident ignores all types of shields. If the target is a vehicle or superheavy it is destroyed, while smaller units are unaffected.

Targets with a hit location template roll for scatter normally. Once a location is determined both sides roll 2D6 and add their CAF score to the roll, and the firing titan gains another D6 if on First Fire Orders. If the firing titan wins, the location is ripped off and suffers the maximum damage possible for that location. A tie means the chain has broken and the Trident is useless for the rest of the battle. If the firing titan loses, the chain quickly winds into position by the winch and is ready to be fired the next turn.

**Turbo Laser Destructor:** This is a highly effective rapid-fire anti-tank weapon.

**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 which 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 armour 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, and buildings, superheavies and smaller units are destroyed with no save. When



the target has a hit location template, choose a location and scatter twice. To represent the cataclysmic nature of the explosion, roll two dice and add them, then look up the result on the damage table, i.e. with an average roll of "7" the result is usually the destruction of the target.

A Warp Missile, although an explosive device, is powered by warp energy and is an ethereal psychic attack. Models which make their Psychic Save are unaffected. Psychic Saves due to functional shields are not allowed since this weapon bypasses the shield entirely.

**Wrecker:** The wrecker is a large weighted ball at the end of a reinforced chain. Its primary purpose is to deliver crushing blows to buildings and fortifications, though it's tremendous force and long reach make it a deadly, (although inaccurate) Close Combat weapon.

When engaging units in the Close Combat Segment, it may attack one unit within 5 cm before Close Combat dice are rolled. If the target is a super-heavy or smaller it is destroyed. If the target has a hit location template, select a location and scatter twice. If this is still on the template, that location must save at -6 TSM.

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 -6 TSM or be destroyed.



## 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 armour save for the head location by 1.

**Close Combat Head:** One of the more gruesome of the 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 armour save. Units with a hit location template suffer a hit to the head / crew compartment location with no armour 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 armour.





# WEAPON COSTS

| Class             | Description              | Who Can Use It * | Location | Cost |
|-------------------|--------------------------|------------------|----------|------|
| Standard          | Doomburner **            | R, W             | Any      | 65   |
|                   | 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  |
|                   | Blastgun                 | R, D, W          | Any      | 65   |
|                   | Cannon                   | W                | Any      | 100  |
| Plasma            | Destructor               | W                | Any      | 125  |
|                   | Inferno Gun              | R, D, W          | Any      | 50   |
| Template          | Deathstrike Cannon       | W                | Head     | 75   |
|                   | Hellstrike Cannon **     | R, W             | Any      | 50   |
|                   | Multiple Rocket Launcher | R, W             | Any      | 75   |
| 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  |
|               | Cerberus AA Gun **       | R, W    | Any      | 40  |
| Anti-aircraft | 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 armour 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       | 6 BP        | 4+     | -1   |  |
| MRL Shotgun mode          | 100 cm       | 4 BP        | 5+     | 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     |





# REAYER 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  |       |             |        |     |       |

## Front

|              |              |              |
|--------------|--------------|--------------|
|              | Weapon<br>2+ |              |
| Weapon<br>2+ | Head<br>1+   | Weapon<br>2+ |
| Weapon<br>2+ | Legs<br>2+   | Weapon<br>2+ |
| Legs<br>2+   |              | Legs<br>2+   |
| Legs<br>2+   |              | Legs<br>2+   |

## Rear

|              |               |              |
|--------------|---------------|--------------|
|              | Weapon<br>2+  |              |
| Weapon<br>2+ | Reactor<br>4+ | Weapon<br>2+ |
| Weapon<br>2+ | Legs<br>2+    | Weapon<br>2+ |
| Legs<br>2+   |               | Legs<br>2+   |
| Legs<br>2+   |               | Legs<br>2+   |

## Side

|               |              |              |
|---------------|--------------|--------------|
| Weapon<br>2+  | Weapon<br>2+ | Weapon<br>2+ |
| Reactor<br>3+ | Weapon<br>2+ | Head<br>1+   |
|               | Weapon<br>2+ | Weapon<br>2+ |
|               | Legs<br>2+   |              |
|               | Legs<br>2+   |              |



## Head

|     |   |
|-----|---|
| 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.                            |

## Reactor

|     |                   |
|-----|-------------------|
| 1-2 | Damaged.          |
| 3-4 | Crippled.         |
| 5-6 | Reactor explodes! |

## Weapon

|     |  |
|-----|--|
| 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. |

## Leg

|     |   |
|-----|---|
| 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.  |



# WARLORD TITAN TEMPLATE

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



| Front     |            |           | Rear        |             |             | Side        |           |           |
|-----------|------------|-----------|-------------|-------------|-------------|-------------|-----------|-----------|
| Weapon 2+ |            | Weapon 2+ | Weapon 2+   |             | Weapon 2+   | Weapon 2+   | Weapon 2+ | Weapon 2+ |
| Weapon 2+ | Head 1+    | Weapon 2+ | Carapace 1+ | Carapace 1+ | Carapace 1+ | Carapace 1+ | Weapon 2+ | Head 1+   |
| Weapon 2+ | Reactor 1+ | Weapon 2+ | Weapon 2+   | Reactor 3+  | Weapon 2+   |             | Weapon 2+ | Weapon 2+ |
| Leg 2+    |            | Leg 2+    | Leg 2+      |             | Leg 2+      |             | Leg 2+    |           |
| Leg 1+    |            | Leg 1+    | Leg 3+      |             | Leg 3+      |             | Leg 2+    |           |

| 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   |       |             |        |     |       |

| Head     |  | Reactor |   |
|----------|--|---------|---|
| 1-2      | Damaged. CAF halved and roll 4+ to give the titan orders.  | 1-2     | Damaged.  |
| 3        | Crippled. CAF halved for the rest of the game.   | 3-4     | Crippled.   |
| 4        | Crippled. Same as -2, for the rest of the game.  | 5-6     | Reactor explodes!   |
| 5-6      | Destroyed and the titan falls.   |         |   |
| Weapon   |  | Leg     |   |
| 1-2      | Damaged.   | 1-2     | Damaged. Speed halved and cannot enter difficult terrain.   |
| 3-4      | Destroyed.   | 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        | 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. | 5       | Destroyed. The titan may no longer move or turn.  |
|          |  | 6       | Destroyed and the titan crashes to the ground.  |
| Carapace |  |         |   |
| 1-2      | The void shield generators are shut down and the shields may not be used until repaired.                               | 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): |
| 3-4      | The Titan's void shield generators are shut down and the shields may not be used any further in the game.              | 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.                            |



