

THE WAR WAGONNER TITAN



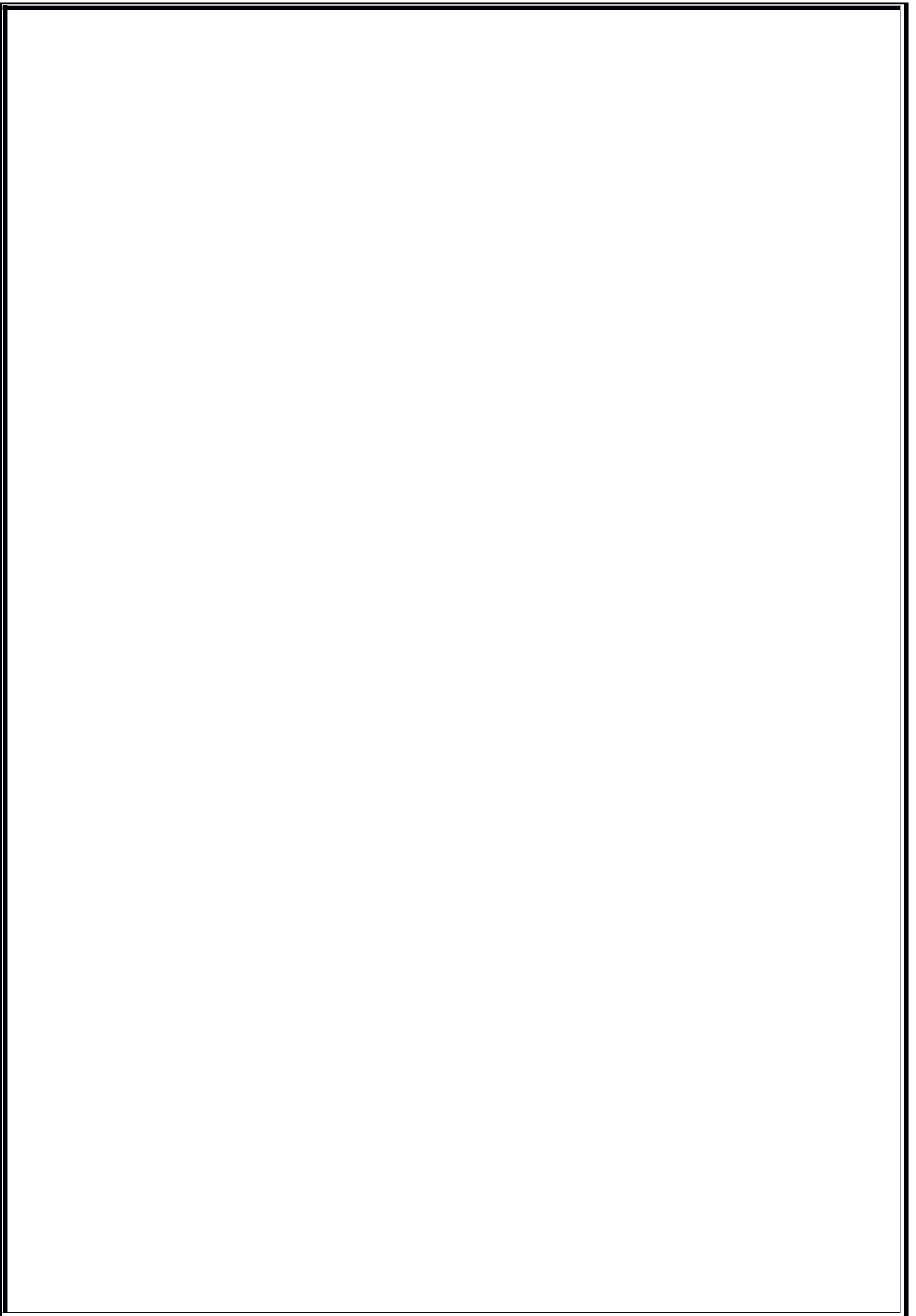


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Introduction

The Emperor Titan is the largest type of Imperial Titan, consisting of two classes: the Emperor and Warmonger.

