

NetEPIC

Imperial Titan Template Cards for Warhound Scout and Reaver Titans

NetEPIC 5.0 & GOLD Army Book Adeptus Mechanicus,
Updated with “net_epic_gold_correction_document_7-8-15_1”

Updated Cards: 04 September, 2023

Instructions for Preparation:

Ideally these templates should be printed double sided and then cut as evenly as possible down the centre, so that there is a template gaming section and the general titan information on either side. Then laminate, to allow Non-Permanent Pens to write in weapons, update damage and other notes. Enjoy.

Disclaimer:

This resource is completely unofficial and in no way endorsed by Games Workshop Limited. Warhammer 40,000, Adeptus Titanicus, Space Marine, Epic 40,000, Epic: Armageddon and other names, races, characters, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2005, used without permission and their use should not be construed as a challenge to said ownership. NetEpic is a non-profit work intended for personal use and cannot be distributed with intent of profit. Concepts and ideas not owned by Games Workshop are the property of the NetEpic Discussion Group.



WARHOUND SCOUT TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
25cm	+8	2 Void Shields	4+	- <i>Agile</i> : make unlimited turns. - <i>Hard to Hit</i> : when on Charge Orders, it is not pinned in the second round of CC. - <i>Psychic Save</i> : 4+ from Void Shields.

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
	Right Arm					
	Left Arm					

RIGHT SIDE	FRONT	LEFT SIDE	SIDE			LEFT SIDE	REAR	RIGHT SIDE
Weapon 2+	Head 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Reactor 4+	Weapon 2+
	Legs 3+			Leg 2+			Legs 2+	
Leg 2+		Leg 2+		Leg 2+		Leg 2+		Leg 2+

<p>Head Damage:-</p> <p>1-2 Damaged. CAF halved and roll 4+ to the Titan orders.</p> <p>3 Crippled. CAF halved for the rest of the game.</p> <p>4 Crippled. Same as 1-2, till game ends.</p> <p>5-6 Destroyed and the Titan falls. (see Damage Results p35)</p>	<p>Reactor Damage:-</p> <p>1-2 Damaged. Titan Is immobilized, cannot fire, all shields down. Repair in End Phase.</p> <p>3-4 Crippled. As above, but if not repaired this turn, it will explode. (see 5-6, below)</p> <p>5-6 Reactor explodes! Titan destroyed and all units within 3D6cm are hit at 0 TSM</p>
<p>Weapon Damage:-</p> <p>1-2 Damaged. Unable to use, until repaired.</p> <p>3-4 Destroyed.</p> <p>5 Weapon blown off. Scatters 2D6cm, hitting units underneath at 0 TSM</p> <p>6 Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.</p>	<p>Leg Damage:-</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain.</p> <p>3-4 Damaged. Roll a D6 in each end phase; subtract 2 if the Titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps, as in 6 (below).</p> <p>5 Destroyed. The Titan may no longer move or turn.</p> <p>6 Titan destroyed and crashes to the ground. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.</p>



WARHOUND SCOUT TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
25cm	+8	2 Void Shields	4+	- <i>Agile</i> : make unlimited turns. - <i>Hard to Hit</i> : when on Charge Orders, it is not pinned in the second round of CC. - <i>Psychic Save</i> : 4+ from Void Shields.

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
	Right Arm					
	Left Arm					

RIGHT SIDE	FRONT	LEFT SIDE	SIDE			LEFT SIDE	REAR	RIGHT SIDE
Weapon 2+	Head 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Reactor 4+	Weapon 2+
	Legs 3+			Leg 2+			Legs 2+	
Leg 2+		Leg 2+		Leg 2+		Leg 2+		Leg 2+

<p>Head Damage:-</p> <p>1-2 Damaged. CAF halved and roll 4+ to the Titan orders.</p> <p>3 Crippled. CAF halved for the rest of the game.</p> <p>4 Crippled. Same as 1-2, till game ends.</p> <p>5-6 Destroyed and the Titan falls. (see Damage Results p35)</p>	<p>Reactor Damage:-</p> <p>1-2 Damaged. Titan Is immobilized, cannot fire, all shields down. Repair in End Phase.</p> <p>3-4 Crippled. As above, but if not repaired this turn, it will explode. (see 5-6, below)</p> <p>5-6 Reactor explodes! Titan destroyed and all units within 3D6cm are hit at 0 TSM</p>
<p>Weapon Damage:-</p> <p>1-2 Damaged. Unable to use, until repaired.</p> <p>3-4 Destroyed.</p> <p>5 Weapon blown off. Scatters 2D6cm, hitting units underneath at 0 TSM</p> <p>6 Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.</p>	<p>Leg Damage:-</p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain.</p> <p>3-4 Damaged. Roll a D6 in each end phase; subtract 2 if the Titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps, as in 6 (below).</p> <p>5 Destroyed. The Titan may no longer move or turn.</p> <p>6 Titan destroyed and crashes to the ground. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.</p>




WARHOUND SCOUT 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.