# PSY TITAN WARLORD VARIANT

The Psy Titan variant of the Warlord is perhaps the rarest and most mysterious of the weapons available to the Adeptus Titanicus. Officially named the Nemesis class titan, these highly specialized and elite units of the Divisio Telepathica are almost mythical components of the armed forces of the Imperium. Psy-Legions are composed solely of Psy-Titans and operate from a series of hidden forge worlds near the Sol System. In some circumstances a single Psy Titan may be dispatched to assist the Adeptus Mechanicus forces where the need for their special abilities is dire. There are also some recorded instances of the Psy Legions supporting the Ministorum.

The Psy Titan replaces all carapace weapons with a large Sensorium mounted on its back. This construction houses the Adeptus Astra Telepathica battle Psykers and their associated Psychic Resonator, and doubles as the mount for the deadly Psy Cannon. The Nemesis also uses a special head variant that is equipped with Psy Blasters for offense and a Psychic Dampener system for improved defense. The Psy Titan has standard arm mounts allowing it to carry any of the standard Imperial titan weaponry on those two locations. The rear mounting points are covered by the Sensorium so carapace multi-lasers may not be fitted.



## Special rules:

Close combat attacks from a Psy-Titan are psychic in nature and therefore cannot be saved against with the use of Chaos Reward cards.

Psychic dampeners. If the titan has intact void shields the psychic save versus ethereal psychic attacks is 2+ (instead of the normal 4+). If there are no remaining void shields the Psy-Titan gets a 4+ save. The Psychic Dampeners are located in the titan's head. A damaged head loses the use of the head weapons and the benefit from the Psychic Dampener until repaired.

Head weapons: Psy-blasters - range 50cm, 2 attack dice, hits on 4+, -2 save modifiers. This is a physical psychic attack. A damaged head loses the use of the head weapons and the benefit from the Psychic Dampener until repaired.

Psychic Resonator: No psychic power or Chaos reward card can be cast/used within 25 cm of the titan with an active Resonator. Minor demon and chaos marine powers can not work in this field. Farseers, High Slann/Time Mages and greater demons need to roll a 4+ to use any power within the field. All benefits of the Psychic Resonator are lost while damaged and may not be used until it is repaired.

Psy Cannon: Place the large teardrop template anywhere within range and firing arc so that the narrow end points directly towards the Psy Titan. Any troops (friend or foe) even partially under the template are hit by the psychic shockwave on 4+ regardless of cover and must save with a -1 save modifier. Titans and Praetorians without shields use the saving throw of the head/bridge and roll on the corresponding damage table if the save is failed; no scatter dice are used. Daemons and Chaos Titans under the template suffer a -2 modifier to their saving throw and daemons may not use chaos cards to negate hits. The Psy Cannon has no effect on buildings or fortifications even though it affects the troops inside.

Psychic explosion: The Psy Titan is destroyed. In addition, the accumulated psy-forces are discharged in one enormous psychic BOOM! Use the large 12cm diameter template and center it on the Titan. All units covered by the template are automatically hit with a -4 TSM. This explosion counts as an ethereal psychic attack.



# WARLORD PSY TITAN TEMPLATE

| Move  | CAF | Shields        | Repair | Notes   |
|-------|-----|----------------|--------|---|
| 15 cm | +14 | 6 Void Shields | 4+     | 2+ Psychic Save from Void Shields. Close Combat attacks are physical psychic attacks. Special |

| Weapon       | Slot      | Range | Attack Dice | To-Hit | TSM | Notes   |
|--------------|-----------|-------|-------------|--------|-----|---------|
| Psy Blasters | Head      | 50cm  | 2           | 4+     | -2  | Special |
| Psy Cannon   | Carapace  | 100cm | Template    | 4+     | -1  | Special |
|              | Right Arm |       |             |        |     |         |
|              | Left Arm  |       |             |        |     |         |

| Front           |                 |                 | Rear            |                 |                 | Side            |                 |                 |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Resonator<br>2+ | Psycannon<br>2+ | Resonator<br>2+ | Resonator<br>2+ | Psycannon<br>2+ | Resonator<br>2+ | Psycannon<br>2+ | Resonator<br>2+ | Psycannon<br>2+ |
| Weapon<br>2+    | Head<br>1+      | Weapon<br>2+    | Carapace<br>1+  | Carapace<br>1+  | Carapace<br>1+  | Carapace<br>1+  | Weapon<br>2+    | Head<br>1+      |
| Weapon<br>2+    | Reactor<br>1+   | Weapon<br>2+    | Weapon<br>2+    | Reactor<br>3+   | Weapon<br>2+    |                 | Weapon<br>2+    | Weapon<br>2+    |
| Leg<br>2+       |                 | Leg<br>2+       | Leg<br>2+       |                 | Leg<br>2+       |                 | Leg<br>2+       |                 |
| Leg<br>1+       |                 | Leg<br>1+       | Leg<br>3+       |                 | Leg<br>3+       |                 | Leg<br>2+       |                 |