Emperor Titans are immense, mobile fortresses, mounting veritable arsenals of weaponry, protected by void shield generators and armour so thick an Emperor Titan would not be out of place on a planetary defence installation. Emperor Titans are among the largest mobile battle units that can be deployed on a planet's surface. It forms a vital role, employed against the most formidable and overtly powerful enemies, providing massive, destructive and directed power. Emperor Titans employ the same technologies as other Titans but on a massive scale, relying on huge plasma reactors to supply their colossal requirements.

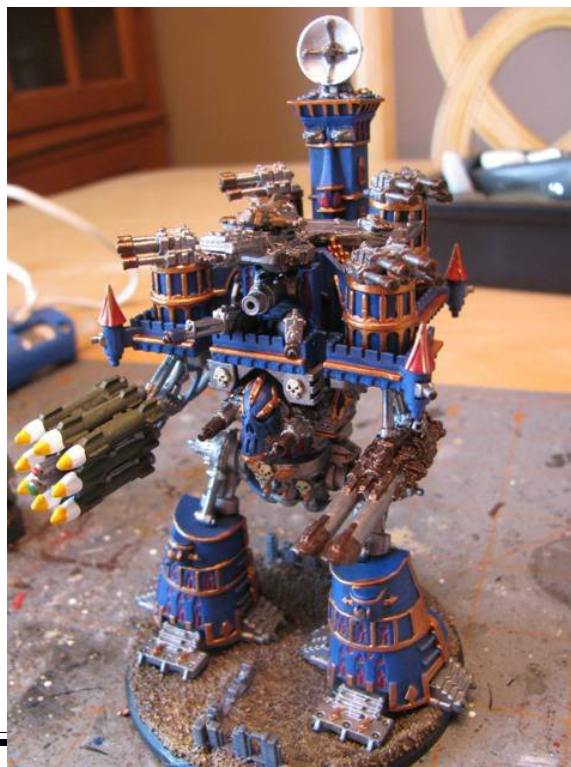
The Warmonger is one of the two variants of the Emperor class, the other being the Emperor. Of these two, the Emperor is a more general-purpose assault platform, whereas the Warmonger is a dedicated fire-support unit with advanced fire control and targeting systems.

The Warmonger Titan is very close in appearance and structure to the Emperor Titan, but they have different roles upon the battlefield. In battle, the Warmonger is usually held back to provide long range fire support due to its large weapons load of support missiles and its massive Anti-Aircraft capabilities. The Warmonger is not quite as capable at Close Assault as the Emperor due to its specified role of Support and Command Control. Emperor Class Titans are known to have existed well before the Horus Heresy and while several Chaos Warmongers are known to exist there are no known Chaos Warmongers.

Move	CAF	Shields	Repair	Notes
Varies	+20	12 Void Shields	4+	2+ Psychic save

Points Cost:

The Warmonger has a base cost of 1500 points which is then adjusted as per the missile layout for the Doom Strike launcher.



Set Up

Plasma Counters: Eight each of red and green counters are placed off to one side of the data card. Plasma counters represent the energy generated by the titan's plasma reactor and are placed on the data card as the titan generates and allocates power to the titan's systems. The green represents normal plasma, and the red represents "overcharged" plasma that can increase performance. Two green plasma equal one red plasma. The Warmonger is capable of generating D6+2 green counters per turn.

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 Imperator Titan. At the start of the game, the titan has 12 shields.

Garrison Troops: The Warmonger may carry 12 infantry stands in the bastions.

Warmonger Titan Weapons

Sensorium Guns

So long as plasma is allocated to the fire control centre the Sensorium guns can fire. Sensorium guns cannot be overcharged.

Secondary Weapons

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

Point Defence

These weapons fire in the First Fire segment as long as plasma is allocated to the fire control centre.

Flak Batteries (4):

These are dedicated AA guns. They may not fire at non-titan ground targets that are closer than 50 cm.

Doom strike Launcher:

This holds 8 missiles. Before the battle purchase them from any of the titan missiles and add their cost to the base cost for the Warmonger.

Missile Type	Points Cost
Barrage Missile	100
Harpoon Missile	75
Vortex Missile	150
Warp Missile	125

Vengeance cannon:

The Vengeance cannon requires plasma counters in order to be charged. The number of attack dice is variable and dependent upon 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 colour may be placed in the accelerator chamber at one time. If any ones are rolled for overcharged attack dice, the coolant system has overheated and the weapon needs one turn to cool off.

