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Game: **ADEPTUS TITANICUS**

Publisher: **GAMES WORKSHOP (2020)**

## **ADEPTUS TITANICUS (1988)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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## ADEPTUS TITANICUS I

### SETUP

Choose a **scenario**. If there are more than 2 players, split into teams with at least 1 titan per player. Roll a D6 to decide who chooses a side to play. Take it in turns to place a building in the play area until all are placed.

Both sides roll a D6. The winning side chooses one edge of the play area and places their titans within 12cm of it; the other side then places their titans within 12cm of the opposite edge (unless the scenario specifies otherwise).

Take a set of **order counters** (first fire, advance, charge, and repair) for each titan. The player who set up their titans first is the **first player** and takes the **first player token**.

Each titan has a **class** name (the basic model) and a **variant** name (depending on the weapons it carries). **VSG** is the number of **void shields** the titan starts the game with, marked using the base wheel. **SPEED** is the distance in **cm** a titan can move per turn (the first number is the **ADVANCE** distance and the second is the **CHARGE** distance). **BATTLE RATING** is the titan's points cost.

### SEQUENCE OF PLAY

#### 1. ORDER PHASE

Each player must place 1 **order counter** facedown beside each of their titans. A titan without an order cannot move or fire, and any attacks against it receive +1 to hit.

#### 2. MOVEMENT PHASE

##### 1. CHARGE

All titans with **CHARGE** orders may move up to their **CHARGE** distance with up to 1 turn of 45° at any point during the move.

##### 2. ADVANCE

All titans with **ADVANCE** orders may move up to their **ADVANCE** distance with up to 4 turns of 45° each at any point during the move (more than one may be taken at a time).

The titan may move directly backwards, but may only make 1 turn of 45° during the move.

##### 3. FIRST FIRE

All titans with **FIRST FIRE** orders may turn up to 45° but not move.

Titans with **FIRST FIRE** orders may **SNAP FIRE** at any point in the movement phase, interrupting an opponent's move by yelling **SNAP FIRE!** (complete the move after resolving the attack). All weapons must be fired at 1 target and there is no +1 to hit. A titan that snap fires may only use close combat attacks (or use improvised weapons in the combat phase).

Titans with **DAMAGE CONTROL** orders cannot move or turn.

Within each segment, titans from each side move alternately, starting with the first player. Once you have moved a titan and removed your hand from it, the move may not be changed.

A titan must always move straight ahead and can only change direction by making a turn. They cannot move through another building or another titan model or base.

A titan enters close combat with another titan by moving so their bases are touching and *must* stop when it does so. The engaged titan may not move in the same turn it has been engaged in close combat, but it may turn in place. A titan engaged in close combat on a *previous* turn may attempt to move away.

#### 3. REPAIR PHASE

##### 1. REPAIR VOID SHIELDS

Roll a D6 for *each* downed void shield, adding +1 if the titan has a **DAMAGE CONTROL** order. On a 5+ that shield is repaired (update the titan's void shield wheel).

##### 2. REPAIR DAMAGED SYSTEMS

Roll a D6 for *each* damaged system: **void shield generator** (VSG), **mind impulse units** (MIUs), and **reactor**. Add +1 if the titan has a **DAMAGE CONTROL** order. On a 5+ that system is repaired (remove the appropriate damage counter).

##### 3. MALFUNCTION ROLLS

Roll a D6 for each damaged system that was *not* repaired in the last step. On a 6, that system suffers **catastrophic damage**.

At the end of the repair phase, a player may switch off any of their titans; that titan takes no further part in the game, but does not have to take any more cumulative damage rolls.

#### 4. COMBAT PHASE

##### 1. FIRST FIRE

All titans with **FIRST FIRE** orders may fire any or all of their weapons.

##### 2. ADVANCE

All titans with **ADVANCE** orders may fire any or all of their weapons.

##### 3. CHARGE

All titans with **CHARGE** orders may fire any or all of their weapons.

##### 4. CLOSE COMBAT

All titans engaged in close combat resolve their attacks. A titan in close combat always fights in this segment regardless of its order.

Titans with **DAMAGE CONTROL** orders cannot fire.

Within each segment, titans from each side fire alternately, starting with the first player.

You cannot save weapons to fire in later phases.

##### TARGETING

Each titan's weapons may fire at a different target, though multi-barrelled weapons must fire at the same target. A target must be within the weapon's **fire arc**, **range**, and **line of sight** (LOS).

**Fire arc:** Use the weapon arc template to determine which weapons may fire depending on whether they are left arm, right arm, or carapace weapons.

**Range:** Measure the range and check the **weapons table** to see if the target is within short or long range for the weapon.

**LOS:** Draw a straight line from the attacking titan's head to any part of the target model (except its base). If the line crosses any terrain, the LOS is blocked if the terrain is taller than both titans, or it is taller than one of the titans and the smaller titan's base is touching the terrain. LOS may be blocked for some weapons but not for others.

##### FIRING

Roll dice for each weapon in turn with modifiers. A hit is scored for each result equal to or greater than the **target number** (cross-reference the weapon and the range on the **weapons table**).

<b>Firer's orders:</b>	<b>FIRST FIRE</b>	+1
	<b>CHARGE</b>	-1
<b>Target's orders:</b>	<b>DAMAGE CONTROL</b>	+1
<b>Target in cover:</b>		-1

A titan touching a piece of cover is **hull down** and receives the cover modifier; its targets do not. Two hull down titans firing at each other both receive the cover bonus.

All modifiers are cumulative. A roll of 1 is always a miss. If you need 7+, first roll a 6, then roll a 4+ (if 7 was needed), 5+ (if 8 was needed), or 6 (if 9+ was needed).

**Burst circles (B):** The attacking player places the burst circle template anywhere on the table subject to the targeting rules, and all titans whose bases are within the burst circle can be attacked. Make separate hit rolls for each target.

**Following fire (F):** If a following-fire weapon hits, the attacking player can roll to hit again repeatedly until a hit roll is failed.

**Plasma weapons (F):** Plasma guns and plasma cannon each have 2 entries, one for sustained fire and one for maximal fire. Before firing the weapon, the attacking player must choose one of these fire modes. A titan armed with more than 1 plasma weapon must fire them all on the same setting.

**Overloading void shields:** A titan with 3 or more void shields may overload their void shields to stop a hit. You may declare that you are overloading void shields as soon as the hits for that turn have been determined and before damage is resolved. Roll a D6 for each hit: on a 1-4, the hit is stopped. On a 5-6, your void shield generator has burned out, all your void shields are destroyed, and the hit goes through.

**Merging shields:** Friendly titans may merge their shields (as if they were in close combat) if they are in base contact and one has **FIRST FIRE** orders.

##### DAMAGE

**Each successful hit knocks down 1 of the target's void shields** (update the titan's void shield wheel). If the target has no void shields, the hit does damage. After all a titan's weapons have been fired, work out the damage for each hit in an order chosen by the attacking player (in general, save the weapons with the lowest critical hit rolls until last).

**For every hit that causes damage:**

1. **Roll for level of damage.**

Roll D6. If the result is equal to or greater than the **critical hit roll** for the weapon, the hit causes **critical damage** (always on a roll of 6). If not, it causes **superficial damage** (always on a roll of 1).

2. **Roll for hit location.**

Roll D6 on the **hit location table**. If the target is hull down in cover, any hits against locations *completely* behind the cover are misses. If a weapon location that does not hold any weapons is hit, the body is hit instead.

3. **Determine result.**

Cross-reference the **location** with the **level of damage** on the **damage table**.

4. **Determine damage effects.**

Check the **damage effect table** to determine what effect the damage has on play, and record it with the appropriate counter. A titan can never have 2 damage counters of exactly the same type; if a location is hit again, roll a D6. On a 1-3, the extra damage has no effect; on a 4-6, the location suffers catastrophic damage.

##### CLOSE COMBAT

Close combat is simultaneous: work out the damage for each titan involved, then apply damage effects at the end of the segment.

A titan which ended the movement phase in base combat with an enemy titan may use the attacks on the **close combat weapons table**. Normal weapon fire arcs apply.

**In the first turn of close combat**, a titan may also use its normal armament of **ranged weapons** against its close combat opponent(s) *only*. Players may fire in the normal phase matching their order, or in the close combat phase after all firing has finished.

Void shields protect against weapons fired in the normal phase, but not against those fired in the close combat phase.

**In the second and subsequent turns**, only **close combat** or **improvised attacks** may be used. Void shields have merged, so they do not provide protection against close combat attacks.

**Improvised attacks:** One improvised attack may be made per turn against a target that falls in the arc of fire for carapace-mounted weapons.

**Burst circles (B):** Weapons with a burst circle affect the attacker as well as the target if they are used in close combat, but with a -1 to hit.

##### CLOSE COMBAT WEAPONS

Roll dice for each weapon, with a +1 bonus if attacking a titan with **DAMAGE CONTROL** orders. A hit is scored for each result equal to or greater than the **to hit roll number**:

CC WEAPON	TO HIT ROLL	DAMAGE
Power fist	4+	1-3 critical hits
Chain fist	3+	1-2 critical hits
Las-cutter	2+	1 critical hit
Improvised	5+	1 critical hit

**Leaving close combat:** A titan engaged in close combat on a *previous* turn may attempt to move away (ie, after 1 turn of close combat). Its opponent is allowed a **free attack** with any close combat weapons it has. This takes place in the movement phase and a titan that makes a free attack may still attack normally in the combat phase.

##### Firing into close combat

To hit modifiers from the firer's orders are ignored. Any hits will knock down 1 void shield on *each* of the titans in the close combat.

If only 1 titan has operating shields, they will protect all of the titans involved in the close combat, and hits will only start causing real damage when *all* of the titans involved have lost *all* of their shields.

When a hit causes damage, the firer rolls a D6 to see which titan is hit. On a 1-4 the titan nearest to the firer, and on a 5-6 the titan furthest from the firer.

