

NetEPIC

Titan Imperial/Chaos **Hull & Weapons Cards**

NetEPIC 5.0 & GOLD Army Book Adeptus Mechanicus,

Updated with "net_epic_gold_correction_document_7-8-15_1"

Updated Cards: 02 September, 2023

There are a couple of format versions of Titan cards, where you have the choice to have the base Titan hull and the various weapons cards. The other version allows you to write in the various weapons and cost options onto the card. There is a space for the units final Victory Points. The second part of this resource contains a selection of Titan weapons to choose from.

Instructions for Preparation:

Use the two blank tables at the end of this document to copy and paste the desired unit cards. After printing, score down the dotted lines of each unit card with a dull pointed probe, then cut around each card (along the continuous lines). Then easily fold along the previously scored dotted lines. Then preferably insert into a plastic sleeve. Enjoy.

Card Sizes:

Large Cards:-	Height= 9.25 cm,	Width= 6.9 cm
Small Cards:-	Height= 4.2 cm,	Width= 6.5cm

Disclaimer:

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Adeptus Mechanicus **Warlord Titan Hull**

Standard Adeptus Mechanicus



Warlord Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 500 +

Adeptus Mechanicus **Warlord Titan Hull**



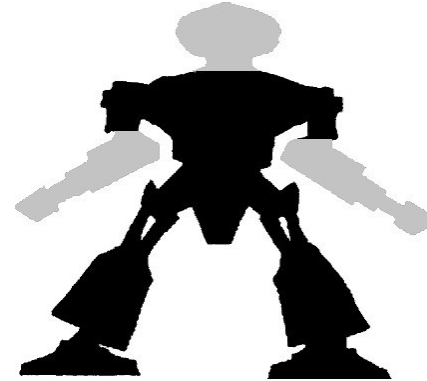
Warlord Titan Titan (5)		
Move: 15cm	Save: Card	CAF: +14
Weapon:-	Range:-	Shoot:-
Purchase up to 5 Weapons + Head		

- **Void Shields:-** x6
- **Close Combat Weapons:-** Free.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Reaver Titan Hull**

Standard Adeptus Mechanicus



Reaver Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 300 +

Adeptus Mechanicus **Reaver Titan Hull**



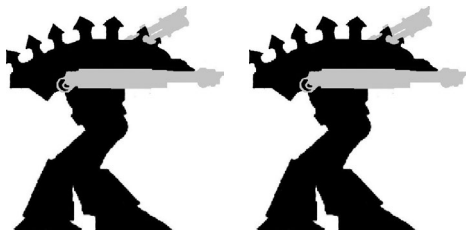
Reaver Titan Titan (5)		
Move: 20cm	Save: Card	CAF: +12
Weapon:-	Range:-	Shoot:-
Purchase 3 Weapons		

- **Void Shields:-** x4
- **Close Combat Weapons:-** x2 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Warhound Titan Sqd**

Standard Adeptus Mechanicus



Warhound Titan Hulls x2

Break: Model	Morale: -	Victory Points: Varies
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Cost: 250 +

Adeptus Mechanicus **Warhound Titan Squadron**



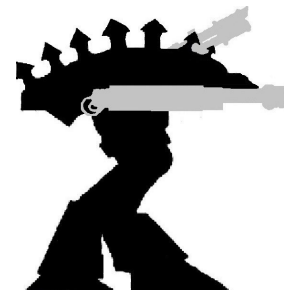
Warhound Titans Titan (5)		
Move: 25cm	Save: Card	CAF: +8
Weapon:-	Range:-	Shoot:-
Purchase 2 Weapons each		

- **Void Shields:-** x2
- **Special Abilities:-** Agile, Hard to Hit.
- **Close Combat Weapons:-** x3 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Warhound Titan Hull**