| Head       |  | Reactor           |   |
|------------|--|-------------------|---|
| 1-2        | Damaged. CAF halved and roll 4+ to give the titan orders.  | 1-2               | Damaged.  |
| 3          | Crippled. CAF halved for the rest of the game.   | 3-4               | Crippled.   |
| 4          | Crippled. Same as 1-2, for the rest of the game.   | 5-6               | Reactor explodes!   |
| 5-6        | Destroyed and the titan falls.   |                   |   |
| Weapon     |  | Leg               |   |
| 1-2        | Damaged.   | 1-2               | Damaged. Speed halved and cannot enter difficult terrain.   |
| 3-4        | Destroyed.   | 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          | Weapon blown off.  | 5                 | Destroyed. The titan may no longer move or turn.  |
| 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. | 6                 | Destroyed and the titan crashes to the ground.  |
|            |  | Carapace          |   |
| 1-2        | The void shield generators are shut down and the shields may not be used until repaired.                               | 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): |
| 3-4        | The Titan's void shield generators are shut down and the shields may not be used any further in the game.              | 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.                            |
| Psy Cannon |  | Psychic Resonator |   |
| 1-2        | Damaged.   | 1-2               | Damaged. Resonator will not function until repaired.  |
| 3-4        | Destroyed.   | 3-4               | Crippled. No longer functions and may not be repaired.  |
| 5-6        | Destroyed and flashback to Resonator. Roll on Resonator table.   | 5-6               | Psychic Explosion. See Psy Titan rules for full effect.   |



## WARHOUND TITAN TEMPLATE

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

Front

|              |            |              |
|--------------|------------|--------------|
| Weapon<br>2+ | Head<br>2+ | Weapon<br>2+ |
|              | Legs<br>3+ |              |
| Legs<br>2+   |            | Legs<br>2+   |

Rear

|              |               |              |
|--------------|---------------|--------------|
| Weapon<br>2+ | Reactor<br>4+ | Weapon<br>2+ |
|              | Legs<br>3+    |              |
| Legs<br>2+   |               | Legs<br>2+   |

Side

|              |              |              |
|--------------|--------------|--------------|
| Weapon<br>2+ | Weapon<br>2+ | Weapon<br>2+ |
|              | Legs<br>2+   |              |
|              | Legs<br>2+   |              |



Head

|     |   |
|-----|---|
| 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.                            |

Reactor

|     |                   |
|-----|-------------------|
| 1-2 | Damaged.          |
| 3-4 | Crippled.         |
| 5-6 | Reactor explodes! |

Weapon

|     |  |
|-----|--|
| 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. |

Leg

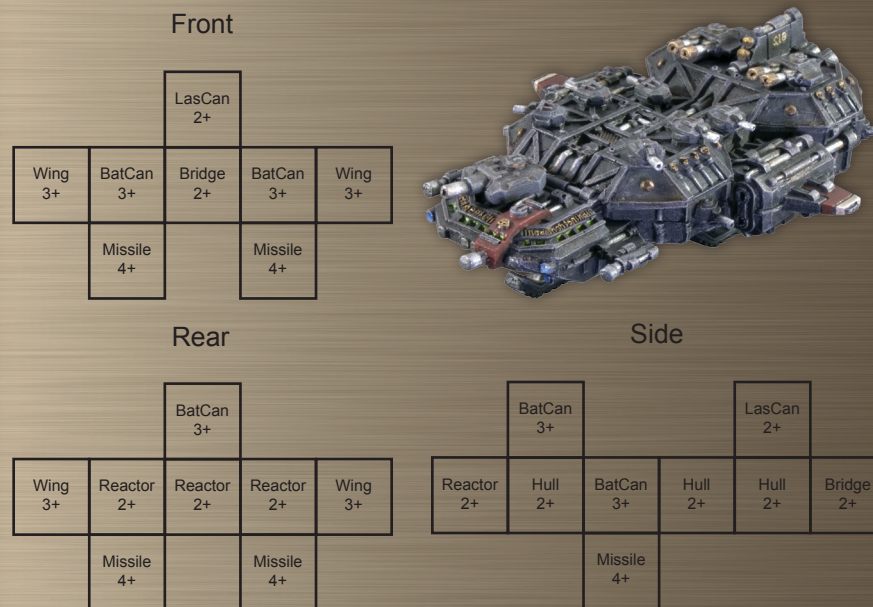
|     |   |
|-----|---|
| 1-2 | Damaged. Speed halved and cannot enter difficult terrain.   |
| 3-4 | Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below). |
| 5   | Destroyed. The titan may no longer move or turn.  |
| 6   | Destroyed and the titan crashes to the ground.  |



# IMPERIAL DROPSHIP TEMPLATE

| Move   | CAF | Shields        | Repair | Notes   |
|--------|-----|----------------|--------|---|
| 100 cm | +8  | 2 Void Shields | 4+     | Praetorian, 4+ Psychic Save, PD (16), Transport 60 points of stuff.<br>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         |



| Bridge                    |  | Reactor  |  |
|---------------------------|--|----------|--|
| 1-2                       | Crippled PD may not fire and missile shots scatter 1D6 cm. | 1-3      | Damaged and erratic landing. +1 to all future damage rolls.  |
| 3-4                       | Crippled and erratic landing. No weapons may fire.         | 4-5      | Damaged and crash landing. +1 to all future damage rolls.  |
| 5-6                       | Destroyed and crash landing.                               | 6        | Plasma explosion! Units hit if the dropship is on the ground.  |
| Wing                      |  | Hull     |  |
| 1-2                       | Crippled and erratic landing.                              | 1-5      | Add +1 to future damage rolls on the hull.   |
| 6                         | Crippled and crash landing.                                | 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. |
| Battlecannons & Lascannon |  | Missiles |  |
| 1-2                       | Weapon damaged.  | 1-2      | Damaged. Add 1D6 cm to scatter and +1 to future damage rolls against this missile.   |
| 3-5                       | Weapon destroyed.  | 3-4      | Missile destroyed.   |
| 6                         | Weapon destroyed and roll for damage on the hull.          | 5-6      | Missile destroyed and roll for damage on the hull.   |

## Erratic Landing

Ship lands on a random spot 2D6 scattered from the original landing point.  
Any mobile units (except Titan/Praetorian class) get out from underneath on a 4+, otherwise they are destroyed.  
If any titans, praetorians or buildings are hit, both sides get D6 hits on random locations with -2 TSM.