If both are an equal distance away, they instead have an equal chance of being hit. If more than 2 titans are involved, each rolls a D6 and the highest roller takes the damage.

Weapons with a burst circle affect all titans in the close combat.

#### 5. END PHASE

The first player passes the **first player token** to their opponent, who becomes first player for the next turn.

Both player retrieve their order tokens from the play area.

### ENDING THE GAME

The game ends when:

a. **One player has no operational titans left in the play area**

A titan is operational if it has *not* suffered catastrophic damage to its MIUs, legs, or reactor. A titan that leaves the play area may not return. The player with operational titans left in the play area wins.

b. **One player concedes defeat**

c. **One player achieves their victory conditions**

If the scenario has an objective, the game ends when one player achieves their objective.

### OPTIONAL RULES (CODEX TITANICUS)

**Random first player:** Players may roll to determine who is first player for the turn instead of passing the first player token at the end of the turn.

**Revealing orders:** Players reveal their order tokens in the appropriate segment of the movement phase. Titans with **FIRST FIRE** reveal them at the end of the movement phase. If you do not reveal an order at the appropriate time, the titan loses its orders for that turn, and is treated as having no orders.

**Plasma weapons:** A titan that wishes to fire a plasma weapon on maximal must have **FIRST FIRE** orders.



WEAPONS					
WEAPON	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
HEAVY WEAPONS					
Auto-cannon	36cm	72cm	5+	6+	6+
Las-cannon	30cm	60cm	4+	6+	4+
Multi-launcher B	36cm	72cm	4+	6+	5+
Multi-melta	12cm	–	5+	–	3+
Plasma gun					
– sustained	20cm	–	6+	–	6+
– maximal	36cm	72cm	4+	6+	5+
VERY HEAVY WEAPONS					
Defence laser B	72cm	–	3+	–	2+
Macro-cannon B	72cm	–	3+	–	3+
Plasma cannon					
– sustained F	20cm	–	6+	–	6+
– maximal B	36cm	72cm	3+	6+	3+
MISSILES					
Blind	72cm	–	2+	–	–
Haywire	36cm	72cm	3+	5+	*
Mine Dispenser	72cm	–	2+	–	–
Plasma	72cm	–	4+	–	3+
Stasis	36cm	72cm	3+	5+	*
Vortex	36cm	72cm	4+	6+	*
Warp	36cm	72cm	4+	6+	*
CLOSE COMBAT WEAPONS					
WEAPON	TO HIT	DAMAGE			
Power fist	4+	1-3 critical hits			
Chain fist	3+	1-2 critical hits			
Las-cutter	2+	1 critical hit			
Improvised	5+	1 critical hit			

### DESIGNING TITANS

**Warlord titans** have 4 weapon mounts: right arm, left arm, right carapace, and left carapace.

**Reaver titans** have 3 weapon mounts: left arm, right arm, and a single carapace mount.

**Warhound titans** have 2 weapon mounts: left arm and right arm. They may not carry support missiles.

Each mount can hold 1 of the following:  
1 heavy weapon with up to 4 barrels or  
1 very heavy weapon barrel or  
1 close combat weapon.

Close combat weapons may only be mounted on the arms.

WEAPON	POINT COST PER BARREL	WEAPON	POINT COST PER BARREL
Heavy weapons		Very heavy weapons	
Auto-cannon	5	Defence laser	30
Las-cannon	15	Macro-cannon	25
Multi-launcher	15	Plasma cannon	20
Multi-melta	5		
Plasma gun	10	Close Combat	
		Chain fist	10
		Las cutter	5
		Power fist	10

**Void shields** cost 10 points each. A battle titan may have up to 6, a reaver titan up to 5, and a warhound titan up to 2.

One your titan is equipped, total the points cost and multiply it by the titan's **points multiplier**.

The points multiplier for battle titans and reaver titans is 6 and a warhound's is 5, but this may be increased if you use any **devices**.

**Move rates**  
To find out a titan's move rates, total the number of weapon **barrels** it is carrying. Each very heavy weapon counts as 3 barrels and each close combat weapon counts as 2 barrels.

Battle titan		
# BARRELS	ADVANCE RATE	CHARGE RATE
1-4	10cm*	20cm*
5-8	8cm	16cm
9-12	7cm	14cm
13-16	6cm	12cm**

\* Titans with less than 5 barrels are **highly manoeuvrable**. On **CHARGE** orders, they may make 2 45° turns (or one 90° turn).

\*\* Titans with more than 12 barrels have **limited manoeuvrability**. When they have **ADVANCE** orders, they may make no more than 2 45° turns (or one 90° turn), and they may not turn if they move backwards. When they have **CHARGE** orders, they may make only 1 45° turn at the *end* of the move.

Reaver titan		
# BARRELS	ADVANCE RATE	CHARGE RATE
1-4	12cm*	24cm*
5-8	10cm	20cm
9-12	8cm	16cm

\* Reaver titans with less than 5 barrels are **highly manoeuvrable**. On **CHARGE** orders, they may make 2 45° turns (both may be made together).

Warhound titan		
# BARRELS	ADVANCE RATE	CHARGE RATE
1-3	14cm	28cm
5-6	12cm	24cm

Warhounds are **extremely manoeuvrable**, and have the following number of 45° turns per move:

ORDERS	45° TURNS / MOVE
CHARGE*	4
ADVANCE	6
FIRST FIRE	1

\* A warhound titan with **CHARGE** orders may declare it is **evading** when it moves: it moves only up to its advance rate, but attacks against it in the combat phase are at -1 to hit.

### HARD POINTS

Each location on a battle titan or reaver titan has 4 **hard points** to which weapons can be attached. Each location on a warhound titan has 3 hard points.

The number of hard points taken up by a weapon depends on the size of each weapon barrel fitted:

**Heavy weapon barrel:** 1 hard point.  
**Close combat weapon:** 2 hard points.  
**Very heavy weapon:** 3 hard points.

You may fit different weapon barrels to the same location, however only 1 close combat weapon may be fitted on each arm, and close combat weapons cannot be fitted to the carapace.

A location with different types of weapon barrels is a **mixed weapon**. All of the barrels must be fired at the same target.

When a location holds a close combat weapon and 1 or 2 heavy weapons, only one or the other can be used.

### SUPPORT MISSILES

Support missile are one-shot weapons that may only be mounted on the carapace location. Once fired, remove them.

If a missile misses its target, place the **deviation template** over the original target with the 1 arrow pointing towards the firer. Roll D6 for the direction of deviation, and 2D6 for the distance in cms.

#### BLIND MISSILE

When the final point of impact has been determined, draw a straight line from that point back to the firing titan (the **flight path**). The firer may place 3 **blind markers** anywhere along the flight path, or at any point within 6cm of the point of impact.

Any LOS that must be drawn through a blind marker is blocked.

During each repair phase, roll D6 for each blind marker; on a 1, the marker is removed from play.

#### HAYWIRE MISSILE

When a haywire missile hits a target that has all of its void shields down, it immediately cause critical damage to the target's MIUs. Haywire missiles have no effect when they hit a void shield.

#### MINE DISPENSER MISSILE

MDMs can be fired at any point on the table within LOS. When the final point of impact has been determined, draw a straight line from that point back to the firing titan (the **flight path**).

The firer then places 2 **mine counters** and 2 **dummy counters** facedown anywhere along the flight path, or at any point within 6cm of the point of impact. The mines become operational at the *end* of the movement phase in the following turn.

If any titan moves within 3cm of one of these counters, flip it. Dummy mines have no effect and are discarded. Mines explode (remove the counter), automatically hitting the target, ignoring void shields, and causing critical damage on a D6 roll of 2+.

*Optionally*, MDMs may carry a single **stasis** or **vortex** mine and 3 dummy mines instead. When activated, these mines create the appropriate field instead of exploding.

#### PLASMA MISSILE

Place the burst template at the final point of impact. This is where the first warhead lands; the remaining 5 deviate from this point using the normal deviation procedure.

Any titan under any of the templates suffers a critical hit on a D6 roll of 3+, ignoring modifiers for orders and cover.

#### STASIS MISSILE

When rolling to hit, ignore cover modifiers. Place the **stasis field marker** at the final point of impact.

Any titan wholly or partially within this field may neither move nor attack (but cannot be attacked). Its orders cannot be changed until the order phase after the field dissipates or moves.

During the repair phase of each turn, roll D6 for each stasis field:

- 1-2 The field dissipates; remove it from the table.
- 3-4 The field stays in place.
- 5-6 The field moves 2D6 in a random direction (use the deviation procedure). It stops if it comes into contact with a titan.

If 2 stasis fields come into contact, they both dissipate immediately.

A stasis missile that is destroyed before being used explodes, creating a stasis field over the titan carrying it.

#### VORTEX MISSILE

Place the **vortex field marker** at the final point of impact. Any titan wholly or partially within this field is automatically hit, has all its void shields knocked down, and takes critical damage (roll location normally).

During the repair phase of each turn, roll D6 for each vortex field:

- 1-2 The field dissipates; remove it from the table.
- 3-4 The field stays in place.
- 5-6 The field moves 2D6 in a random direction (use the deviation procedure). Anything in its path is hit.

A vortex missile that is destroyed before being used explodes, creating a vortex field over the titan carrying it.

#### WARP MISSILE

When rolling to hit, ignore cover modifiers. If the warp missile misses, do not roll for deviation (it disappears).

When a warp missile hits it ignores void shields and automatically causes damage (roll location normally); roll D6:

- 1 Superficial damage.
- 2-5 Critical damage.
- 6 Inflicts 2 critical hits.

### DEVICES

Each optional system fitted increases the titan's **points multiplier** by 1 point.

#### CAMELEOLINE

Any attacks against a titan fitted with cameleoline are treated as through the range was 10cm greater. This does not apply to attacks which are resolved in the close combat segment of the combat phase.