Standard Adeptus Mechanicus



Warhound Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 125 +

Adeptus Mechanicus **Warhound Titan Hull**



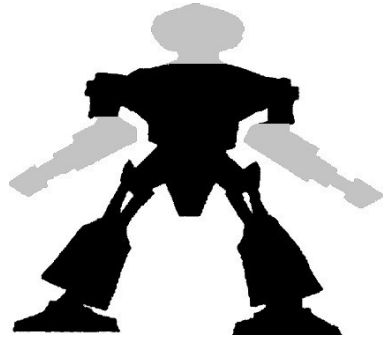
Warhound Titan Titan (5)		
Move: 25cm	Save: Card	CAF: +8
Weapon:-	Range:-	Shoot:-
Purchase 2 Weapons		

- **Void Shields:-** x2
- **Special Abilities:-** Agile, Hard to Hit.
- **Close Combat Weapons:-** x3 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Reaver Titan Hull**

Standard Adeptus Mechanicus



Reaver Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 300 +

Adeptus Mechanicus **Reaver Titan Hull**



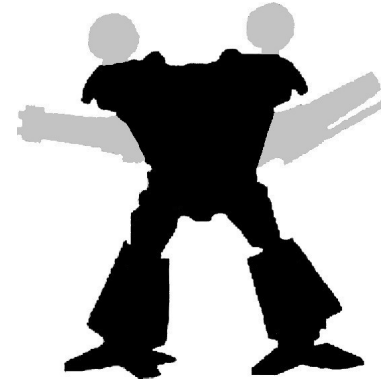
Reaver Titan		<i>Titan (5)</i>
Move: 20cm	Save: Card	CAF: +12
Components:-		Cost:-
<i>Reaver Titan Hull</i>		300
<i>1st Weapon</i>		
<i>2nd Weapon</i>		
<i>3rd Weapon</i>		
Titan Final Cost:-		

- **Void Shields:-** x4
- **Close Combat Weapons:-** x2 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Warlord Titan Hull**

Standard Adeptus Mechanicus



Warlord Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 500 +

Adeptus Mechanicus **Warlord Titan Hull**



Warlord Titan		<i>Titan (5)</i>
Move: 15cm	Save: Card	CAF: +14
Components:-		Cost:-
<i>Warlord Titan Hull</i>		500
<i>Head</i>		
<i>1st Weapon</i>		
<i>2nd Weapon</i>		
<i>3rd Weapon</i>		
<i>4th Weapon</i>		
<i>Banner or 5th Weapon</i>		
Titan Final Cost:-		

- **Void Shields:-** x6
- **Close Combat Weapons:-** Free.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Warhound Titan Hull**

Standard Adeptus Mechanicus



Warhound Titan Hull

Break: Model	Morale: -	Victory Points: Varies
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Cost: 125 +

Adeptus Mechanicus **Warhound Titan Hull**



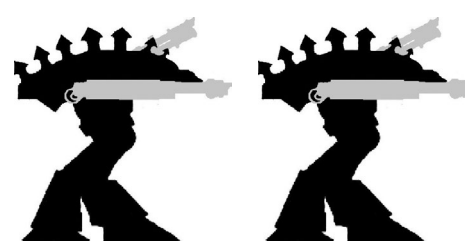
Warhound Titan		<i>Titan (5)</i>
Move: 25cm	Save: Card	CAF: +8
Components:-		Cost:-
<i>Warhound Titan Hull</i>		125
<i>1st Weapon</i>		
<i>2nd Weapon</i>		
Titan Final Cost:-		

- **Void Shields:-** x2
- **Special Abilities:-** Agile, Hard to Hit.
- **Close Combat Weapons:-** x3 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points:
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Adeptus Mechanicus **Warhound Titan Sqd**

Standard Adeptus Mechanicus



Warhound Titan Hulls x2

Break: Model	Morale: -	Victory Points: Varies
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Cost: 250 +