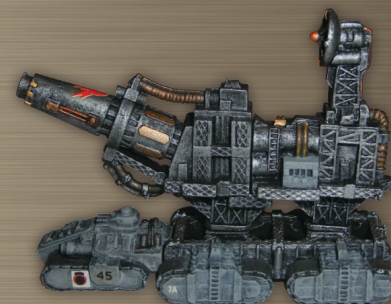
## Crash Landing – same as erratic plus:

Ship scatters 3D6 on landing.  
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.



## ORDINATUS ARMAGEDDON TEMPLATE

| Move  | CAF | Shields   | Repair           | Notes   |
|-------|-----|---|------------------|---|
| 10 cm | +5  | Dispersion Field<br>(fixed save that decreases over time) | 4+               | Praetorian<br>4+ Psychic Save, PD (8),<br>Roll D6+3 for plasma coun-<br>ters each turn and allocate<br>them to Nova Cannon pulse<br>and/or maximal fire.<br>If destroyed, explosion hits<br>everything within 2D6 cm at<br>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 build-ings.<br>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  |   |

| Front       |              |             | Rear        |               |             | Side          |               |             |              |              |
|-------------|--------------|-------------|-------------|---------------|-------------|---------------|---------------|-------------|--------------|--------------|
|             | Sensor<br>4+ |             |             | Sensor<br>4+  |             | Sensor<br>4+  |               |             |              |              |
| Hull<br>3+  | Weapon<br>4+ | Hull<br>3+  | Hull<br>3+  | Reactor<br>3+ | Hull<br>3+  | Reactor<br>3+ | Reactor<br>4+ | Hull<br>3+  | Weapon<br>3+ | Weapon<br>4+ |
| Hull<br>3+  | Hull<br>3+   | Hull<br>3+  | Hull<br>3+  | Hull<br>3+    | Hull<br>3+  | Hull<br>3+    | Hull<br>3+    | Hull<br>3+  | Bridge<br>2+ |              |
| Track<br>2+ | Bridge<br>2+ | Track<br>2+ | Track<br>2+ | Hull<br>2+    | Track<br>2+ | Track<br>2+   | Track<br>2+   | Track<br>2+ | Track<br>2+  | Track<br>2+  |

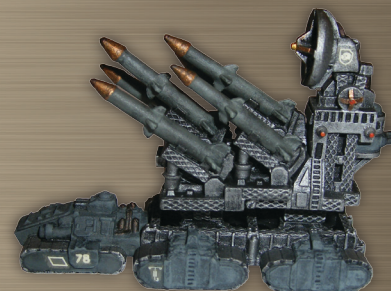
| Bridge (every unsaved hit destroys a lascannon) |   | Reactor                                |  |
|---|---|--|--|
| 1-2   | Damaged. CAF halved.  | 1-3                                    | Reactor Damaged.   |
| 3   | Damaged. CAF halved and Command ability lost.   | 4-5                                    | Reactor Crippled.  |
| 4   | Crippled. CAF halved and Command ability lost.  | 6                                      | Reactor Explodes!  |
| 5-6   | Destroyed and crew abandons ship.   |  |  |
| Track   |   | Hull (every unsaved hit destroys a PD) |  |
| 1-2   | Damaged. Speed -2 cm and cannot enter difficult terrain.  | 1-5                                    | Add +1 to future damage rolls on the hull.   |
| 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. | 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. |
| 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.  |  |  |
| Weapon  |   | Sensor Antenna                         |  |
| 1-2   | Damaged.  | 1-2                                    | Damaged. All non-barrage weapons are -1 To-Hit.  |
| 3-4   | Destroyed.  | 3-4                                    | Crippled. All non-barrage weapons are -1 To-Hit.   |
| 5-6   | Destroyed and roll for damage on the hull.  | 5-6                                    | Blown off the vehicle and roll damage to the reactor   |



## ORDINATUS GOLGOTHA TEMPLATE

| Move  | CAF | Shields   | Repair           | Notes   |
|-------|-----|---|------------------|---|
| 10 cm | +5  | Dispersion Field<br>(fixed save that decreases over time) | 4+               | Praetorian<br>4+ Psychic Save, PD(8)<br>Carries 6 Hellfire missiles<br>and may fire 1 or 2 each<br>turn. Missiles are direct-<br>fire only and have a 180-<br>degree forward fire arc.<br>If destroyed, explosion<br>hits everything within 2D6<br>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)<br>Fire 1 or 2 each turn | 200 cm | 8 BP per<br>template | 3+     | -1  | D3 adjacent templates<br>per missile.<br>Casualties force<br>morale test or the unit<br>goes on Fall Back<br>Orders. |
| Lascannons (2)                                 | 50 cm  | 2                    | 5+     | -2  |  |