#### COBRA

COBRA allows a titan to fire 1 segment *earlier* than normal in the combat phase (though never before the **FIRST FIRE** segment). It does not affect hit modifiers from the titan's orders for the turn.

#### JUMP PACKS

Jump packs allow a titan with charge orders to move *over* (but not *onto*) a building or another titan (move distance is unaffected). The titan ignores dangerous terrain tests unless they end a move in terrain that requires them.

#### RELAY

The titan with RELAY must be within 36cm of the titan(s) firing the missile(s), and have clear LOS to it/them. If so, the range and chance to hit are worked out as if the titan with RELAY was firing the missile(s).

A single RELAY can control any number of missiles at once, but they must *all* be aimed at the same target. A battle titan can be fitted with up to 3 RELAYs, and can designate one target with each unit if desired. It is possible to set up chains of titans with RELAY.

### REAVER TITANS

Reaver titans have only 1 carapace location. Roll for hit location as normal, but do not roll for left or right after hitting the carapace.

### WARHOUND SCOUT TITANS

Warhound titans are **lightweight**: any critical damage rolls made against them get a +1, and the number of critical hits caused by a close combat weapon is increased by 1.

Use this table when rolling for hit location:

D6	HIT LOCATION
1	Left arm
2	Right arm
3-5	Body
6	Legs

**Close combat:** A warlord or reaver titan attacking a warhound titan in close combat has +1 to hit. A warhound attacking a warlord or reaver titan in close combat has -1 to hit.



## 1. ORDER PHASE

Each player must place 1 **order counter** facedown beside each of their titans. A titan without an order cannot move or fire, and any attacks against it receive +1 to hit.



**FIRST FIRE:** No move, but may turn up to 45°. Combat phase: attack first at +1 to hit.



**ADVANCE:** Move up to **ADVANCE** distance including up to 4 turns of 45° each. May move directly backwards, but with only 1 turn of 45°. Combat phase: attacks after **FIRST FIRE** and before **CHARGE**.



**CHARGE:** Moves first up to **CHARGE** distance, including only 1 turn of 45°.



**DAMAGE CONTROL:** May not move, turn, or fire, but all repair rolls are +1. Any attacks against the titan receive +1 to hit.

## 2. MOVEMENT PHASE

Titans with **DAMAGE CONTROL** orders cannot move or turn.

### 1. CHARGE

All titans with **CHARGE** orders may move.

### 2. ADVANCE

All titans with **ADVANCE** orders may move.

### 3. FIRST FIRE

All titans with **FIRST FIRE** orders may turn but not move.

Titans with **FIRST FIRE** orders may **SNAP FIRE** at *any* point in the movement phase.

A titan must stop when its base touches an enemy titan and engages it in close combat. The engaged titan may not move in the same turn but may turn in place. A titan engaged in close combat on a *previous* turn may attempt to move away.

## 3. REPAIR PHASE

### 1. REPAIR VOID SHIELDS

Roll a D6 for *each* downed void shield, +1 if the titan has a **DAMAGE CONTROL** order. On 5+ that shield is repaired.

### 2. REPAIR DAMAGED SYSTEMS

Roll D6 for *each* damaged system: **VSG**, **MIUs**, and **reactor**. +1 if on **DAMAGE CONTROL** orders. On a 5+ that system is repaired.

### 3. MALFUNCTION ROLLS

Roll a D6 for each damaged system that was *not* repaired in the last step. On 6, it suffers **catastrophic damage**.

At the end of this phase, you may switch off any of your titans.

## 4. COMBAT PHASE

Titans with **DAMAGE CONTROL** orders cannot fire.

Titans fire their weapons in this order:

### 1. FIRST FIRE

### 2. ADVANCE

### 3. CHARGE

### 4. CLOSE COMBAT

All titans engaged in close combat resolve their attacks.

A titan in close combat always fights in this segment regardless of its order.

## RANGED

Each weapon may fire at a different target within the weapon's fire arc, range, and LOS.

Roll dice for each weapon with these modifiers and check the weapons table:

Firer's orders: **FIRST FIRE** +1 (not if **SNAP FIRING**)  
**CHARGE** -1

Target's orders: **DAMAGE CONTROL** +1

Target in cover: -1

A titan touching cover is **hull down** and receives cover; its targets do not. Two hull down titans firing at each other both receive the cover bonus.

**Burst circles (B):** All titans within the burst circle can be attacked. Make separate hit rolls for each target.

**Following fire (F):** If the weapon hits, the attacker can roll to hit again repeatedly until a hit roll is failed.

**Plasma weapons (F):** Before firing, choose a fire mode. Multiple plasma weapons must be fired on one setting.

**Overloading void shields:** A titan with 3+ shields may overload them. Roll D6 per hit: 1-4, the hit is stopped. 5-6, VSG has burns out, all shields are destroyed, and the hit goes through.

**Merging shields:** Friendly titans may merge their shields if they are in base contact and one has **FIRST FIRE** orders.

## DAMAGE

**Each successful hit knocks down 1 void shield.** If the target has none, the hit does damage. After you have fired all your weapons, work out each hit's damage in your chosen order:

### 1. Roll D6 for the weapon's critical hit roll.

If equal or greater, the hit causes **critical damage** (always on a 6). If not, it causes **superficial damage** (always on a 1).

### 2. Roll D6 on the hit location table.

If hull down in cover, any hits against locations *completely* behind cover are misses. If a weapon location with no weapons is hit, the body is hit instead.

### 3. Cross-reference location and damage on the damage table.

### 4. Determine effects on the damage table.

A titan can never have 2 damage counters of the same type; if a location is hit again, roll a D6. On 1-3, the extra damage has no effect; on 4-6, the location suffers catastrophic damage.

## CLOSE COMBAT

In the **first turn**, a titan may also use its normal armament of **ranged weapons** against its close combat opponent(s) *only*. Players may fire in the normal phase matching their order, or in the close combat phase after all firing has finished. Shields protect against weapons fired in the normal phase, but not against those fired in the close combat phase.

In the **second and subsequent turns**, only **close combat** or **improvised attacks** may be used. No shields.

One **improvised attack** may be made per turn against a target in the arc of fire for carapace-mounted weapons.

**Burst circles (B):** Weapons with a burst circle affect the attacker as well as the target, but with a -1 to hit.

## CLOSE COMBAT WEAPONS

Roll dice for each weapon, +1 if attacking a titan with **DAMAGE CONTROL** orders.

**Leaving close combat:** Opponent is allowed a **free attack** with close combat weapons.

## 5. END PHASE

Pass the **first player token** to your opponent. Retrieve order tokens from the play area.



## 1. ORDER PHASE

Each player must place 1 **order counter** facedown beside each of their titans. A titan without an order cannot move or fire, and any attacks against it receive +1 to hit.



**FIRST FIRE:** No move, but may turn up to 45°. Combat phase: attack first at +1 to hit.



**ADVANCE:** Move up to **ADVANCE** distance including up to 4 turns of 45° each. May move directly backwards, but with only 1 turn of 45°. Combat phase: attacks after **FIRST FIRE** and before **CHARGE**.



**CHARGE:** Moves first up to **CHARGE** distance, including only 1 turn of 45°.



**DAMAGE CONTROL:** May not move, turn, or fire, but all repair rolls are +1. Any attacks against the titan receive +1 to hit.

## 2. MOVEMENT PHASE

Titans with **DAMAGE CONTROL** orders cannot move or turn.

### 1. CHARGE

All titans with **CHARGE** orders may move.

### 2. ADVANCE

All titans with **ADVANCE** orders may move.

### 3. FIRST FIRE

All titans with **FIRST FIRE** orders may turn but not move.

Titans with **FIRST FIRE** orders may **SNAP FIRE** at *any* point in the movement phase.

A titan must stop when its base touches an enemy titan and engages it in close combat. The engaged titan may not move in the same turn but may turn in place. A titan engaged in close combat on a *previous* turn may attempt to move away.

## 3. REPAIR PHASE

### 1. REPAIR VOID SHIELDS

Roll a D6 for *each* downed void shield, +1 if the titan has a **DAMAGE CONTROL** order. On 5+ that shield is repaired.

### 2. REPAIR DAMAGED SYSTEMS

Roll D6 for *each* damaged system: **VSG**, **MIUs**, and **reactor**. +1 if on **DAMAGE CONTROL** orders. On a 5+ that system is repaired.

### 3. MALFUNCTION ROLLS

Roll a D6 for each damaged system that was *not* repaired in the last step. On 6, it suffers **catastrophic damage**.

At the end of this phase, you may switch off any of your titans.

## 4. COMBAT PHASE

Titans with **DAMAGE CONTROL** orders cannot fire.

Titans fire their weapons in this order:

### 1. FIRST FIRE

### 2. ADVANCE

### 3. CHARGE

### 4. CLOSE COMBAT

All titans engaged in close combat resolve their attacks.

A titan in close combat always fights in this segment regardless of its order.

## RANGED

Each weapon may fire at a different target within the weapon's fire arc, range, and LOS.

Roll dice for each weapon with these modifiers and check the weapons table:

Firer's orders: **FIRST FIRE** +1 (not if **SNAP FIRING**)  
**CHARGE** -1

Target's orders: **DAMAGE CONTROL** +1

Target in cover: -1

A titan touching cover is **hull down** and receives cover; its targets do not. Two hull down titans firing at each other both receive the cover bonus.

**Burst circles (B):** All titans within the burst circle can be attacked. Make separate hit rolls for each target.

**Following fire (F):** If the weapon hits, the attacker can roll to hit again repeatedly until a hit roll is failed.

**Plasma weapons (F):** Before firing, choose a fire mode. Multiple plasma weapons must be fired on one setting.

**Overloading void shields:** A titan with 3+ shields may overload them. Roll D6 per hit: 1-4, the hit is stopped. 5-6, VSG has burns out, all shields are destroyed, and the hit goes through.