Lysander Spotter Plane:

This allows the Doom strike Launcher to be fired indirectly like artillery.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Spotter Plane	35 cm	5+	+1	Bolters	25 cm	2	5+	0	Flier, Special

Using the Warmonger Titan

Generate Plasma:

During the Orders Phase of each turn, put D6+2 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 data card except those in the reactor.

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	Energised (1 counter)	Overcharged (2 counters)
Fire Control Centre	No Shooting	Fire on Advance	Fire on First Fire
Void Shields	Shields don't repair	Shields repair on 5+	Shields repair on 4+
Engines	No movement	5-10cm in Advance make one 90° turn	10-20cm in Charge may make one 45° turn
Sensorium	No effect, cannot fire	+25cm to all weapon ranges	Cannot be overcharged
Doom strike launcher	Cannot fire	Fire two missiles	Fire three missiles
Vengeance cannon	Cannot fire	See weapon description	

Weapon	Range	Attack Dice	To Hit	TSM	Notes
Flak batteries (4)	100cm	4 per battery	5+	-1	AA, Special
Sensorium guns	50cm	2	4+	-2	
Secondary Weapons (8)	50cm	1 each	5+	-1	
Point defence (16)	15cm	1 each	6+	0	
Doom strike launcher	See missile description				
Barrage Missile	LoS	8BP	3+	-2	One-shot, Place D6 extra templates when fired
Harpoon Missile	LoS		Auto	-2	Takes over enemy titan if armour save is failed, One-shot
Vortex Missile	LoS				One-shot, Destroys Buildings, Ethereal Psychic, Special
Warp Missile	LoS		Auto/3+		One-shot, Destroys Buildings, Ethereal Psychic, Special
Vengeance Cannon	Allocate up to four counters, each one either green or red				
Energised (green)	100cm	2	4+	-4	
Overcharges (red)	150cm	3	3+	-6	Penetrating +3

Warmonger Titan Armour Saves

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

Warmonger Titan Repairs

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

Warmonger Titans in Close Combat

Warmonger Titans are so large that most vehicles and super heavy vehicles are unable to even scratch them in Close Combat. The Warmonger is invulnerable to Close Combat attack from non-Titan/Praetorian/Knight units. Titans, Praetorians and Knights may engage the Warmonger using the standard Close Combat rules. Infantry have no effect on the titan itself but may fight the troops inside the segment of the Warmonger 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 Warmonger from within. Only infantry models able to enter buildings can fight a boarding action.