Front

Rear

Side

|               |              |               |               |               |               |               |               |               |              |
|---------------|--------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|--------------|
|               | Sensor<br>4+ |               | Sensor<br>4+  |               | Sensor<br>4+  |               | Missile<br>4+ | Missile<br>4+ |              |
| Missile<br>3+ | Hull<br>3+   | Missile<br>3+ | Missile<br>4+ | Reactor<br>3+ | Missile<br>4+ | Reactor<br>3+ | Missile<br>3+ | Missile<br>3+ |              |
| Hull<br>3+    | Bridge<br>2+ | Hull<br>3+    | Hull<br>3+    | Hull<br>3+    | Hull<br>3+    | Hull<br>3+    | Hull<br>3+    | Hull<br>3+    | Bridge<br>2+ |
| Track<br>2+   | Hull<br>3+   | Track<br>2+   | Track<br>2+   | Hull<br>3+    | Track<br>2+   | Track<br>2+   | Track<br>2+   | Track<br>2+   | Track<br>2+  |

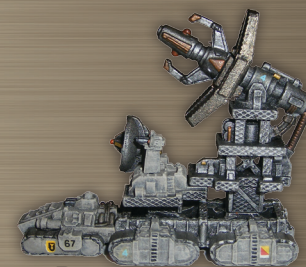
| Bridge (every unsaved hit destroys a lascannon) |   | Reactor                                    |  |
|---|---|--|--|
| 1-2   | Damaged. CAF halved.  | 1-3  | Reactor Damaged.   |
| 3   | Damaged. CAF halved and Command ability lost.   | 4-5  | Reactor Crippled.  |
| 4   | Crippled. CAF halved and Command ability lost.  | 6  | Reactor Explodes!  |
| 5-6   | Destroyed and crew abandons ship.   |  |  |
| Track   |   | Hull (every unsaved hit destroys a bolter) |  |
| 1-2   | Damaged. Speed -2 cm and cannot enter difficult terrain.  | 1-5  | Add +1 to future damage rolls on the hull.   |
| 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. | 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. |
| 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.  |  |  |
| Missile   |   | Sensor Antenna                             |  |
| 1-2   | Damaged.  | 1-2  | Damaged. All non-barrage weapons are -1 To-Hit.  |
| 3-4   | Destroyed.  | 3-4  | Crippled. All non-barrage weapons are -1 To-Hit.   |
| 5-6   | Destroyed and roll for damage on the hull.  | 5-6  | Blown off the vehicle and roll damage to the reactor   |



## ORDINATUS MARS TEMPLATE

| Move  | CAF | Shields   |                  | Repair | Notes   |
|-------|-----|---|------------------|--------|---|
| 10 cm | +5  | Dispersion Field<br>(fixed save that decreases over time) |                  | 4+     | Praetorian<br>4+ Psychic<br>Save, PD(8),<br>If destroyed,<br>explosion hits<br>everything<br>within 2D6<br>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 armour save of the model is. Shielded targets automatically lose one shield. |             |        |     |       |
| Lascannons (3)  | 50 cm   | 3           | 5+     | -2  |       |



| Bridge (every unsaved hit destroys a lascannon) |   | Reactor                                    |  |
|---|---|--|--|
| 1-2   | Damaged. CAF halved.  | 1-3  | Reactor Damaged.   |
| 3   | Damaged. CAF halved and Command ability lost.   | 4-5  | Reactor Crippled.  |
| 4   | Crippled. CAF halved and Command ability lost.  | 6  | Reactor Explodes!  |
| 5-6   | Destroyed and crew abandons ship.   |  |  |
| Track   |   | Hull (every unsaved hit destroys a bolter) |  |
| 1-2   | Damaged. Speed -2 cm and cannot enter difficult terrain.  | 1-5  | Add +1 to future damage rolls on the hull.   |
| 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. | 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. |
| 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.  |  |  |
| Weapon  |   | Sensor Antenna                             |  |
| 1-2   | Damaged.  | 1-2  | Damaged. All non-barrage weapons are -1 To-Hit.  |
| 3-4   | Destroyed.  | 3-4  | Crippled. All non-barrage weapons are -1 To-Hit.   |
| 5-6   | Destroyed and roll for damage on the hull.  | 5-6  | Blown off the vehicle and roll damage to the reactor   |



# THE IMPERATOR TITAN

Imperators 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 allocate 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 IMPERATOR 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 | D6+3 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  |   |

## Imperator Titan Armour Saves

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

## Imperator Titan Repairs

Imperator Titans have extensive repair functions that allow them to absorb incredible amounts of damage and remain functioning. During the end phase the Imperator 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.

## Imperator Titans in Close Combat

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

## Boarding the Emperor Titan

The Emperor is designed so that the lower legs, or bastions, are completely sealed off from the rest of the Titan. Because of this, the different sections of the Emperor (left bastion, right bastion and upper fortress) are assaulted as if they were separate models. Boarding actions can be conducted against the bastions by models attacking from ground level. Troops equipped with jump packs, skimmers and troops disembarking from flyers or skimmers can assault the upper fortress. Only models able to actually enter buildings can attempt a boarding action against the Emperor. Boarders can attack if they are in contact with the model at the start of the Close Combat segment of the combat phase. All troop stands carried by the Emperor Titan may fire, during the First Fire

segment, at models attempting to board. Any restrictions on models that can fire or modifiers for cover do not apply. Additionally, the Emperor Titan can fire some or all of its armament at the attacking models as long as the attackers are within firing arcs of the weapons and the Titan can fire in the First Fire segment.

During the Close Combat segment resolve the boarding action for any surviving attackers:

- 1) Line up all the models attacking the Emperor Titan.
- 2) Take all the defending troops off the data card and line them up against the attackers.
- 3) If either side has any excess models left over they can be used to double up against opponents.
- 4) Fight Close Combat as normal. Everyone is inside so there's no bonus for that.
- 5) Place surviving defenders back on the data card.
- 6) Any surviving attackers can now occupy troop stand locations that have been left empty.
- 7) Locations occupied by enemy models are considered damaged (not destroyed) but may not be repaired while occupied by enemy models.