**Merging shields:** Friendly titans may merge their shields if they are in base contact and one has **FIRST FIRE** orders.

## DAMAGE

**Each successful hit knocks down 1 void shield.** If the target has none, the hit does damage. After you have fired all your weapons, work out each hit's damage in your chosen order:

### 1. Roll D6 for the weapon's critical hit roll.

If equal or greater, the hit causes **critical damage** (always on a 6). If not, it causes **superficial damage** (always on a 1).

### 2. Roll D6 on the hit location table.

If hull down in cover, any hits against locations *completely* behind cover are misses. If a weapon location with no weapons is hit, the body is hit instead.

### 3. Cross-reference location and damage on the damage table.

### 4. Determine effects on the damage table.

A titan can never have 2 damage counters of the same type; if a location is hit again, roll a D6. On 1-3, the extra damage has no effect; on 4-6, the location suffers catastrophic damage.

## CLOSE COMBAT

In the **first turn**, a titan may also use its normal armament of **ranged weapons** against its close combat opponent(s) *only*. Players may fire in the normal phase matching their order, or in the close combat phase after all firing has finished. Shields protect against weapons fired in the normal phase, but not against those fired in the close combat phase.

In the **second and subsequent turns**, only **close combat** or **improvised attacks** may be used. No shields.

One **improvised attack** may be made per turn against a target in the arc of fire for carapace-mounted weapons.

**Burst circles (B):** Weapons with a burst circle affect the attacker as well as the target, but with a -1 to hit.

## CLOSE COMBAT WEAPONS

Roll dice for each weapon, +1 if attacking a titan with **DAMAGE CONTROL** orders.

**Leaving close combat:** Opponent is allowed a **free attack** with close combat weapons.

## 5. END PHASE

Pass the **first player token** to your opponent. Retrieve order tokens from the play area.



# 1: LEFT ARM

# 2: RIGHT ARM

# 3: CARAPACE

## 1-3: LEFT, 4-6: RIGHT

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

DESTROYED

NO

DAMAGED

YES

ROLL D6 FOR CUMULATIVE DAMAGE

**1-3 DAMAGED**

The weapon location is damaged; *all* weapons mounted on that location are unusable until it is repaired.

**REPAIR**

You may attempt to repair a damaged weapons location during each repair phase. Only 1 roll is necessary for the entire location and all weapons on it.

**4-6 DESTROYED**

All the weapons in the hit location are destroyed; remove them from the model. Apply further hits to this location to the **body** instead.

**REPAIR**

Destroyed locations cannot be repaired.

# 6: LEGS

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

**4-6 CATASTROPHIC DAMAGE**

One leg gives way; the titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured, or unconscious, the titan is considered destroyed.

**DAMAGED**

The titan may no longer be given **CHARGE** orders. If given **ADVANCE** orders, it may only make one 45° turn during its move. It may still make a 45° turn on **FIRST FIRE** orders.

**REPAIR**

Damaged legs cannot be repaired.

# 4-5: BODY

# 1-3: VSGs

# 6: REACTOR

DESTROYED

Void shield generators destroyed. All void shields are knocked down and may *not* be repaired; the titan is without shields from now on. VSGs cannot suffer catastrophic damage.

Count any further **VSGs DESTROYED** results as **REACTOR** hits instead.

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

**4-6 CATASTROPHIC DAMAGE**

The reactor vessel is fractured, and a violent meltdown occurs. The titan is vaporized, and all units within 8cm must roll for damage as if hit by a **plasma** cannon firing on *maximal*.

**DAMAGED**

Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The titan may not be given *any* orders until the reactor is repaired.

**REPAIR**

You may attempt to repair a damaged reactor during each repair phase, *before* you attempt to repair anything else. If you fail to repair the reactor, you may not make any other repair rolls.

**4-6 CATASTROPHIC DAMAGE**

The MIU goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest crewmembers are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The titan grinds to a halt and is considered destroyed.

**DAMAGED**

The titan receives orders as normal, but may go out of control. Until the MIUs are repaired, roll D6 at the start of each movement phase and each combat phase:

Roll	Movement	Combat
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

**Random move:** Your opponent may move the titan within the restrictions of its order for the turn.

**Random fire:** The titan fires all of its weapons at the closest target available, friend or foe, within the restrictions of its order for the turn and LOS rules. If there is a choice, your opponent can choose which weapons are used and their targets. The titan will not attack itself.

**REPAIR**

You may attempt to repair damaged MIUs in each repair phase.

# 1: LEFT ARM

# 2: RIGHT ARM

# 3: CARAPACE

## 1-3: LEFT, 4-6: RIGHT

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

DESTROYED

NO

DAMAGED

YES

ROLL D6 FOR CUMULATIVE DAMAGE

**1-3 DAMAGED**

The weapon location is damaged; *all* weapons mounted on that location are unusable until it is repaired.

**REPAIR**

You may attempt to repair a damaged weapons location during each repair phase. Only 1 roll is necessary for the entire location and all weapons on it.

**4-6 DESTROYED**

All the weapons in the hit location are destroyed; remove them from the model. Apply further hits to this location to the **body** instead.

**REPAIR**

Destroyed locations cannot be repaired.

# 6: LEGS

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

**4-6 CATASTROPHIC DAMAGE**

One leg gives way; the titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured, or unconscious, the titan is considered destroyed.

**DAMAGED**

The titan may no longer be given **CHARGE** orders. If given **ADVANCE** orders, it may only make one 45° turn during its move. It may still make a 45° turn on **FIRST FIRE** orders.

**REPAIR**

Damaged legs cannot be repaired.

# 4-5: BODY

# 1-3: VSGs

# 6: REACTOR

DESTROYED

Void shield generators destroyed. All void shields are knocked down and may *not* be repaired; the titan is without shields from now on. VSGs cannot suffer catastrophic damage.

Count any further **VSGs DESTROYED** results as **REACTOR** hits instead.

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

CRITICAL HIT?

NO

SUPERFICIAL

Already damaged?

YES

CRITICAL

Already damaged?

NO

NO EFFECT

NO

DAMAGED

YES

YES

ROLL D6 FOR CUMULATIVE DAMAGE

1-3 NO EFFECT

**4-6 CATASTROPHIC DAMAGE**

The reactor vessel is fractured, and a violent meltdown occurs. The titan is vaporized, and all units within 8cm must roll for damage as if hit by a **plasma** cannon firing on *maximal*.

**DAMAGED**

Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The titan may not be given *any* orders until the reactor is repaired.

**REPAIR**

You may attempt to repair a damaged reactor during each repair phase, *before* you attempt to repair anything else. If you fail to repair the reactor, you may not make any other repair rolls.

**4-6 CATASTROPHIC DAMAGE**

The MIU goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest crewmembers are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The titan grinds to a halt and is considered destroyed.

**DAMAGED**

The titan receives orders as normal, but may go out of control. Until the MIUs are repaired, roll D6 at the start of each movement phase and each combat phase:

Roll	Movement	Combat
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

**Random move:** Your opponent may move the titan within the restrictions of its order for the turn.

**Random fire:** The titan fires all of its weapons at the closest target available, friend or foe, within the restrictions of its order for the turn and LOS rules. If there is a choice, your opponent can choose which weapons are used and their targets. The titan will not attack itself.

**REPAIR**

You may attempt to repair damaged MIUs in each repair phase.



## WARLORD TITAN DEATHBRINGER VARIANT

SPEED	VSG	BATTLE RATING
7/14	4	630

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
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#### CARAPACE

Macro-cannon (1) **B** 72cm – 3+ – 3+

#### ARM

Auto-cannon (4) 36cm 72cm 5+ 6+ 6+

### RIGHT

#### CARAPACE

None

#### ARM

Auto-cannon (4) 36cm 72cm 5+ 6+ 6+



## WARLORD TITAN ECLIPSE VARIANT

SPEED	VSG	BATTLE RATING
8/16	4	720

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
-------------	------------	---------------	--------------	----------

#### CARAPACE

Auto-cannon (1) 36cm 72cm 5+ 6+ 6+

#### ARM

Defense laser (1) **B** 72cm – 3+ – 2+

### RIGHT

#### CARAPACE

Multi-launcher (1) **B** 36cm 72cm 4+ 6+ 5+

#### ARM

Multi-launcher (2) **B** 36cm 72cm 4+ 6+ 5+



## WARLORD TITAN DEATHBRINGER VARIANT

SPEED	VSG	BATTLE RATING
7/14	6	840

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
-------------	------------	---------------	--------------	----------

#### CARAPACE

Plasma cannon (1)

– sustained **B** 20cm – 6+ – 6+

– maximal **B** 36cm 72cm 3+ 6+ 3+

#### ARM

Power fist **TO HIT 4+** **DAMAGE 1-3 critical hits**

### RIGHT

#### CARAPACE

Plasma cannon (1)

– sustained **B** 20cm – 6+ – 6+

– maximal **B** 36cm 72cm 3+ 6+ 3+

#### ARM

Defense laser (1) **B** 72cm – 3+ – 2+



## WARLORD TITAN ECLIPSE VARIANT

SPEED	VSG	BATTLE RATING
8/16	3	660

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
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#### CARAPACE

Las-cannon (3) 36cm 72cm 5+ 6+ 6+

#### ARM

Multi-launcher (2) **B** 36cm 72cm 4+ 6+ 5+

### RIGHT

#### CARAPACE

None

#### ARM

Las-cutter **TO HIT 2+** **DAMAGE 1 critical hit**



## WARLORD TITAN DEATHBRINGER VARIANT

SPEED	VSG	BATTLE RATING
7/14	6	930

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
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#### CARAPACE

Plasma gun (3)

– sustained 20cm – 6+ – 6+

– maximal 36cm 72cm 4+ 6+ 5+

#### ARM

Macro-cannon (1) **B** 72cm – 3+ – 3+

### RIGHT

#### CARAPACE

Plasma gun (3)

– sustained 20cm – 6+ – 6+

– maximal 36cm 72cm 4+ 6+ 5+

#### ARM

Chain fist **TO HIT 3+** **DAMAGE 1-2 critical hits**



## WARLORD TITAN ECLIPSE VARIANT

SPEED	VSG	BATTLE RATING
8/16	2	360

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
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#### CARAPACE

Multi-melta (3) 12cm – 5+ – 3+

#### ARM

Auto-cannon (3) 36cm 72cm 5+ 6+ 6+

### RIGHT

#### CARAPACE

None

#### ARM

Chain fist **TO HIT 3+** **DAMAGE 1-2 critical hits**



## WARLORD TITAN ECLIPSE VARIANT

SPEED	VSG	BATTLE RATING
8/16	4	630

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
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#### CARAPACE

None

#### ARM

Defense laser (1) **B** 72cm – 3+ – 2+

### RIGHT

#### CARAPACE

Multi-launcher (2) **B** 36cm 72cm 4+ 6+ 5+

#### ARM

Las-cutter **TO HIT 2+** **DAMAGE 1 critical hit**



## WARLORD TITAN NIGHTGAUNT VARIANT

SPEED	VSG	BATTLE RATING
10/20	3	300

### HIGHLY MANOEUVRABLE

On **CHARGE** orders, may make two 45° turns.