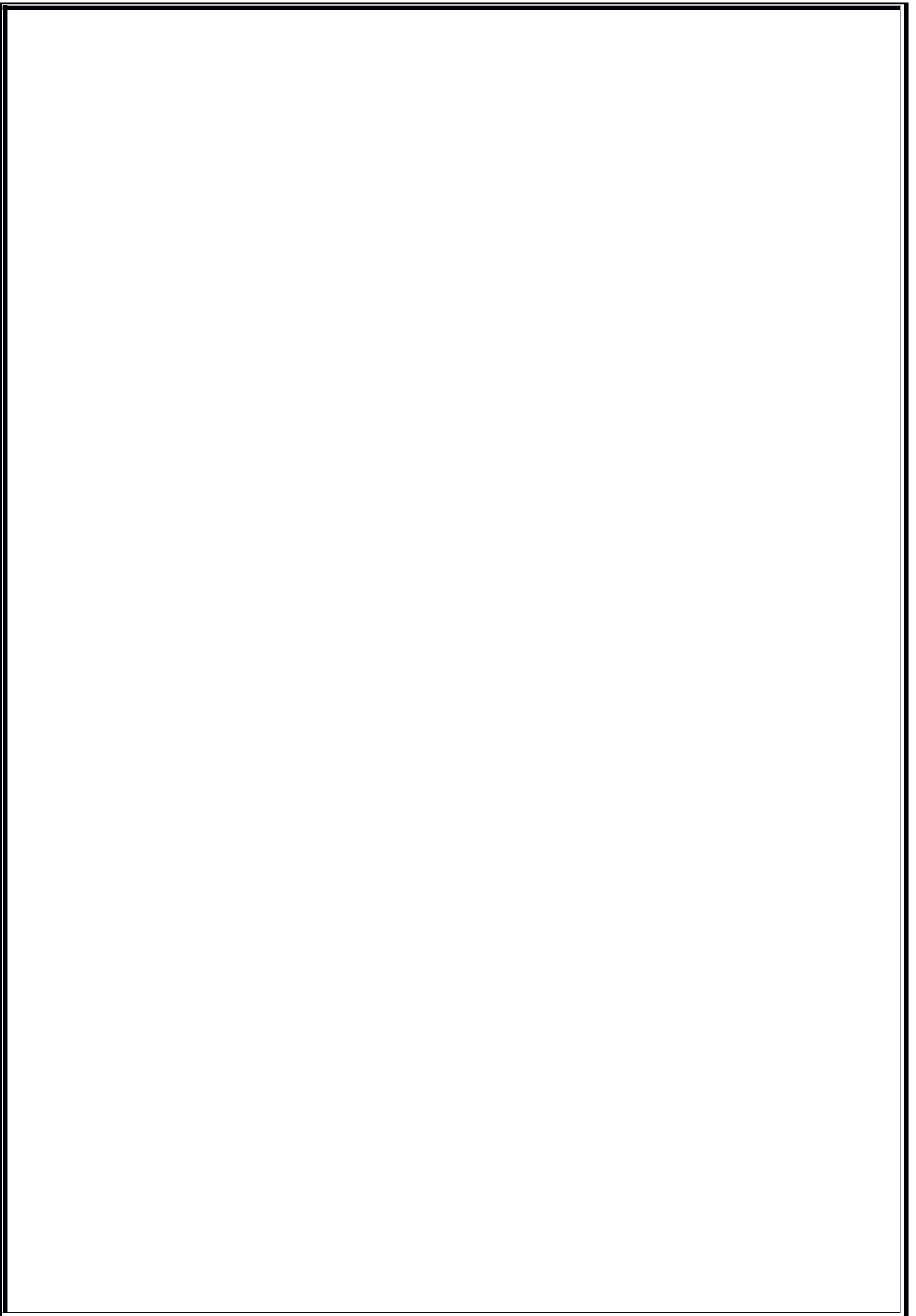
Boarding the Warmonger Titan

The Warmonger 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 Warmonger (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 Warmonger. 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 Warmonger 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 Warmonger 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 Warmonger 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.