## Front

|                        |                        |                      |                        |                       |                       |                       |                        |
|------------------------|------------------------|----------------------|------------------------|-----------------------|-----------------------|-----------------------|------------------------|
|                        |                        |                      | Defense<br>Laser<br>5+ |                       |                       |                       |                        |
|                        |                        |                      | R.Rear<br>Tower<br>5+  | Center<br>Tower<br>5+ | L.Rear<br>Tower<br>5+ |                       |                        |
|                        |                        |                      | R.Front<br>Tower<br>5+ | R.Rear<br>Tower<br>5+ | Sense<br>Dome<br>4+   | L.Rear<br>Tower<br>5+ | L.Front<br>Tower<br>5+ |
|                        |                        |                      | R.Front<br>Tower<br>5+ | Sense<br>Dome<br>3+   | Main<br>Battery<br>5+ | Sense<br>Dome<br>3+   | L.Front<br>Tower<br>5+ |
|                        |                        |                      | Wepn<br>Couple<br>3+   | Guard<br>Room<br>4+   | Mind<br>Impulse<br>2+ | Guard<br>Room<br>4+   | Wepn<br>Couple<br>3+   |
| Hellst<br>Canon<br>4+  | Hellst<br>Canon<br>4+  | Reacor<br>Link<br>3+ | Bridge<br>2+           |                       | Reacor<br>Link<br>3+  | Plasma<br>Annil<br>4+ | Plasma<br>Annil<br>4+  |
| Hellst<br>Canon<br>4+  | Hellst<br>Canon<br>4+  | Engine<br>2+         | Engine<br>2+           | Engine<br>2+          | Plasma<br>Annil<br>4+ | Plasma<br>Annil<br>4+ |                        |
|                        |                        | Gyro<br>3+           | Leg<br>1+              | Gyro<br>3+            | Leg<br>1+             | Gyro<br>3+            |                        |
|                        |                        | Leg<br>1+            |                        |                       |                       |                       | Leg<br>1+              |
| Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |                      |                        |                       |                       | Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+  |
| Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |                      |                        |                       |                       | Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+  |
| Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |                      |                        |                       |                       | Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+  |

## Rear

|                       |                       |                      |                        |                       |                       |                        |                        |
|-----------------------|-----------------------|----------------------|------------------------|-----------------------|-----------------------|------------------------|------------------------|
|                       |                       |                      | Defense<br>Laser<br>5+ |                       |                       |                        |                        |
|                       |                       |                      | L.Rear<br>Tower<br>5+  | Center<br>Tower<br>5+ | R.Rear<br>Tower<br>5+ |                        |                        |
|                       |                       |                      | L.Front<br>Tower<br>5+ | L.Rear<br>Tower<br>5+ | Center<br>Tower<br>5+ | L.Rear<br>Rower<br>5+  | R.Front<br>Tower<br>5+ |
|                       |                       |                      | L.Front<br>Tower<br>5+ | Sense<br>Dome<br>3+   | Void<br>Gen<br>4+     | Sense<br>Dome<br>3+    | R.Front<br>Tower<br>5+ |
|                       |                       |                      | Wepn<br>Couple<br>3+   | Reactor<br>1+         | Reactor<br>5+         | Reactor<br>1+          | Wepn<br>Couple<br>3+   |
| Plasma<br>Annil<br>4+ | Plasma<br>Annil<br>4+ | Reacor<br>Link<br>3+ | Reactor<br>2+          | Reacor<br>Link<br>3+  | Hellst<br>Canon<br>4+ | Hellst<br>Canon<br>4+  |                        |
| Plasma<br>Annil<br>4+ | Plasma<br>Annil<br>4+ | Engine<br>2+         | Engine<br>2+           | Engine<br>2+          | Hellst<br>Canon<br>4+ | Hellst<br>Canon<br>4+  |                        |
|                       |                       | Gyro<br>3+           | Leg<br>1+              | Gyro<br>3+            | Leg<br>1+             | Gyro<br>3+             |                        |
|                       |                       | Leg<br>1+            |                        |                       |                       | Leg<br>1+              |                        |
| Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+ |                      |                        |                       |                       | Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |
| Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+ |                      |                        |                       |                       | Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |
| Left<br>Bastion<br>3+ | Left<br>Bastion<br>3+ |                      |                        |                       |                       | Right<br>Bastion<br>3+ | Right<br>Bastion<br>3+ |

## Side

|                     |                  |                   |                   |                    |                  |                  |  |  |  |  |
|---------------------|------------------|-------------------|-------------------|--------------------|------------------|------------------|--|--|--|--|
| Defense Laser<br>5+ |                  |                   |                   |                    |                  |                  |  |  |  |  |
| Rear Tower<br>5+    | Rear Tower<br>5+ |                   |                   |                    |                  |                  |  |  |  |  |
| Rear Tower<br>5+    | Rear Tower<br>5+ | Sense Dome<br>4+  | Front Tower<br>5+ |                    |                  |                  |  |  |  |  |
| Void Gen<br>4+      | Rear Tower<br>5+ | Sense Dome<br>4+  | Front Tower<br>5+ | Main Battery<br>5+ |                  |                  |  |  |  |  |
| Reactor 2+          | Reactor 2+       | Wepn Couple<br>3+ | Mind Impuls<br>2+ | Guard Room<br>4+   |                  |                  |  |  |  |  |
|                     | Reactor 2+       | Wepn Couple<br>3+ | Guard Room<br>4+  | Bridge 2+          |                  |                  |  |  |  |  |
|                     |                  | Side Weapn<br>4+  | Side Weapn<br>4+  | Side Weapn<br>4+   | Side Weapn<br>4+ | Side Weapn<br>4+ |  |  |  |  |
|                     |                  | Engine 2+         | Gyro 3+           |                    |                  |                  |  |  |  |  |
|                     |                  | Leg 1+            |                   |                    |                  |                  |  |  |  |  |
|                     |                  | Bastion 3+        | Bastion 3+        |                    |                  |                  |  |  |  |  |
|                     |                  | Bastion 3+        | Bastion 3+        |                    |                  |                  |  |  |  |  |
|                     |                  | Bastion 3+        | Bastion 3+        |                    |                  |                  |  |  |  |  |