### LEFT

SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
-------------	------------	---------------	--------------	----------

#### CARAPACE

None

#### ARM

Multi-melta (2) 12cm – 5+ – 3+

### RIGHT

#### CARAPACE

None

#### ARM

Chain fist **TO HIT 3+** **DAMAGE 1-2 critical hits**





## WARLORD TITAN NIGHTGAUNT VARIANT

SPEED	VSG	BATTLE RATING
10/20	2	360

### HIGHLY MANOEUVRABLE

On **CHARGE** orders, may make two 45° turns.

### LEFT

#### CARAPACE

None

#### ARM

Power fist **TO HIT 4+** **DAMAGE 1-3 critical hits**

### RIGHT

#### CARAPACE

None

#### ARM

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Las-cannon (2)	36cm	72cm	5+	6+	6+



## WARLORD TITAN NEMESIS VARIANT

SPEED	VSG	BATTLE RATING
6/12	6	1440

### LIMITED MANOEUVRABILITY

On **ADVANCE** orders, may make no more than 2 45° turns, and may not turn if moving backwards. When on **CHARGE** orders, may make only one 45° turn at the *end* of the move.

### LEFT

#### CARAPACE

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Multi-launcher (4) B	36cm	72cm	4+	6+	5+

#### ARM

Defense laser (1) B	72cm	—	3+	—	2+
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### RIGHT

#### CARAPACE

Multi-launcher (4) B	36cm	72cm	4+	6+	5+
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#### ARM

Defense laser (1) B	72cm	—	3+	—	2+
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## WARLORD TITAN NEMESIS VARIANT

SPEED	VSG	BATTLE RATING
6/12	6	1170

### LIMITED MANOEUVRABILITY

On **ADVANCE** orders, may make no more than 2 45° turns, and may not turn if moving backwards. When on **CHARGE** orders, may make only one 45° turn at the *end* of the move.

### LEFT

#### CARAPACE

Macro-cannon (1) B	72cm	—	3+	—	3+
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#### ARM

Chain fist	<b>TO HIT 3+</b>	<b>DAMAGE 1-2 critical hits</b>
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### RIGHT

#### CARAPACE

Plasma gun (4)					
— sustained	20cm	—	6+	—	6+
— maximal	36cm	72cm	4+	6+	5+

#### ARM

Las-cannon (4)	36cm	72cm	5+	6+	6+
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## WARLORD TITAN NEMESIS VARIANT

SPEED	VSG	BATTLE RATING
6/12	4	1140

### LIMITED MANOEUVRABILITY

On **ADVANCE** orders, may make no more than 2 45° turns, and may not turn if moving backwards. When on **CHARGE** orders, may make only one 45° turn at the *end* of the move.

### LEFT

#### CARAPACE

Las-cannon (4)	36cm	72cm	5+	6+	6+
----------------	------	------	----	----	----

#### ARM

Power fist	<b>TO HIT 4+</b>	<b>DAMAGE 1-3 critical hits</b>
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### RIGHT

#### CARAPACE

Las-cannon (4)	36cm	72cm	5+	6+	6+
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#### ARM

Multi-melta (4)	12cm	—	5+	—	3+
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## REAYER TITAN HUN VARIANT

SPEED	VSG	BATTLE RATING
10/20	4	540

### HIGHLY MANOEUVRABLE

On **CHARGE** orders, may make two 45° turns.

### CARAPACE

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Multi-launcher (2) B	36cm	72cm	4+	6+	5+

### LEFT ARM

Multi-melta (2)	12cm	—	5+	—	3+
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### RIGHT ARM

Chain fist	<b>TO HIT 3+</b>	<b>DAMAGE 1-2 critical hits</b>
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## REAYER TITAN GOTH VARIANT

SPEED	VSG	BATTLE RATING
8/16	5	1200

### CARAPACE

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Defense laser (1) B	72cm	—	3+	—	2+

### LEFT ARM

Multi-launcher (4) B	36cm	72cm	4+	6+	5+
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### RIGHT ARM

Multi-launcher (4) B	36cm	72cm	4+	6+	5+
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## REAYER TITAN VANDAL VARIANT

SPEED	VSG	BATTLE RATING
12/24	3	540

### CARAPACE

None

### LEFT ARM

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Las-cannon (2)	36cm	72cm	5+	6+	6+

### RIGHT ARM

Las-cannon (2)	36cm	72cm	5+	6+	6+
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### WARHOUND TITAN WOLF VARIANT

SPEED	VSG	BATTLE RATING
14/28	2	225

#### EXTREMELY MANOEUVRABLE

**CHARGE** orders: 4 45° turns (and may **EVADE**: -1 to hit it but only move up to **ADVANCE** rate); **ADVANCE** orders: 6 45° turns, **FIRST FIRE** orders: 1 45° turn.

#### LEFT

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Multi-melta (2)	12cm	—	5+	—	3+

#### RIGHT

Las-cannon (1)	36cm	72cm	5+	6+	6+
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### WARHOUND TITAN MASTIFF VARIANT

SPEED	VSG	BATTLE RATING
12/24	1	300

#### EXTREMELY MANOEUVRABLE

**CHARGE** orders: 4 45° turns (and may **EVADE**: -1 to hit it but only move up to **ADVANCE** rate); **ADVANCE** orders: 6 45° turns, **FIRST FIRE** orders: 1 45° turn.

#### LEFT

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
Plasma gun (2)					
— sustained	20cm	—	6+	—	6+
— maximal	36cm	72cm	4+	6+	5+

#### RIGHT

Las-cannon (2)	36cm	72cm	5+	6+	6+
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### ELDAR PHANTOM SPECTRE VARIANT

SPEED	VSG	BATTLE RATING
8/16	4	960

#### EXTREMELY MANOEUVRABLE

**CHARGE** orders: 4 45° turns (and may **EVADE**: -1 to hit it but only move up to **ADVANCE** rate); **ADVANCE** orders: 6 45° turns, **FIRST FIRE** orders: 1 45° turn.

#### LEFT

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
<b>WING</b>					
Multi-launcher (2) <b>B</b>	36cm	72cm	4+	6+	5+

<b>ARM</b>					
Pulse laser (1) <b>B</b>	30cm	60cm	3+	5+	4+

#### RIGHT

<b>WING</b>					
Las-cannon (2)	36cm	72cm	5+	6+	6+

<b>ARM</b>					
Pulse laser (1)	30cm	60cm	3+	5+	-1



### ELDAR PHANTOM SHADE VARIANT

SPEED	VSG	BATTLE RATING
10/20	4	690

#### EXTREMELY MANOEUVRABLE

**CHARGE** orders: 4 45° turns (and may **EVADE**: -1 to hit it but only move up to **ADVANCE** rate); **ADVANCE** orders: 6 45° turns, **FIRST FIRE** orders: 1 45° turn.

#### LEFT

	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	CRIT HIT
<b>WING</b>					
Multi-launcher (2) <b>B</b>	36cm	72cm	4+	6+	5+

<b>ARM</b>					
Pulse laser (1) <b>B</b>	30cm	60cm	3+	5+	4+1

#### RIGHT

<b>WING</b>					
Las-cannon (1)	36cm	72cm	5+	6+	6+

<b>ARM</b>					
Power fist	<b>TO HIT 4+</b>	<b>DAMAGE 1-3 critical hits</b>			



## CODEX TITANICUS

### ADVANCED CLOSE COMBAT

A titan may *not* turn in place when another titan moves into base contact with it. Close combat is not necessarily simultaneous.

A titans engaged in close combat may only attack in the close combat segment of the combat phase and must concentrate all available attacks on its opponent. Normal weapon arcs apply and all attacks take place inside void shields (unless started otherwise). Each separate combat is resolved in an order chosen by the first player.

At the start of the segment, each player secretly chooses 1 **close combat option card** for each of their titans in close combat, then they are revealed simultaneously, compared, and resolved in the order shown. These restrictions apply:

**Reactor damaged:** The titan may not choose any option and they may not move nor attack.

**MIUs damaged:** Roll D6 for the titan: 1-3 = may not choose an option and may not move or attack; 4-6 = may choose an option.

**Legs damaged:** The titan may not choose *side-step* or *disengage* options.

**Blind-sided:** A titan whose opponent (or primary target if outnumbered) is in its rear 180° arc may only choose *side-step*, *turn around*, or *disengage* options.