Adeptus Mechanicus **Warhound Titan Squadron**



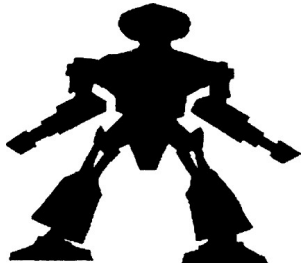
Warhound Titans		<i>Titan (5)</i>
Move: 25cm	Save: Card	CAF: +8
Components:-		Cost:-
<i>1st Warhound Titan Hull</i>		125
<i>1st Weapon</i>		
<i>2nd Weapon</i>		
<i>2nd Warhound Titan Hull</i>		125
<i>1st Weapon</i>		
<i>2nd Weapon</i>		
Titans Final Cost:-		

- **Void Shields:-** x2
- **Special Abilities:-** Agile, Hard to Hit.
- **Close Combat Weapons:-** x3 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points: ? each
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Adeptus Mechanicus **Reaver Titan Hull**

Standard Adeptus Mechanicus



Reaver Titan Hull

Multiple Rocket Launcher
Power Fist*
Turbo-Laser Destructor

Break: Model	Morale: -	Victory Points: 5
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Cost: 480

Adeptus Mechanicus **Reaver Titan Hull**



Reaver Titan Titan (5)

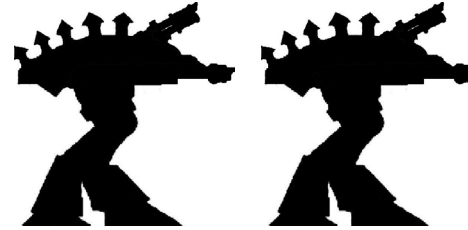
Move: 20cm	Save: Card	CAF: +12
Components:-		Cost:-
Reaver Titan Hull		300
Multiple Rocket Launcher		75
Power Fist*		30
Turbo-Laser Destructor		75
Titan Final Cost:-		480

- **Void Shields:-** x4
- ***Close Combat Weapons:-** x2 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points: 5
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Adeptus Mechanicus **Warhound Titan Sqd**

Standard Adeptus Mechanicus



Warhound Titan Hulls x2

1st Warhound Titan	2nd Warhound Titan
Plasma Blastgun	Turbo-Laser Destructor
Vulcan Mega-Bolter	Vulcan Mega-Bolter

Break: Model	Morale: -	Victory Points: 3 each
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Cost: 500

Adeptus Mechanicus **Warhound Titan Squadron**



Warhound Titans Titan (5)

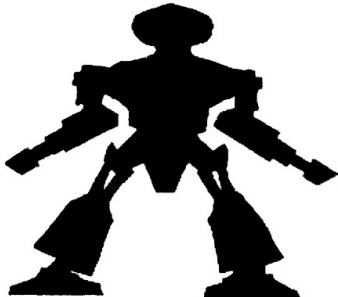
Move: 25cm	Save: Card	CAF: +8
Components:-		Cost:-
1st Warhound Titan Hull		125
Plasma Blastgun		75
Vulcan Mega-Bolter		50
2nd Warhound Titan Hull		125
Turbo-Laser Destructor		75
Vulcan Mega-Bolter		50
Titans Final Cost:-		250 each 500 for unit

- **Void Shields:-** x2
- **Special Abilities:-** Agile, Hard to Hit.
- **Close Combat Weapons:-** x3 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

Break: Model	Morale: _	Victory Points: 3 each
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Adeptus Mechanicus **Reaver Titan**

Standard Adeptus Mechanicus



Reaver Titan

Reaver cost:- 300, MR Launcher cost:- 75,
Power Fist cost:- 30, Turbo-Laser Destructor cost:- 75

Break: Model	Morale: -	Victory Points: 5
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Cost: 480

Adeptus Mechanicus **Reaver Titan**



Reaver Titan Titan (5)

Move: 20cm	Save: Card	CAF: +12
Weapon:-	Range:-	Shoot:-
Multiple Rocket Launcher	100cm	Penetration(SB): 8BP, 3+, (-1) Shotgun (LB): 6BP, 4+, (0)
Power Fist	C C	See Rules
Turbo-Laser Destructor	75cm	2d, 3+, (-2)

- **Void Shields:-** x4
- Penetration Mode:- 6cm SB Template
- Shotgun Mode:- 12cm LB Template
- **Close Combat Weapons:-** x2 listed cost.
- **Victory Points:-** Titans worth one VP per 100 points they cost, rounded up.