1.0 Shields p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates p35



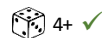
Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- 3) **Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results p35

- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- b) **Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- c) **Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- d) **Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- e) **Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls p35



- 3.1 In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 3.2 **If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.




WARHOUND SCOUT 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.

1.0 Shields p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates p35



Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- 3) **Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results p35

- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- b) **Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- c) **Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- d) **Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- e) **Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls p35



- 3.1 In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 3.2 **If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.



WARHOUND SCOUT TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
25cm	+8	2 Void Shields	4+	- Agile: make unlimited turns. - Hard to Hit: when on Charge Orders, it is not pinned in the second round of CC. - Psychic Save: 4+ from Void Shields.

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
Plasma Blastgun	Right Arm	50cm	2	3+	-4	Recharges
Vulcan Mega-Bolter	Left Arm	25cm	8	4+	0	

RIGHT SIDE		FRONT		LEFT SIDE		SIDE			LEFT SIDE		REAR		RIGHT SIDE	
Weapon 2+	Head 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Reactor 4+	Weapon 2+	Weapon 2+	Head 2+	Weapon 2+
	Legs 3+				Leg 2+				Leg 2+				Legs 2+	
Leg 2+		Leg 2+			Leg 2+				Leg 2+				Leg 2+	Leg 2+

1-2	Head Damage:- Damaged. CAF halved and roll 4+ to the Titan orders.	1-2	Reactor Damage:- Damaged. Titan is immobilized, cannot fire, all shields down. Repair in End Phase.
3	Crippled. CAF halved for the rest of the game.	3-4	Crippled. As above, but if not repaired this turn, it will explode (see 5-6, below)
4	Crippled. Same as 1-2, till game ends.	5-6	Reactor explodes! Titan destroyed and all units within 3D6cm are hit at 0 TSM
5-6	Destroyed and the Titan falls. (see Damage Results p35)		
1-2	Weapon Damage:- Damaged. Unable to use, until repaired.	1-2	Leg Damage:- 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. Scatters 2D6cm, hitting units underneath at 0 TSM	5	Destroyed. The Titan may no longer move or turn.
6	Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.	6	Titan destroyed and crashes to the ground. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.



WARHOUND SCOUT TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
25cm	+8	2 Void Shields	4+	- Agile: make unlimited turns. - Hard to Hit: when on Charge Orders, it is not pinned in the second round of CC. - Psychic Save: 4+ from Void Shields.

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
Turbo-Laser Destructor	Right Arm	75cm	2	3+	-2	
Vulcan Mega-Bolter	Left Arm	25cm	8	4+	0	

RIGHT SIDE		FRONT		LEFT SIDE		SIDE			LEFT SIDE		REAR		RIGHT SIDE	
Weapon 2+	Head 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Reactor 4+	Weapon 2+	Weapon 2+	Head 2+	Weapon 2+
	Legs 3+				Leg 2+				Leg 2+				Legs 2+	
Leg 2+		Leg 2+			Leg 2+				Leg 2+				Leg 2+	Leg 2+

1-2	Head Damage:- Damaged. CAF halved and roll 4+ to the Titan orders.	1-2	Reactor Damage:- Damaged. Titan is immobilized, cannot fire, all shields down. Repair in End Phase.
3	Crippled. CAF halved for the rest of the game.	3-4	Crippled. As above, but if not repaired this turn, it will explode (see 5-6, below)
4	Crippled. Same as 1-2, till game ends.	5-6	Reactor explodes! Titan destroyed and all units within 3D6cm are hit at 0 TSM
5-6	Destroyed and the Titan falls. (see Damage Results p35)		
1-2	Weapon Damage:- Damaged. Unable to use, until repaired.	1-2	Leg Damage:- 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. Scatters 2D6cm, hitting units underneath at 0 TSM	5	Destroyed. The Titan may no longer move or turn.
6	Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.	6	Titan destroyed and crashes to the ground. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.




WARHOUND SCOUT 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.

1.0 Shields p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates p35



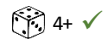
Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- 3) **Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results p35

- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- b) **Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- c) **Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- d) **Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- e) **Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls p35



- 3.1 In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 3.2 **If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.




WARHOUND SCOUT 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.

1.0 Shields p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates p35



Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- 3) **Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results p35

- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- b) **Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- c) **Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- d) **Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- e) **Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls p35



- 3.1 In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 3.2 **If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.