Check your opponent's card to see if you attack first or second, which weapons you may use, and if any special rules apply. You may only use the weapons listed for the combination of options ('*close combat weapons*' includes improvised attacks).

The only hit modifiers that apply are those listed on the combat option cards, and the following:

#### CLOSE COMBAT WEAPONS

Attacker has the <b>close combat attack skill</b>	+1
Battle titan attacking scout titan	+1
Scout titan attacking battle titan	-1
Attacker has the <b>close combat attack skill</b>	-1

#### RANGED WEAPONS

Attacker has the <b>accuracy skill</b>	+1
--	----

#### Opponents without a combat option

If your opponent is unable to choose a combat option card, do not choose one yourself. Instead, you may:

- Attack with close combat weapons or
- Attack with ranged weapons or
- Turn around or
- Disengage.

**All weapons automatically hit if you decide to attack.**

#### Ranged weapons

Ranged weapons may be used in close combat if the combat option chosen allows it, and the weapon may be brought to bear.

Titans entering close combat may *not* fire ranged weapons in the segment matching their orders. Titans with **FIRST FIRE** orders may still **snap fire** in the movement phase, but this takes place outside the opponent's void shields, and a titan that snap fired may not attack with a ranged weapon in the close combat segment.

A ranged weapon with a burst circle used in close combat affects the firer as well as the target. Roll to hit the target as normal, then roll at -1 to hit the firer. If used in a multiple close combat, then separately roll at -1 to hit anything in base contact with the target.

#### Close combat weapons

Close combat weapons may be used if the combat option chosen allows it and the weapon may be brought to bear. Roll to hit and damage using the normal close combat weapons table. Improvised attacks have the same fire arc as caparace-mounted weapons.

#### Multiple combats

A titan engaged in close combat with multiple opponents must declare one as its primary target after close combat options are chosen, but before they are revealed. Remaining opponents are secondary attackers. The primary opponent must always be an operating titan if possible.

Compare your options with the primary opponent, as usual. All of your titan's attacks must be directed at the primary opponent. Then compare your options with any secondary attackers, to see if they make their attacks before or after your outnumbered titan makes its attacks on the primary opponent. The attacks are then resolved in sequence.

#### Leaving close combat

The only way a titan can leave close combat is by choosing the **disengage** combat option. Disengaging titans may not attack. After resolving any attacks by its opponent, the titan makes a normal charge move (including turns as appropriate), and must end the move out of base contact with its opponent and not end in base contact with any other opponents.

A titan with a damaged reactor or legs may not disengage. A titan with damaged MIUs must roll a 4+ on a D6 before moving; if it fails, it stays in place and may not make any attacks this turn.

### CLOSE COMBAT DAMAGE

#### SUPERFICIAL DAMAGE

##### D6 RESULT

- Static:** An electro-magnetic pulse surges through the titan's electrical systems, disrupting them. The titan may not do anything for the rest of this turn or any of the next turn. The damage is automatically repaired in next turn's end phase.
- Psychic shock:** One of the titan's moderati suffers a debilitating MIU overload. Roll D6:
  - 1-2 Left arm
  - 3-4 Right arm
  - 5-6 Both carapace (roll again if no carapace mount)The weapon may not be used for the rest of the game.
- Left carapace:** Any weapons on the left carapace are damaged, but may be repaired. If the titan has only 1 carapace location, this affects it. There is no effect if there are no weapons in the location or they have been destroyed.
- Weapon sensors:** -1 to hit from now on. This may not be repaired and any further hits here have no effect.
- Left arm:** Any weapons on the left arm are damaged, but may be repaired. There is no effect if there are no weapons in the location or they have been destroyed.
- Systems failure:** If the titan's MIUs or reactor are already damaged, they automatically suffer catastrophic damage. If neither is damaged, no effect.
- Right arm:** As above, but for the right arm.
- Movement sensors:** The number of 45° turns the titan may make in a turn is reduced by 1 (min 1). This may not be repaired and any further hits here have no effect.
- Right carapace:** As above, but for the right carapace.
- Repair systems:** All future repair rolls suffer a -1. This may not be repaired and any further hits here have no effect.
- Knockout blow:** The head of the titan is severely damaged; the princeps is injured and anti-personnel weapons may no longer be used. This may not be repaired and any further hits here have no effect.

### CRITICAL DAMAGE

##### D6 RESULT

- Reactor damaged:** Power output from the reactor is reduced to a trickle. All available power is being channelled into the auto-repair systems. The titan may not be given any orders (including **DAMAGE CONTROL** orders) until the reactor is repaired, and cannot move or fire.
- MIUs damaged:** Until the MIUs are repaired, roll a D6 at the start of each movement phase and each combat phase:

Roll	Movement	Combat
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

**Random move:** Your opponent may move the titan within the restrictions of its order for the turn.

**Random fire:** The titan fires all of its weapons at the closest target available, friend or foe, within the restrictions of its order for the turn and LOS rules. If there is a choice, your opponent can choose which weapons are used and their targets. The titan will not attack itself.
- Left carapace:** Any weapons on the left carapace are destroyed. If the titan has only 1 carapace location, this affects it. Roll again if there are no weapons in the location or they have been destroyed.
- VSGs destroyed:** All void shields are knocked down and may not be repaired. Count any further hits on this location as *reactor damaged* hits instead.
- Left arm:** Any weapons on the left arm are destroyed. Roll again if there are no weapons in the location or they have been destroyed.
- Legs damaged:** The titan may no longer be given **CHARGE** orders. If it is given **ADVANCE** orders, it may only make 1 45° turn during the move. It may still make a 45° turn if it is given **FIRST FIRE** orders. Damaged legs may not be repaired.
- Right arm:** As above, but for the right arm.
- VSGs destroyed:** See above.
- Right carapace:** As above, but for the right carapace.
- MIUs destroyed:** See above.
- Reactor damaged:** See above.

### EPIC BATTLE DAMAGE (LARGE GAMES)

#### REPAIR

Repair and malfunction rolls are combined into a single roll, and only ever made for void shields and damaged reactors.

Add +1 for **DAMAGE CONTROL** orders. Malfunctions only occur when rolling for a damaged reactor, and cause a reactor meltdown.

MODIFIED D6	HIT LOCATION
1 or less	Malfunction (reactors only)
2-4	Repair unsuccessful
5 or more	Repair successful

#### VOLLEYS

A titan may only fire 1 **volley** of shots at 1 enemy titan. Several weapons fired at the same titan are combined into 1 volley.

Each support missile counts as a volley in itself, but the attacker may fire any other weapons at the same target, counting them as a separate volley.

All of a titan's close combat attacks count as 1 volley.

### EPIC BATTLE WEAPONS: TITAN TARGETS

WEAPON	SHORT RANGE	LONG RANGE	TO HIT: SHORT	TO HIT: LONG	SAVE MOD
<b>HEAVY WEAPONS</b>					
Auto-cannon	36cm	72cm	5+	6+	0
Las-cannon	30cm	60cm	4+	6+	-1
Multi-launcher <b>B</b>	36cm	72cm	4+	6+	0
Multi-melta	12cm	24cm	5+	6+	-1
Heavy plasma gun	36cm	72cm	4+	6+	0
Defence laser <b>B</b>	72cm	—	3+	—	-3
Macro-cannon <b>B</b>	72cm	—	3+	—	-2
Plasma cannon <b>F</b>	20cm	72cm	4+	5+	-1
Pulse laser	30cm	60cm	3+	5+	-1
Distortion cannon	16cm	32cm	5+	6+	N/A
Vibro-cannon	36cm	—	2+	—	—
Gut buster <b>B</b>	72cm	—	3+	—	-2
Target has <b>FALL BACK</b> orders	-1				
Attacker has <b>CHARGE</b> orders	-1				

There is no longer a +1 to hit for **FIRST FIRE** orders.

### DAMAGE

Roll to hit for each grade of weapon fired at the target, looking up the numbered required on the table above and applying modifiers.

For each hit not absorbed by a void shield, the titan must make a **saving throw of 3+**, modified by the weapon's saving throw modifier.

If a volley causes any actual damage, roll D6 with the following modifiers (roll once per volley, regardless of the number of hits):

1-6	Roll once on the <i>Minor Damage</i> table.	
7-9	Roll once on the <i>Major Damage</i> table.	
10+	Roll once on the <i>Catastrophic Damage</i> table.	
Each successful hit from volley		+1
Each systems failure suffered by target		+1
Attacker has <i>Marksmanship skill</i>		+1

### MINOR DAMAGE

##### D6 RESULT

- Systems failure:** Mark 1 *systems failure* hit on the titan's roster. It suffers a +1 modifier when rolling for the level of damage for each systems failure hit it has suffered.
- Weapon sensors:** The titan suffers a -1 modifier to hit from now on. This may not be repaired and any further hits in this location have no effect.
- Movement systems:** The number of 45° turns the titan may make in a turn is reduced by 1 (min 1), its advance move is reduced by 1 (min 1cm), and its charge move is reduced by 2 (min 2cm). Any further hits are cumulative, subject to the minimums. This may not be repaired.
- Static:** An electro-magnetic pulse surges through the titan's electrical systems, disrupting them. The titan may not do anything for the rest of this turn or any of the next turn. The damage is automatically repaired in the end phase of the next turn.

### MAJOR DAMAGE

##### D6 RESULT

- Left carapace:** Any weapons on the left carapace are destroyed. If the titan has only 1 carapace location, this affects it. If there are no weapons in the location or they have been destroyed, apply a *systems failure* hit instead.



- 2 **Right carapace:** As above, but for the right carapace.
- 3 **Left arm:** Any weapons on the left arm are destroyed. If there are no weapons in the location or they have been destroyed, apply a *systems failure* hit instead.
- 4 **Right arm:** As above, but for the right arm.
- 5 **Void shield generators destroyed:** All void shields are knocked down and may not be repaired. Count any further hits on this location as *reactor shutdown* hits instead.
- 6 **Reactor shutdown:** Power output from the reactor is reduced to a trickle. All available power is being channelled into the auto-repair systems. The titan may not be given any orders (including **DAMAGE CONTROL** orders) until the reactor is repaired, and cannot move or fire. Any further hits before it is repaired cause a *reactor meltdown*.