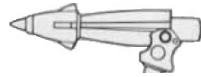
Break: Model	Morale: _	Victory Points: 5
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Instructions

- Vortex Missile can only be fired on **First Fire Orders**.
- Place the 6cm barrage template within line of sight, then scatter it 2D6cm.
- Any model, building or terrain under template is destroyed with no save allowed.
- 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.
- During every End Phase, roll a D6 for the vortex:

Die Roll	Result
1-2	Vortex dissipates. Remove from table.
3-4	Vortex remains stationary.
5-6	Vortex moves 2D6 in random direction. Use scatter die, roll again if "HIT" indicated. Anything in its path, is hit as described above.

- Vortex missile is an Ethereal Psychic Attack, with units making successful save, moved to template edge.
- Shield Psychic Saves not possible.

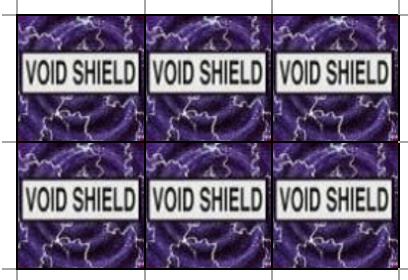
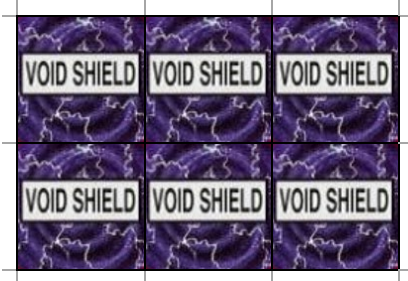
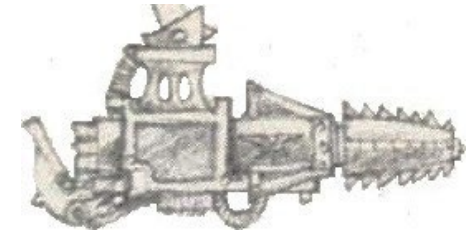


6cm template

- This one-shot weapon can take control of an enemy Titan.
- **No effect** - on Gargants, Bio-Titans & Greater Daemon Titans (e.g. Lord of Battle).

Instructions

- When fired, pick a target within LOS which is hit automatically.
- Shielded targets will lose one shield.
- Units without a hit location template, must save at -2 or be destroyed.
- If 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.
- Harpooned unit must roll a D6 in each subsequent Orders Phase.
 - On 1, the missile falls out and Titan may be given orders as normal.
 - On 2+, Titan comes under control of player owning the harpoon.



Net Epic

Titan Weapon Turbo Laser Destructor

Used by: Warlords, Reavers, Warhounds.
Location: Any

Effective rapid-fire anti-tank weapon.



Cost: 75

Net Epic

Titan Weapon Turbo Laser Destructor



Weapon:-	Range:-	Shoot:-
Turbo Laser Destructor	75cm	2d 3+ (-2)

Net Epic

Titan Weapon Chain Fist (Power Saw)

Used by: Warlords, Reavers, Warhounds.
Location: Arm

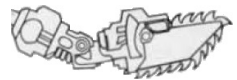
Ripping apart CC opponents & Buildings.



Cost: 25

Net Epic

Titan Weapon Chain Fist (Power Saw)



Weapon:-	Range:-	CAF:-
Chain Fist *	CC	+D6 CAF

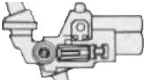
- * **Penetrating** – Weapon adds +2 to rolls on a superheavy or hit location template damage table.
- **Destroys Buildings** – Buildings must make armour save at -4 TSM.

Net Epic

Titan Weapon Laser Burner

Used by: Warlords, Reavers.
Location: Arm

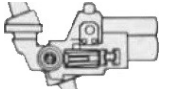
Searing CC Laser beam.