Warmonger Titan Damage Tables

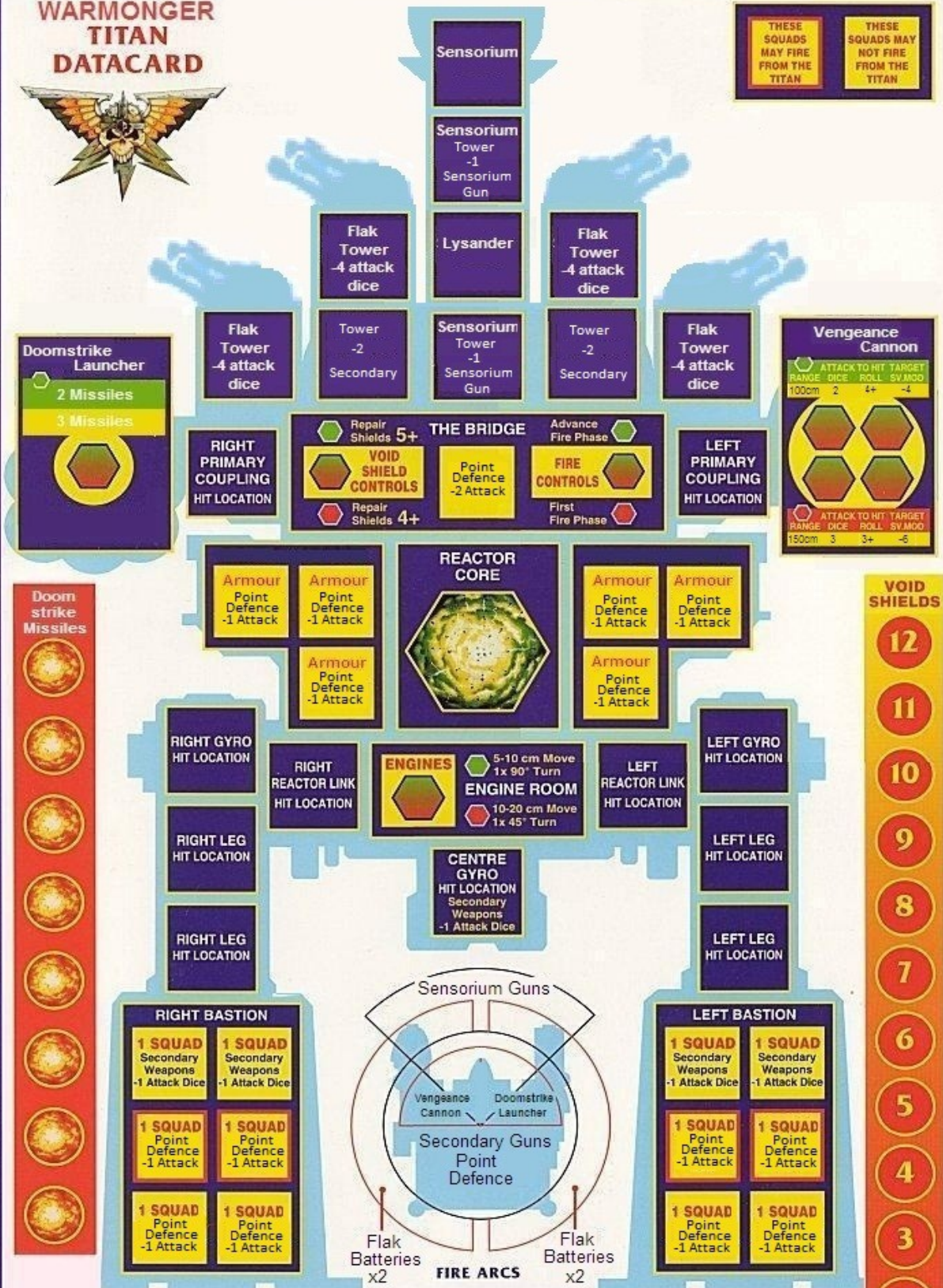
Bastion		Bridge	
1 – 4	Section damaged	1 – 2	Damaged. Repair rolls are 6+ instead of 4+
5 – 6	Section destroyed. Models here are destroyed. If both sections of a bastion in a single level are destroyed the titan falls	3	Damaged. Fire Control requires twice as much plasma
		4	Void shield controls damaged. Shields may not be repaired
		5 – 6	Bridge destroyed. Titan Lurches and Falls
Engine		Guard room	
1 – 2	Movement reduced by D6cm for next turn	1 – 3	Section damaged
3 – 4	Engine damaged. Titan may not move until repaired	4 – 6	Section destroyed. Models here are destroyed
5	Engine destroyed. No movement or turning		
6	Engine destroyed, roll on Gyro damage table		
Gyro		Leg	
1 – 2	Gyro damaged	1 – 4	Leg damaged. Maximum move 10cm
3 – 6	Gyro section destroyed turns reduced by 45°. If all three gyros destroyed the titan falls	5 – 6	Leg destroyed, 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. CAF permanently reduced by 2d6 each time this choice is rolled	3 – 4	Damaged. No additional plasma generated
3	Partially destroyed. Roll D6 each time you move 1-2 turn 45° right, 3 – 4 turn left 45° 5 – 6 go straight	5 – 6	Destroyed and titan vaporised! All units within 4D6cm hit with -1 TSM. Put down 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	
1 – 3	Damaged. Plasma may not be placed in engines	1 – 3	Damaged
4 – 5	Destroyed. Plasma may not be palced 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 is now 4+ (-2 each time this is rolled)