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



Close Assault Factor: +22  
Void Shields: 12  
Psychic Save: 2+

## PLASMA ANNIHILATOR



| Ring | Dice | Hit | TSM |
|------|------|-----|-----|
| 100  | 2    | 4+  | -4  |
| 150  | 3    | 3+  | -6  |

The diagram illustrates the FIRE ARCS system. It features a central circular area with a red crosshair. The text "FIRE ARCS" is written in large, bold, white letters at the top. Below it, the text "Main Battery" is written in a smaller, white font. The central area is divided into four quadrants by the red crosshair. The top-left quadrant is labeled "Plasma Annihilator". The top-right quadrant is labeled "Helldorado Cannon". The bottom-left quadrant is labeled "Secondary Weapons". The bottom-right quadrant is labeled "Defence Laser". The text "Bolter's All 360" is written in a smaller, white font at the bottom. The text "Tower Guns" and "2 Attack Dice" is written in a smaller, white font on the left and right sides of the diagram.

| Rank | Shields |
|------|---------|
| 1    | 1       |
| 2    | 2       |
| 3    | 3       |
| 4    | 4       |
| 5    | 5       |
| 6    | 6       |
| 7    | 7       |
| 8    | 8       |
| 9    | 9       |
| 10   | 10      |
| 11   | 11      |
| 12   | 12      |



# ADEPTUS MECHANICUS

## ARMY CARDS

### Standard Adeptus Mechanicus List

| Company Cards                    | Contents  | Break Point | Morale | Victory Points | Cost |
|----------------------------------|---|-------------|--------|----------------|------|
| Knight Paladin Household         | Command Knight Paladin<br>2 Paladin Detachments                       | 4           | 2      | 6              | 600  |
| Knight Lancer Household          | Command Knight Lancer<br>2 Lancer Detachments                         | 4           | 2      | 6              | 600  |
| Knight Errant Household          | Command Knight Errant<br>2 Errant Detachments                         | 4           | 2      | 5              | 500  |
| Tech-Guard Titan Defense Company | Tactical HQ stand<br>3 Tactical Platoons                              | 10          | 3      | 5              | 500  |
| Tech-Guard Mechanized Company    | Tactical HQ stand & Command Chimera<br>3 Mechanized Tactical Platoons | 15          | 3      | 8              | 750  |
| Tech-Guard Mech Assault Company  | Assault HQ stand & Command Chimera<br>3 Mechanized Assault Platoons   | 15          | 3      | 7              | 650  |
| Tech-Guard Leman Russ Company    | Command Leman Russ<br>3 Leman Russ Squadron                           | 5           | 3      | 8              | 750  |
| Tech-Guard Stormblade Company    | 3 Detachments of 1 Stormblade   | 2           | 2      | 9              | 900  |
| Special Cards                    | Contents  | Break Point | Morale | Victory Points | Cost |
| Adeptus Mechanicus Team          | 2 Adeptus Mechanicus & 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  |   |       |   |        |     |
| Psy Titan *   | Psy Titan hull                          | Model | - | Varies | 650 |
| 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 Point | Morale | Victory Points | Cost |
|-----------------------------|--|-------------|--------|----------------|------|
| Infantry                    |  |             |        |                |      |
| Mechanized Assault Platoon  | 6 Assault stands & 3 Chimeras              | 5           | 3      | 2              | 225  |
| Tactical Platoon            | 6 Tactical stands                          | 3           | 3      | 2              | 150  |
| Heavy 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  |
| Hydra Squadron              | 3 Hydra AA Tanks                           | 2           | 3      | 3              | 300  |



|   |                                 |       |   |   |      |
|---|---------------------------------|-------|---|---|------|
| Leman Russ Squadron   | 3 Leman Russ Tanks              | 2     | 3 | 3 | 250  |
| Sabre Tank-Hunter Squadron *                                      | 3 Sabre Tank-Hunters            | 2     | 3 | 1 | 100  |
| <b>Heavy Artillery</b>  |                                 |       |   |   |      |
| 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 |
| <b>Flyers</b>   |                                 |       |   |   |      |
| Marauder Squadron   | 3 Marauder Fighter Bombers      | 2     | 3 | 4 | 350  |
| Thunderbolt Squadron  | 3 Thunderbolt Fighters          | 2     | 3 | 3 | 250  |
| <b>Knights</b>  |                                 |       |   |   |      |
| 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  |
| <b>Superheavies</b>   |                                 |       |   |   |      |
| Stormblade  | Stormblade                      | Model | 3 | 3 | 300  |
| * Optional unit. These require the consent of all players to use. |                                 |       |   |   |      |

| <b>Support Cards</b>  |                    |       |   |        |     |
|---|--------------------|-------|---|--------|-----|
| Warlord Titan   | Warlord Titan hull | Model | - | Varies | 500 |
| Reaver Titan  | Reaver Titan hull  | Model | - | Varies | 300 |
| Warhound Titan  | Warhound Titan     | Model | - | Varies | 125 |
| Warhound Scout Detachment   | 2 Warhound Titans  | Each  | - | Varies | 250 |
| * Optional unit. These require the consent of all players to use. |                    |       |   |        |     |