Cost: 10

Net Epic

Titan Weapon Laser Burner



Weapon:-	Range:-	CAF:-
Laser Burner	CC	D6 Hits, (0)


- Shields are no protection.
- D6 hits scatter normally, with hits rolling on damage table (no modifiers).

Net Epic

Titan Weapon Power Fist (Battle Claw)

Used by: Warlords, Reavers, Warhounds.
Location: Arm

Tearing chunks off CC opponents & Buildings.



Cost: 15

Net Epic

Titan Weapon Power Fist (Battle Claw)

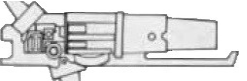
- **May Re-roll** one or both CC dice. 2nd roll final.
- **Grab Attack**, (from winning a round of CC)
- Player selects a location on target's hit location template. Both players roll a D6 with the Power Fist adding +1 to their roll. If titan making grab attacks scores higher, location receives max. damage. If tie, the losing Titan receives normal damage for location. If losing Titan scores higher it receives no damage.
- **Destroys Buildings** – Buildings must make armour save at -4 TSM.

Net Epic

Titan Weapon Quake Cannon

Used by: Warlords, Reavers, Warhounds.
Location: Any

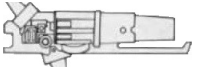

Burst apart armour & buildings.



Cost: 100

Net Epic

Titan Weapon Quake Cannon

6cm Standard Barrage

Weapon:-	Range:-	Shoot:-
Quake Cannon	100cm	8BP 3+ (-3)

- **Not Artillery**, does not scatter, cannot fire indirect. Uses standard barrage template.
- **Destroys Buildings** – Buildings must make armour save at -4 TSM.

Net Epic

Titan Weapon Volcano Cannon

Used by: Warlords, Reavers.
Location: Any

Tears through armour.



Cost: 100

Net Epic

Titan Weapon Volcano Cannon



Weapon:-	Range:-	Shoot:-
Volcano Cannon	100cm	1d 3+ (-4)

- **Penetrating** – Weapon adds +3 to rolls on a superheavy or hit location template damage table.

Net Epic

Titan Weapon Vulcan Mega-Bolter

Used by: Warlords, Reavers, Warhounds.
Location: Any


Effective anti-infantry weapon.



Cost: 50

Net Epic

Titan Weapon Vulcan Mega-Bolter



Weapon:-	Range:-	Shoot:-
Vulcan Mega-Bolter	25cm	8d 4+ (0)

Net Epic

Titan Weapon Gatling Blaster

Used by: Warlords, Reavers, Warhounds.
Location: Any

Effective against infantry & poorly armoured troops.



Cost: 50

Net Epic

Titan Weapon Gatling Blaster



Weapon:-	Range:-	Shoot:-
Gatling Blaster	75cm	4d 5+ (-1)

Net Epic

Titan Weapon **Laser Blaster**

Used by: Warlords, Reavers.
Location: Any

*Effective against **infantry & poorly armoured troops.***



Cost: 50

Net Epic

Titan Weapon **Laser Blaster**



Weapon:-	Range:-	Shoot:-
Laser Blaster	50cm	6d 5+ (0)

Net Epic

Titan Weapon **Melta-Cannon**

Used by: Warlords, Reavers.
Location: Any


*Effective **close range** weapon.*



Cost: 50

Net Epic

Titan Weapon **Melta-Cannon**




Weapon:-	Range:-	Shoot:-
Melta-Cannon	25cm	4d 3+ (-3)

Net Epic

Titan Weapon **Multiple Rocket Launcher**

Used by: Warlords, Reavers.
Location: Any

*Burst apart **armour & buildings.***








Cost: 75

Net Epic

Titan Weapon **Multiple Rocket Launcher**


Weapon:-	Range:-	Shoot:
Penetration mode <i>6cm SB Template</i>	100cm	6BP 4+ (-1)
Shotgun mode* <i>12cm LB Template</i>	100cm	4BP 5+ (0)