CATASTROPHIC DAMAGE

D6 RESULT

- 1 **Mind burn:** The mind impulse system of the titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but it blocks LOS normally and may be salvaged – apart from the MIUs which have been completely destroyed. Subsequent hits affect the titan normally. The crew is treated as killed.
- 2-3 **Crash:** There are few sights more impressive in war than that of a titan losing a leg. The metal giant totters for a few seconds, stabilising jets overloading themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the titan falls, the crew is killed or seriously injured in the crash. Use the scatter template to decide which way the titan falls, and place it on its side lying in that direction.
- 4-6 **Reactor meltdown:** When a titan’s plasma reactor suffers serious damage it will become unstable almost instantly. The titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8cm must roll for damage as if hit by a plasma cannon firing on *maximal*.

MANOEUVERABILITY

A titan’s manoeuvrability affects the number of 45° turns it can make during a move:

ORDERS	# TURNS
Highly manoeuvrable	
FIRST FIRE	1
ADVANCE	4
CHARGE/EVADE	2
Extremely manoeuvrable	
FIRST FIRE	1
ADVANCE	6
CHARGE/EVADE	4
Limited manoeuvrability	
FIRST FIRE	0
ADVANCE	2
CHARGE/EVADE	1*

\* Turns must be made at the end of the move.

EVADE ORDERS

Highly manoeuvrable or extremely manoeuvrable titans may be given **EVADE** orders. A titan with **EVADE** orders moves and fires in the **charge** segment of the appropriate phases, but may only move up to its **ADVANCE** distance.

Any titan firing on a titan with **EVADE** orders suffers a -1 to hit. The evading titan itself suffers a -1 to hit, as for **CHARGE** orders.

CREW SKILLS

For one-off games, roll 2D6 for each titan at the start of the game to generate the crew’s experience level, then roll D66 for skills if necessary.

2D6	EXPERIENCE LEVEL	REROLLS	SKILLS
2-3	Green	None	None
4-7	Experienced	1	None
8-9	Veteran	2	None
10	Elite	3	None
11	Ace	4	1
12	Ace	4	2

D66 SKILL

- 11-13 **Sixth sense:** The crew has almost an uncanny ability to anticipate threats, and can react quickly to counter them. The titan may make one extra 45° turn in the movement phase.
- 14-21 **Tactical genius:** The princeps of this crew is an exceptionally gifted commander, able to ‘read’ an enemy and react accordingly. This titan may be given 2 order counters in the order phase, and you may choose which orders to follow once orders for other titans have been revealed.
- 22-25 **Very fast:** The titan’s princeps is a very gifted pilot, able to coax that little extra performance out of his machine. The titan gains an extra 4cm to both its **ADVANCE** and **CHARGE** movement rates.
- 26-32 **Hipshooting:** The titan’s moderati are highly skilled at firing on the move, and discount the normal -1 to hit while under **CHARGE** or **EVADE** orders.
- 33-41 **Natural leader:** This skill may only be used once per game. In the end phase you may decide who will be the first player for the next turn.
- 42-45 **Duckback:** The crew’s princeps has the uncanny ability to anticipate incoming fire, and dodge some of the effects. Whenever a shot hits the titan, roll D6:  
1-3 Shot takes effect normally.  
4-5 Shot dodged if titan is in cover, otherwise no effect.  
6 Shot dodged; it has no effect.
- 46-52 **Fast reactions:** The crew may fire one segment earlier than normal in the combat phase (but never before the **FIRST FIRE** segment). Any hit modifiers for the titan’s orders still apply. This skill may not be used if the titan is fitted with COBRA.
- 53-56 **Close combat attack:** The crew is highly adept at landing telling blows in combat. Gain +1 to hit to any attacks made with close combat weapons (cumulative with other modifiers).
- 57-60 **Close combat defence:** The crew is highly adept at avoiding close combat attacks. Enemy titans suffer a -1 to hit to any attacks made with close combat weapons against this crew (cumulative with other modifiers).
- 61-62 **Damage control:** The crew react quickly and efficiently to minimise damage. Gain a +1 to any repair rolls.
- 63 **Pinpoint gunnery:** The crew are deadly gunners, placing shots where they count. All shots fired by this titan have a +1 to their critical hit rolls. When firing into a close combat this modifier is lost, but the chance of hitting a friendly titan is reduced by -1.
- 64 **Accuracy:** The titan’s crew is exceptionally good at gunnery. All attacks except close combat attacks gain +1 to hit (cumulative with other modifiers).
- 65 **Marksmanship:** The titan’s crew is capable of shooting with great accuracy. After dice have been rolled, you may modify the hit location roll by 1 point in either direction.

This does not apply to any rolls on the *Body Damage* table.

If you are using the *Advanced Damage Rules*, you may modify the roll on the damage table by 1 point after the dice have been rolled.

If you are using the *Epic Battle Damage System*, modify the level of damage roll by +1 instead (the damage table roll is not modified).

- 66 **Very lucky:** This skill is used in conjunction with a reroll, and may only be used once per game. Use the reroll as normal, but you may choose what number is rolled.

CRATERS

Before the game, players may choose to use **craters**. These are placed before buildings, but in the same way.

MOVEMENT PHASE

Craters count as **difficult terrain**.

Titans may move across a crater without risk if they have **ADVANCE** orders. If a titan has **CHARGE** or **EVADE** orders, it must make a **dangerous terrain test** when they cross the rim of a crater. Roll D6:

UNIT TYPE	RESULT NEEDED TO PASS
Titan	
Extremely manoeuvrable	2+
Highly manoeuvrable	2+
Normal manoeuvrability	3+
Limited manoeuvrability	4+

If the test is passed, the unit may complete its move normally. If the test is failed, the titan stumbles and ends its move with its base touching the rim of the crater. It may fight and move normally.

**Crater sizes 2, 3, and 4** have an area of normal terrain inside the crater rim which is normal terrain; only the rim is **difficult terrain**. If a model enters and leaves a large crater in the same movement phase, they must make 2 dangerous terrain tests.

COMBAT PHASE

Craters never interfere with LOS drawn to or from a titan.

Whenever a titan takes a leg hit from a shot which has crossed the rim of a crater, roll D6, +1 if the shot was fired by another titan. If the result is less than or equal to the crater’s size number, the shot has hit the crater rim rather than the titan, and does no damage.

CRATER TYPES (OPTIONAL)

After you place a crater in the play area, roll a D6. On a 1-5 it is a normal crater. On a 6, roll again:

D6	CRATER TYPE	D6	CRATER TYPE
1	Hot mud	3	Smoke
2	Lava	5	Radiation hotspot
3	Noxious gas	6	Flashpoint

**Hot mud:** Titans are unaffected by smaller pools of hot mud, but they must make a dangerous terrain test if they enter a size 4 hot mud crater. If the test is failed, the titan is stuck (leave it with its base touching the rim of the crater) and may not move or attack until it has freed itself. Roll a D6 in the order phase of each turn: on a 1-3 the titan remains trapped, and on a 4-6 it is free and may move and fight normally.

**Lava:** A titan that crosses a lava pool takes automatic superficial damage to the legs each turn it remains in the lava. Void shields do not protect it. Titans with jump packs are only affected if they stop inside the crater.

**Noxious gas:** No effect on titans.

**Smoke:** The interior of the crater is impassable terrain for all models, and anything that ends its move in it is destroyed. No LOS may be drawn across the crater.

**Radiation hotspot:** Titans are unaffected if they have at least 1 functioning void shield. If not, if they are in the crater in the end phase of a turn, roll D6: on a 1 the titan suffers superficial damage.

**Flashpoint:** There is a risk of eruption if a titan is destroyed in the crater, a support missile comes down in it, or a plasma gun or plasma cannon is fired on *maximal* into the crater. If so, on a D^ roll of 5-6, the crater erupts.

The crater automatically erupts if a titan’s plasma reactor explodes while it is inside the crater, or a vortex field enters the crater.

When the crater erupts, everything in it is automatically destroyed. It also throws out D6 gobbets of lava; for each, place the deviation template over the crater’s centre, then roll D6 to determine direction and 2D6 for the distance in cms from the centre. Place the **plasma burst circle template** where each gobbet lands; any model wholly or partially under it takes a single hit as if from a plasma gun firing on *maximal*.

Thereafter, the crater becomes a lava crater.

CREATING CRATERS (OPTIONAL)

To create a crater, a titan must have **FIRST FIRE** orders, and may not snap fire or turn in place. Fire a very heavy weapon (plasma cannon must be fired on *maximal*) at a spot of open ground up to 36cm away (you do not have to roll to hit) and place a size 1 crater there.

Plasma cannon produce lava craters, and defence laser produce normal craters.

The titan’s other weapons may fire normally, but no other weapons may be used on the same location as the very heavy weapon being used to make the crater.

When a titan is destroyed as a result of catastrophic damage to its plasma reactor, replace the titan model with a size 3 crater.





## ORK GARGANTS

### SETUP

Gargants use **power field generators** (PFGs). Roll D6+2 for each gargant to find the number of operating power fields it has. The **boss gargant** always has 8 power fields.

If you have a gargant armed with a **gut buster** belly gun, record its available ammunition.

At the start of the game, Ork players must set up their force *before* any Imperial or Eldar titans are set up.

### ORDER PHASE

Ork players use unique order tokens, and each gargant receives 2 orders in the order phase: one for speed, and one for direction.

A gargant may not be given a backward order if it moved at full speed in the previous turn (or vice versa).