RAEVER TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
20cm	+12	4 Void Shields	4+	- <i>Psychic Save: 4+ from Void Shields.</i>

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
Multiple Rocket Launcher	Torso	100cm	8BP or 6BP	3+ or 4+	-1 or 0	Penetration (SB) or Shotgun (LB)
Power Fist	Right Arm	C C	See Rules	See Rules	See Rules	See Rules
Turbo-Laser Destructor	Left Arm	75cm	2	3+	-2	

FRONT			SIDE			REAR		
RIGHT SIDE	Weapon 2+	LEFT SIDE	Weapon 2+	Weapon 2+	Weapon 2+	LEFT SIDE	Weapon 2+	RIGHT SIDE
Weapon 2+	Head 1+	Weapon 2+	Reactor 3+	Weapon 2+	Head 1+	Weapon 2+	Reactor 4+	Weapon 2+
Weapon 2+	Legs 2+	Weapon 2+		Weapon 2+	Weapon 2+	Weapon 2+	Legs 2+	Weapon 2+
Leg 2+		Leg 2+		Leg 3+		Leg 2+		Leg 2+
Leg 2+		Leg 2+		Leg 2+		Leg 2+		Leg 2+

1-2	Head Damage:- Damaged. CAF halved and roll 4+ to the Titan orders.	1-2	Reactor Damage:- Damaged. Titan Is immobilized, cannot fire, all shields down. Repair in End Phase.
3	Crippled. CAF halved for the rest of the game.	3-4	Crippled. As above, but if not repaired this turn, it will explode.
4	Crippled. Same as 1-2, till game ends.	5-6	Reactor explodes. (see Damage Results p35)
5-6	Destroyed and the Titan falls. (see Damage Results p35)		
1-2	Weapon Damage:- Damaged. Unable to use, until repaired.	1-2	Leg Damage:- 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. Scatters 2D6cm, hitting units underneath at 0aTSM	5	Destroyed. The Titan may no longer move or turn.
6	Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.	6	Destroyed and the Titan crashes to the ground. (see Damage Results p35)



RAEVER TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
20cm	+12	4 Void Shields	4+	- <i>Psychic Save: 4+ from Void Shields.</i>

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
	Torso					
	Right Arm					
	Left Arm					

FRONT			SIDE			REAR		
RIGHT SIDE	Weapon 2+	LEFT SIDE	Weapon 2+	Weapon 2+	Weapon 2+	LEFT SIDE	Weapon 2+	RIGHT SIDE
Weapon 2+	Head 1+	Weapon 2+	Reactor 3+	Weapon 2+	Head 1+	Weapon 2+	Reactor 4+	Weapon 2+
Weapon 2+	Legs 2+	Weapon 2+		Weapon 2+	Weapon 2+	Weapon 2+	Legs 2+	Weapon 2+
Leg 2+		Leg 2+		Leg 2+		Leg 3+		Leg 2+
Leg 2+		Leg 2+		Leg 2+		Leg 2+		Leg 2+

1-2	Head Damage:- Damaged. CAF halved and roll 4+ to the Titan orders.	1-2	Reactor Damage:- Damaged. Titan Is immobilized, cannot fire, all shields down. Repair in End Phase.
3	Crippled. CAF halved for the rest of the game.	3-4	Crippled. As above, but if not repaired this turn, it will explode.
4	Crippled. Same as 1-2, till game ends.	5-6	Reactor explodes. (see Damage Results p35)
5-6	Destroyed and the Titan falls. (see Damage Results p35)		
1-2	Weapon Damage:- Damaged. Unable to use, until repaired.	1-2	Leg Damage:- 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. Scatters 2D6cm, hitting units underneath at 0aTSM	5	Destroyed. The Titan may no longer move or turn.
6	Weapon blown off (see 5, above) and there is a flashback to the Titan's hull, as follows:- Roll for damage:- 1-3 on the Reactor, 4-6 on the Head.	6	Destroyed and the Titan crashes to the ground. (see Damage Results p35)




REAVER TITAN



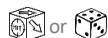
Reavers are faster than Warlords, have **3 weapon mounts**, and are the most flexible of the three. They can be customized for either fire support or assault roles. Reavers have **4 Void Shields**.

1.0 Shields

p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates



p35

Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

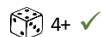
- Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results

p35

- Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls



p35

- In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.




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**.

1.0 Shields

p34

- a) **Void Shields:**  Used by Imperial and Chaos Titans and Praetorians. These absorb all incoming hits until knocked down. Weapons must have a Target Save Modifier (TSM) of at least 1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a **4+ Psychic Save**.

2.0 Hit Location Templates



p35

Titans and Praetorians possess location templates. Locations and their saves depend on the shot hitting the front, side or rear. The models can be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

- Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as normal. If the save fails, the shot has penetrated the armor. If a location has been destroyed/blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 Target Save Modifier (TSM).
- Consult the Damage Table:** For each failed save, roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability "Penetrating" add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any results above 6 should be treated as a 6.

2.1 Damage Results

p35

- Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 3.0 Repair Rolls).
- Reactor Crippled:** As above, but if the reactor is not repaired this turn, it will explode (as below).
- Reactor Explodes:** Titan is destroyed and all units within 3D6cm are hit at 0 TSM.
- Titan Falls:** Titan is destroyed. Roll a scatter die for direction and determine which units are underneath? Knight-class and larger models take a hit at -3 TSM and small units are destroyed with no save.
- Weapon Blown Off:** Weapon will scatter 2D6cm and hit units underneath at 0 TSM.

3.0 Repair Rolls



p35

- In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- If a Titan's reactor, generator or main power supply has been damaged**, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the Titan still has shields, the shields are not-functional until the reactor is back online.