Net Epic

Titan Weapon **Plasma Blastgun**

Used by: Warlords, Reavers, Warhounds.
Location: Any


*Explodes through **armour.***



Cost: 75

Net Epic

Titan Weapon **Plasma Blastgun**



Weapon:-	Range:-	Shoot:
Plasma Blastgun	50cm	2d 3+ (-4)


- **Recharges 1 Attack Die per turn, 2 if on **First Fire** Orders.**

Net Epic

Titan Weapon **Plasma Cannon**

Used by: Warlords.
Location: Any


*Explodes through **armour.***



Cost: 100

Net Epic

Titan Weapon **Plasma Cannon**



Weapon:-	Range:-	Shoot:
Plasma Cannon	75cm	6d 4+ (-3)


- **Cannot fire other ranged weapons in the same turn.**
- **Close Combat unaffected.**

Net Epic

Titan Weapon **Plasma Destructor**

Used by: Warlords.
Location: Any

*Explodes through **armour.***



Cost: 125

Net Epic

Titan Weapon **Plasma Destructor**

Weapon:-	Range:-	Shoot:
Plasma Destructor	100cm	4d 3+ (-6)

- **Cannot fire other ranged weapons in the same turn. - Cannot move next turn. Count as immobilized. In **Close Combat**, may only use their base CAF to defend, (but may use dice gained from another source, eg Chain Fist). Additionally, normal **defense systems** are **less effective**, with regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.**

Net Epic

Titan Weapon **Barrage Missile Launcher**

Used by: Warlords, Reavers.
Location: Carapace

*Burst apart **armour.***




Cost: 100

Net Epic

Titan Weapon **Barrage Missile Launcher**




Weapon:-	Range:-	Shoot:
Barrage Missile	LoS	8BP 3+ (-2)

- **One Shot.**
- **Place one barrage template within LoS of firing Titan, then scatter it 2D6. Then roll D6, placing that many additional templates. With them touching previous two (except first one).**

Net Epic

Titan Weapon **Inferno Gun**

Used by: Warlords, Reavers, Warhounds.
Location: Any

*Effective **anti-infantry** weapon.*




Cost: 50

Net Epic

Titan Weapon **Inferno Gun**



Weapon:-	Range:-	Shoot:-
Inferno Gun	LT *	- 4+ (0)

- ***Large Teardrop Template** 
- **Ignores cover:- Ignores cover modifiers To-Hit, such as from woods or fortifications.**

Net Epic

Titan Weapon **Warp Missile**

Used by: Warlords, Reavers.
Location: Carapace

Bypass armour & shields.



Cost: 125

Net Epic

Titan Weapon **Warp Missile**

Weapon:-	Range:-	Shoot:
Warp Missile	LoS	- Auto3+ (0)

- **One Shot** - **Shields** are ignored.
- **Auto hit** buildings and units with hit location templates, others on 3+.
- **Hit location templates:-** choose location, scatter x2, roll D6 x2, add them for outcome.
- **Destroy** buildings, superheavies, smaller units.
- **Psychic saves** unaffected, except shields.

Net Epic

Titan Weapon **Vortex Missile Card 1**

Used by: Warlords, Reavers.
Location: Carapace

Anything reduced to its atoms!



Cost: 150

Net Epic

Titan Weapon **Vortex Missile Card 1**



6cm Vortex Template

Weapon:-	Range:-	Shoot:
Vortex Missile	LoS	

- **One Shot on First Fire Orders.**
- **Destroys models, terrain & buildings:-** see card 2
- **Hit Location Templates:-** see card 2
- **Psychic Saves:-** see card 2

Net Epic

Titan Weapon **Harpoon Missile Card 2**

Used by: Warlords, Reavers.
Location: Carapace

Takes control of enemy Titan.



Cost: 75

Net Epic

Titan Weapon **Harpoon Missile Card 2**

Weapon:-	Range:-	Shoot:
Harpoon Missile	LoS	- Auto (-2)

- **One Shot.**
- **Auto hit**
- **Shields** are not ignored. See card 2
- **No effect** - on Gargants, Bio-Titans & Greater Daemon Titans (e.g. Lord of Battle)
- See card 2