6	Destroyed as 4 – 5 above and roll on reactor table	6	Destroyed and roll D6 for all troops on board, on a 5+ troops destroyed
Tower		Weapon coupling	
1 – 3	Section damaged	1 – 2	Damaged. Only fire in direction weapon is pointing and cannot add plasma
4 – 5	Section destroyed, anything above is counted as destroyed	3 – 5	Destroyed, weapon falls off titan, anything below hit at -4 TSM
		6	Destroyed as 3 – 5 above, roll d6 for further damage to adjacent areas, 1 – 2 Guard room, 3 – 4 Landing pad, 5 – 6 Reactor (normal to save)
Primary Weapon (Doon Strike or Vengeance cannon)		Other weapons (includes AA battery)	
1 – 3	Damaged	1 – 2	Damaged
4 – 5	Destroyed	3 – 4	Destroyed (if AA battery – 4 attack dice per weapon destroyed)
6	Destroyed and hits all adjacent areas at -3 TSM with +1 to damage roll for each unused plasma counter	5	Destroyed and scatters 2d6cm, anything below hit with -2 TSM
		6	Destroyed as above and roll to damage ONE adjacent area
Void Shield generator		Landing platform	
1 – 3	Damaged. Void shields may not be repaired	1 – 3	Damaged (if Lysander still on board roll normal save otherwise destroyed)
4 – 5	Destroyed, all remaining void shields fail	4 – 6	Destroyed if Lysander aboard it is also destroyed otherwise it may not return to the titan
6	Destroyed, as 5 above plus roll D6 to damage 1 – 2 Reactor, 3 – 4 Sensorium, 5 – 6 Mind unit (normal save)		
Titan falls			
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.			



