

NetEPIC

Imperial Titan Template Card for Warlord Titans

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

Updated Cards: 07 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:

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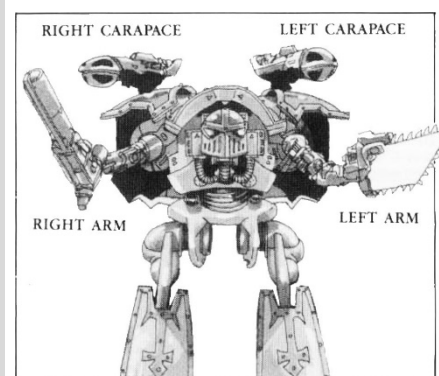
WARLORD TITAN Template



MOVE	CAF	SHIELDS	REPAIR	NOTES
15cm	+14	6 Void Shields	4+	- <i>Psychic Save: 4+ from Void Shields.</i>

WEAPON	SLOT	RANGE	ATTACK DICE	TO-HIT	TSM	NOTES
	Head					
	Right Carapace					
	Left Carapace					
	Right Arm					
	Left Arm					
<i>Devotional Bell or Cara. Multi-Lasers Only</i>	Banner Mount					

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



<p>Head Damage:-</p> <p>1-2 Damaged. CAF halved and roll 4+ to the Titan orders. 3 Crippled. CAF halved for the rest of the game. 4 Crippled. Same as 1-2, till game ends. 5-6 Destroyed and the Titan falls. 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>	<p>Reactor Damage:-</p> <p>1-2 Damaged. Titan Is immobilized, cannot fire, all shields down. Repair in End Phase. 3-4 Crippled. As above, but if not repaired this turn, it will explode. (see 5-6, below) 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. 3-4 Destroyed. 5 Weapon blown off. Scatters 2D6cm, hitting units underneath at 0 TSM 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 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 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>
<p>Carapace Damage:-</p> <p>1-2 Void Shield generators are shut down, shields may not be used until repaired. 3-4 Titan's Void Shields shut down till games end.</p>	<p>5 Shields must be shut down, due to overload. Roll a D6:- On 5-6 shields are safely shut down. On 1-4 shields explode. (see 6, below) 6 Titan's Void Shields overload and explode. Titan destroyed, but remains standing. Any Models within 2D6cm are automatically hit at 0 TSM</p>




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.

1.0 Shields

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- 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



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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:

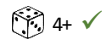
- 1) **Scatter the shot:** Pick a location, then roll the scatter dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.
- 2) **Make an Armor Save:** Modify the location's Armor Save by the weapon's Target Save Modifier (TSM) as 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

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- a) **Reactor Damaged:** The Titan is immobilized, cannot fire, all shields down. Roll to repair the reactor in the End Phase (see: 6.4 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



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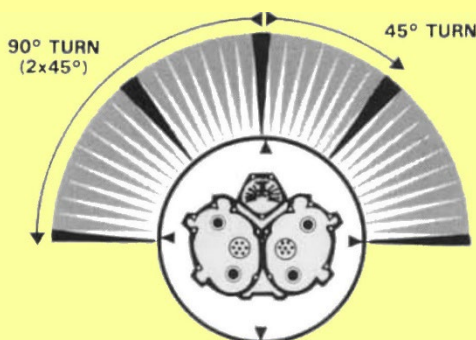
- 3.1 In the **End Phase**, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+, it's fixed. Locations described as crippled or destroyed cannot be repaired.
- 3.2 **If a Titan's reactor, generator or main power supply has been damaged**, 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.

4.0 Special Rules: Titans



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- a) **Orders:** Titans use and follow the normal order rules as other ground units.
- b) **Movement:** Titans can only turn a total of 90° during their movement, though this may be divided between any number of turns. Move backwards at half speed.

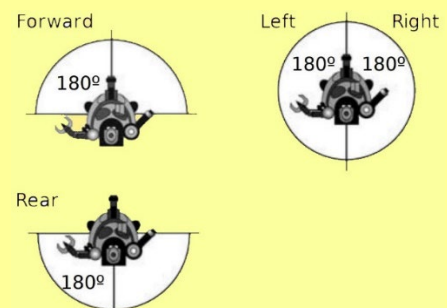


- c) **Firing:** Titans fire normally as per their given orders. The multiple Titan weapons can fire separately (each considered independent) at different targets, if Line of Sight permits. **Anti-Aircraft (AA)** Titan weapons may Snap-Fire even if Titan is on Advance Orders. If Titan's weapons do Snap Fire, it does not prevent the Titan from later moving and firing the rest of its weapons normally.

Eldar, Imperial/Chaos Titans possess a 180° arc to the models front.

Ork Gargants possess a 180° arc, all around the model. Some Gargant weapons can fire behind them, some only to the side arcs, others have special arcs as detailed in their descriptions.

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- d) **Close Combat:** Titans cannot be outnumbered by anything smaller than a Knight-class opponent. p36
 - d.1. **Titans vs. Titans, Praetorians, Superheavies & Knights:** Each player rolling 2D6 + CAF and the highest total wins. If the losing model has a hit template, the winning player chooses a location on the template and rolls on the damage table. No scatter or Armor Save – the location just takes damage. Superheavies and Knights that lose a round of Close Combat are destroyed without any rolls on their damage tables (if any). See related sections in the Titan Legions and Ork Army books for special rules about Emperor Titans and Mega-Gargants. p36
 - d.2. **Titans vs. Everything Else:** First level of defence is the Titan's anti-personnel weapon. Roll a D6 for each stand/model engaging the Titan. On a 3+ the unit takes a hit with 0 Target Save Modifier (TSM). Surviving models may then fight a round of Close Combat with the Titan. Resolved as individual combats, with no additional dice gained for multiple attackers. p36
 - d.3. **Elite Units vs. Titans:** Elite models are hit by a Titan's anti-personnel weapons on a roll of 4+ (instead of 3+). p36