## Titan Legions List

| Company Cards              | Contents              | Break Point | Morale | Victory 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   | TSM      | Notes  |
|-------------------------|-------|--------|-----|---------------------------------|----------------|-------------|----------|----------|--|
| <b>Special</b>          |       |        |     |                                 |                |             |          |          |  |
| 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   | Las pistol                      | 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        |
| Inquisitor              | 10 cm | 4+f    | +6  | Various                         | 35 cm          | 2           | 4+       | -1       | Command, Elite, HQ, Fearless, 4+ Psychic Save, Special |
| Ordo-Malleus Inquisitor | 10 cm | 4+f    | +6  | Psycannon                       | 50 cm          | 1           | 4+       | 0        | HQ, 4+ Psychic Save, Special, Command, Elite           |
| Assault HQ              | 15 cm | -      | +1  | Pistol & Sword                  | 25 cm          | 1           | 5+       | 0        | Command, Elite, HQ, Jump Pack                          |
| Tactical HQ             | 10 cm | -      | 0   | Lasgun                          | 50 cm          | 1           | 5+       | 0        | Command, Elite, HQ                                     |
| <b>Infantry</b>         |       |        |     |                                 |                |             |          |          |  |
| 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        |  |
| <b>Vehicles</b>         |       |        |     |                                 |                |             |          |          |  |
| 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                                    |
| Chimerro APC            | 20 cm | 3+     | +1  | Multi-Laser *<br>Hunter Missile | 25 cm<br>50 cm | 1<br>1      | 4+<br>5+ | 0<br>-2  | Transport 2, * Turret                                  |
| Hellhound               | 15 cm | 3+     | 0   | Fire Thrower                    | Template       | -           | 5+       | 0        | Ignores Cover  |
| Hydra AA                | 20 cm | 3+     | 0   | Autocannon                      | 100cm          | 4           | 5+       | -1       | AA   |
| Leman Russ              | 20 cm | 3+     | +2  | Battlecannon *<br>Lascannon     | 75 cm<br>75 cm | 1<br>1      | 5+<br>5+ | -2<br>-1 | PD(1), * Turret  |
| Recon Land Speeder      | 30 cm | 6+     | +3  | Multi-Melta                     | 25 cm          | 1           | 3+       | -2       | Command, Skimmer, Special                              |
| Rhino                   | 25 cm | 4+     | 0   | -                               | -              | -           | -        | -        | PD(1), Transport 2                                     |
| Sabre Tank-Hunter       | 25 cm | 4+     | 0   | Autocannon                      | 75 cm          | 1           | 5+       | -2       | Turret   |
| <b>Heavy Artillery</b>  |       |        |     |                                 |                |             |          |          |  |
| 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   |



### Flyers

|                         |        |    |    |                                       |                         |                |                |                |       |
|-------------------------|--------|----|----|---------------------------------------|-------------------------|----------------|----------------|----------------|-------|
| Marauder Fighter-Bomber | 75 cm  | 3+ | +2 | Battlecannon<br>Lascannon<br>Missiles | 50 cm<br>50 cm<br>50 cm | 1<br>3<br>4 BP | 4+<br>5+<br>5+ | -1<br>-2<br>-2 | Flyer |
| Thunderbolt Fighter     | 100 cm | 4+ | +4 | Autocannon<br>Rockets                 | 25 cm<br>25 cm          | 3<br>4 BP      | 5+<br>5+       | -1<br>-1       | Flyer |

### Knights

|           |       |    |    |                               |                 |        |          |          |  |
|-----------|-------|----|----|-------------------------------|-----------------|--------|----------|----------|--|
| Baron     | 25 cm | 2+ | +4 | Battlecannon<br>Power Lance   | 75 cm<br>15 cm  | 2<br>1 | 4+<br>3+ | -2<br>-3 | Command, HQ, PD(2), Inspirational, Power Lance, Shield |
| Castellan | 15 cm | 2+ | +3 | Quake Cannon<br>Autocannon    | 100 cm<br>50 cm | 1<br>3 | 3+<br>5+ | -3<br>-1 | Shield, PD(1)  |
| Crusader  | 15 cm | 2+ | +3 | Quake Cannon<br>Lascannon     | 100 cm<br>75 cm | 1<br>2 | 3+<br>5+ | -3<br>-2 | Shield, PD(1)  |
| Errant    | 20 cm | 3+ | +3 | Thermal Cannon                | 25 cm           | 2      | 4+       | -3       | Shock Lance, Shield, CC attack Penetrating +2, PD(1)   |
| Lancer    | 25 cm | 3+ | +2 | Battlecannon<br>Power Lance   | 75 cm<br>15 cm  | 1<br>1 | 4+<br>3+ | -2<br>-3 | Shield, Power Lance, PD(1)                             |
| Paladin   | 20 cm | 3+ | +4 | Battlecannon<br>Heavy Bolters | 75 cm<br>25 cm  | 1<br>2 | 4+<br>5+ | -2<br>-1 | Shock Lance, Shield, PD(1)                             |
| Warden    | 15 cm | 3+ | +3 | Autocannon<br>Multilasers     | 75 cm<br>25 cm  | 1<br>6 | 4+<br>5+ | 0<br>0   | Shield, PD(3)  |

### Superheavies

|            |       |    |    |   |                                  |                  |                      |                      |   |
|------------|-------|----|----|---|----------------------------------|------------------|----------------------|----------------------|---|
| Stormblade | 10 cm | 1+ | +6 | Plasma Blastgun<br>Battlecannon<br>Hellion Missile *<br>Hunter/Killer Missile * | 50 cm<br>50 cm<br>75 cm<br>75 cm | 2<br>1<br>1<br>4 | 3+<br>4+<br>3+<br>3+ | -4<br>-2<br>-4<br>-1 | PD(8), * One-shot, ** One Shot & Penetrating +2 |
|------------|-------|----|----|---|----------------------------------|------------------|----------------------|----------------------|---|

### Praetorians

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