WARMONGER TITAN DATACARD



THESE SQUADS MAY FIRE FROM THE TITAN	THESE SQUADS MAY NOT FIRE FROM THE TITAN
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Doom strike Missiles

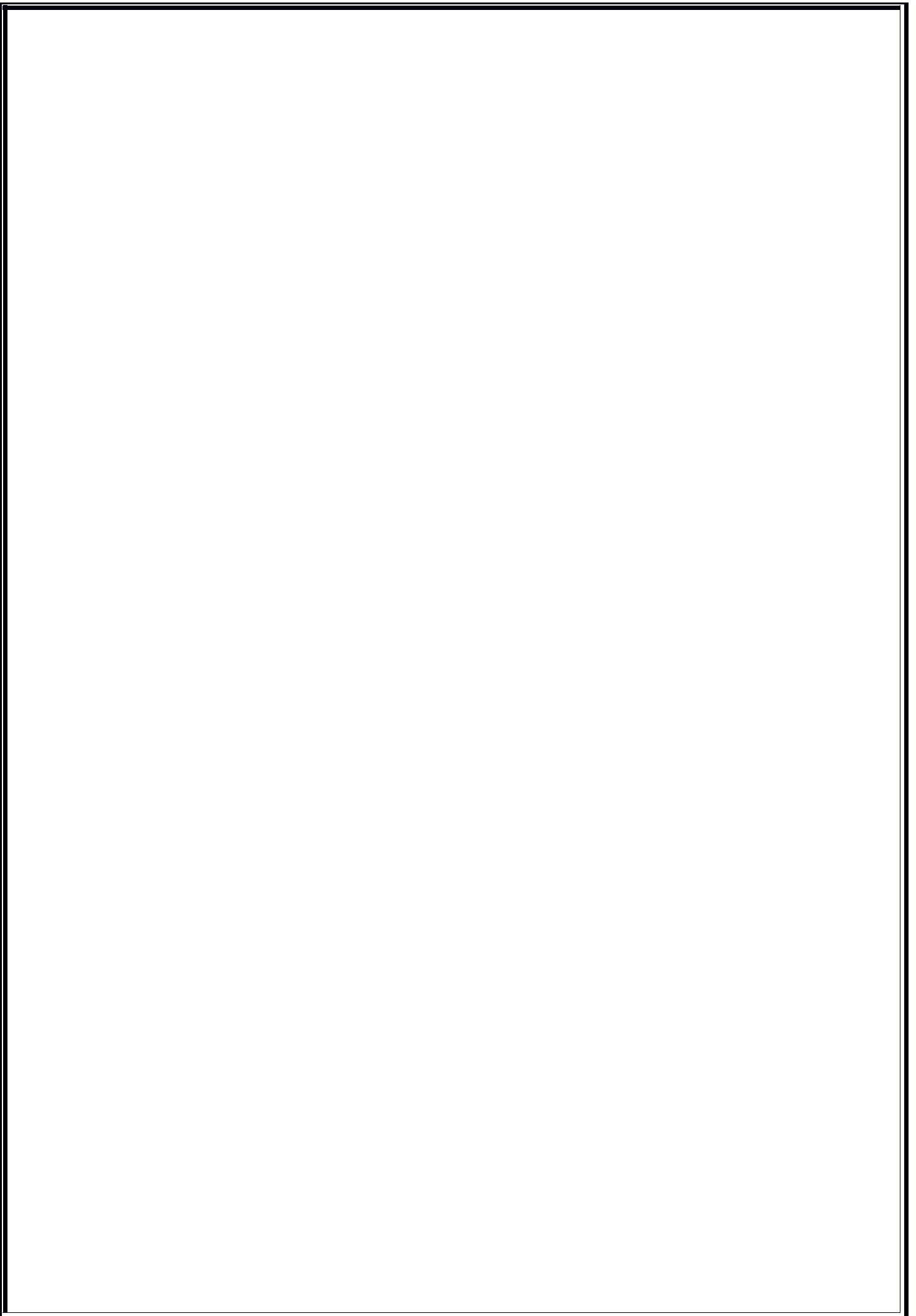
VOID SHIELDS

CLOSE ASSAULT FACTOR +20

VOID SHIELDS 12

PSYCHIC SAVING THROW 2+

WEAPONS	RANGE	ATTACK DICE	ROLL TO HIT	SAVE MOD.	NOTES
Flak Batteries	100cm	4 per	5+	-1	AA Spec
Sensorium guns	50cm	2	4+	-2	
Secondary Guns (8)	50cm	1 each	5+	-1	
Point Defence (16)	15cm	1 each	6+		



Warmonger Hit location charts

Front

Rear

Side

							Sensor Dish 4+								
					AA Gun 5+		Centre Tower 5+		AA Gun 5+						
			AA Gun 5+		Landing Platform 5+		Void Gen 4+		Landing Platform 5+		AA Gun 5+				
			Weapon Coupling 3+		Reactor 2+		Reactor 2+		Reactor 2+		Weapon Coupling 3+				
V Cannon 4+		V Cannon 4+		Reactor Link 3+		Reactor 2+		Reactor Link 3+		Doom Strike 4+		Doom Strike 4+			
V Cannon 4+		V Cannon 4+		Engine 2+		Engine 2+		Engine 2+		Doom Strike 4+		Doom Strike 4+			
			Gyro 3+		Leg 1+		Gyro 3+		Leg 1+		Gyro 3+				
			Leg 1+								Leg 1+				
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			

							Sensor Dish 4+								
					AA Gun 5+		Centre Tower 5+		AA Gun 5+						
			AA Gun 5+		Landing Platform 5+		Landing Platform 5+		Landing Platform 5+		AA Gun 5+				
			Weapon Coupling 3+		Guard Room 4+		Mind Unit 2+		Guard Room 4+		Weapon Coupling 3+				
Doom Strike 4+		Doom Strike 4+		Reactor Link 3+		Bridge 2+		Reactor Link 3+		V Cannon 4+		V Cannon 4+			
Doom Strike 4+		Doom Strike 4+		Engine 2+		Engine 2+		Engine 2+		V Cannon 4+		V Cannon 4+			
			Gyro 3+		Leg 1+		Gyro 3+		Leg 1+		Gyro 3+				
			Leg 1+								Leg 1+				
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			
Right Bastion 3+		Right Bastion 3+								Left Bastion 3+		Left Bastion 3+			

Sensor Dish 4+													
Sensor Dish 4+													
Secondary Weapon 5+		AA Gun 5+		Landing Platform 5+									
Void Gen 4+		Rear Tower 5+		Sensorium 4+		AA Gun 5+		Landing Platform 5+					
Reactr 2+		Reactr 2+		Wepn Couple 3+		Mind Impuls 2+		Guard Room 4+					
		Reactr 2+		Wepn Couple 3+		Guard Room 4+		Bridge 2+					
				Side Weapn 4+		Side Weapn 4+		Side Weapn 4+		Side Weapn 4+		Side Weapn 4+	
				Engine 2+		Gyro 3+							
				Leg 1+									
				Bastion 3+		Bastion 3+							
				Bastion 3+		Bastion 3+							
				Bastion 3+		Bastion 3+							