Boss gargants have a **command radius** of 24cm. A gargant not within 24cm of its boss gargant in the order phase is **out of command**, and rolls D6 for each type of order to see what it receives:

D6	DIRECTION	D6	SPEED
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle speed
4-6	Player's choice	4-6	Player's choice

### MOVEMENT PHASE

Gargants always move in the **ADVANCE** segment of the movement phase, before any Imperial or Eldar titans.

Movement, turns, and hit modifiers are dependent on the gargant's orders. A gargant cannot move less than its minimum distance, but may turn even if it has **STOP** orders. The first turn a gargant makes may be made at any time during its move, but its second turn may *only* be made at the end of its move.

SPEED	MIN. MOVE	MAX MOVE	MODIFIER TO HIT
Full speed	11cm	15cm	-2
Battle speed	1cm	10cm	-1
Stop	0	0	0
Backward	1cm	3cm	-1

DIRECTION	NUMBER OF TURNS
Port	Up to 2 x 45° turns, left only
Starboard	Up to 2 x 45° turns, right only
Ahead	No turns allowed

### Collisions

A gargant that collides with an obstacle (such as a building) must stop moving and may damage the gargant:

SPEED	PFGs INTACT	ALL PFGs GONE
Reverse or speed	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage</i> table
Full speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage</i> table

### REPAIR PHASE

Each snoting **rigger** unit may attempt to repair 1 damaged system during the repair phase. Allot units of riggers to damaged system as you choose, and any number of them may work on the same damaged system.

Make a D6 repair roll for each unit, with no modifiers: a 6 means the system has been repaired. Power fields cannot be repaired.

Cross off units or riggers as they are killed; if you have lost all your riggers no repair rolls may be made.

Riggers and boyz may be used to fight fires; crew units doing so cannot do anything else in the same turn. Roll D6 for each crew unit that is fire fighting. On a 6, one fire is put out.

If any fires are still burning at the end of the repair phase, roll D6. If the result is less than the number of fires, roll D6 on the *Gargant Catastrophic Damage* table.

### COMBAT PHASE

Gargants always move in the **ADVANCE** segment of the combat phase. They may never **snap fire**.

The belly gun has a 90° forward arc, and the turrets have a 180° fire arc covering the side on which they are mounted. The head turret has a 360° fire arc.

A power field only ever stops 1 hit, as the PFG is destroyed when a hit is stopped.

### Close combat

Ork titans may choose any advanced close combat option except phase field generator, but may never make more than 2 45° turns, regardless of what the option says.

Gargants with one leg destroyed may only choose **all-out attack**, **attack**, **defend**, or **side step** options.

Those with both legs destroyed may only choose **all-out attack**, **attack**, or **defend**.

### DAMAGE

Always work out damage to gargants using the **epic battle damage system**. Roll for the level of damage and use the appropriate Gargant Damage table.

### Officer casualties

**Boss-mek killed:** Roll D6 at the start of each orders phase; on a 1 the gargant must use the same orders as last turn.

**Top gunboy killed:** Roll D6 each combat phase; on a 1 the gargant may not use its belly gun that turn.

**Mate killed:** No special effect.

**Kaptin killed:** The gargant may not be given orders until the kaptin is replaced. In addition, if the kaptin was on a boss-gargant, all other gargants in the mob count as being **out of command**.

When the kaptin is killed, the mate may replace him in the next repair phase (unless the mate is already dead).

**Gunboss killed:** Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If there are no targets at short range, fire at the target with the highest rating within long range that can be affected. If the gargant is in close combat, it must fire all its weapons at its attackers.

**Flagboss killed:** The gargant counts as being **out of command**, even if it is within 24cm of the boss-gargant. If the flagboss was on a boss-gargant, all other gargants in the mob count as being **out of command**.

### Crew casualties

**Belly gun:** If there is only 1 unit of gunners left, the gun is -1 to hit. If there are none left, the gun cannot be fired.

**Enjun room:** If there is only 1 unit of stokers left, the gargant may not move at full speed. If there are none left, the gargant may not move or turn for the rest of the battle.

**Riggers:** Dead units of riggers cannot be used to make repairs or fight fires.

**Boyz:** Dead units of boyz cannot be used to fire bolters or fight fires.

### BELLY GUN

Attacks made with belly-mounted weapons are treated as a separate volley when working out damage, even if the gargant attacks the same target with other weapons.

### Gut buster

At the start of the game, record which ammunition is loaded in the gut buster cannon. After firing, it takes a full turn to reload, and may not fire in the next combat phase. You may choose which type of ammunition is loaded each time the gun is reloaded.

**Airburst:** Airburst shells have a burst circle with a diameter of 12cm. Ignore any modifiers to hit for Eldar defensive screens (**EVADE** orders modify the hit as normal).

**Shell:** If the target is a titan with no operating void shields, a gargant with no operating power fields, or a building, the shell loses its burst effect, but causes D6 hits on a successful hit.

**Ball:** Nominate a target point where the ball will land, following range, LOS, arc of fire rules. The ball skids 2D6 from this point in a straight line drawn from the gargant to the point. When it reaches the end of this distance, it explodes. If it stops on a titan's base, it ignores that titan's void shields.

The skidding ball travels through any void shields or power fields in its path without knocking them down. It will stop if it hits a building, titan, or gargant (or anything similar).

**Hotshot:** Hotshot acts like ball ammunition, but does not explode when it stops. It has no effect on Imperial or Eldar titans, but will damage a gargant normally, and start 1 fire in addition to any other damage.

**Chainshot:** Chainshot causes no damage to gargants, buildings, or human titans with operational void shields. When it scores a successful hit against an Eldar titan or an unshielded human titan, the titan suffers a **crash** result (epic battle damage system).

**Grapeshot:** Grapeshot has a triangular template; place the narrow end against the belly gun muzzle. All targets that fall under the template are attacked.

AMMUNITION	RANGE	TO HIT ROLL	CRITICAL HIT ROLL
Airburst B	72cm	3+	4+
Shell	72cm	3+	3+
Ball B	36cm	3+	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+

### SNAPPER

The snapper is a special weapon which can be used as a close combat weapon against titans or gargants, or as a ranged weapon against any target. It may not be used in both roles in the same combat phase.

If a snapper hits a titan or gargant in close combat, it causes an automatic **crash** result (epic battle damage system).

If used as a ranged weapon, it acts as a grade 6 multi-melta.

## DAMAGE TABLES

### MINOR DAMAGE

- | D6  | RESULT  |
|-----|---|
| 1-3 | <b>Crew casualty:</b> 1 crew unit is killed. Determine randomly using the D6 rolls on the gargant sheet.                  |
| 4   | <b>Officer casualty:</b> 1 officer and 1 crew unit is killed. Determine randomly using the D6 rolls on the gargant sheet. |
| 5-6 | <b>Fire in the hold!</b> 1 fire is started.   |

### MAJOR DAMAGE

- | D6  | RESULT   |
|-----|--|
| 1-2 | <b>Weapon mount destroyed:</b> 1 weapon mount is destroyed; dice randomly for which one is hit, using the D6 rolls on the gargant sheet. Reroll results of 1 if the gargant does not have a head turret. Then roll again: on a D6 roll of 1, the explosion causes a flashback to the magazine and the gargant suffers a <b>magazine explosion</b> .<br><br>If the mount is already destroyed, this result starts 1 fire (with no chance of flashback). |
| 3   | <b>Leg destroyed:</b> One of the gargant's legs is destroyed; it may no longer move, but may turn in place. A second leg destroyed result means the gargant may no longer move or turn. Further hits cause D6 crew casualties instead.   |
| 4   | <b>Enjun room out:</b> The boss-mek and 1 unit of stokers are killed. The gargant may not move or turn until the enjun room is repaired. Further hits before the location is repaired will kill 1 additional unit of stokers and start 1 fire.   |
| 5   | <b>Belly gun out:</b> The top gunboy and 1 unit of gunners are killed. On a D6 roll of 1, the explosion causes a flashback to the magazine and the gargant suffers a <b>magazine explosion</b> . The belly gun may not fire until it is repaired. Further hits before the location is repaired will kill 1 additional unit of gunners and start 1 fire.  |
| 6   | <b>Bridge out:</b> All personnel in the bridge are killed. Further hits will start 1 fire.   |

### CATASTROPHIC DAMAGE

- | D6  | RESULT   |
|-----|--|
| 1-3 | <b>Internal explosions:</b> Explosions rake the interior of the gargant, wiping out the crew and officers and starting numerous fires. The gargant may not move or fire for the rest of the game. Any LOS traced across the gargant or its base is blocked by the clouds of smoke pouring from it.<br><br>Roll D6 each repair phase:<br>1-2 <b>Fires out:</b> the gargant blocks LOS normally.<br>3-5 <b>Fires continue:</b> no change<br>6 <b>Magazine explodes:</b> see below. |
| 4-6 | <b>Magazine explosion:</b> The gargant's magazine explodes, completely destroying the gargant and killing everybody onboard. Any units within 6cm are hit by the explosion on a 4+ (no modifiers) and must roll for damage as if hit by a macro-cannon.  |



## ELDAR PHANTOM CLASS TITANS

### ORDER PHASE

When Phantoms fight non-Eldar, the non-Eldar forces must choose *and reveal* their orders before the Phantoms choose theirs.

### MOVEMENT PHASE

Phantoms are **extremely manoeuvrable**, and have the following number of 45° turns per move:

ORDERS	45° TURNS / MOVE
CHARGE/EVADE	4
ADVANCE	6
FIRST FIRE	1

### EVADE ORDERS

Phantom titans may be given **EVADE** orders. It may not be given evade orders if its legs are damaged or it may not move for any reason.

A titan with **EVADE** orders moves and fires in the **charge** segment of the movement phase. It may only move up to its **ADVANCE** distance, but turns as if it had **CHARGE** orders.

An evading titan fires in the **charge** segment of the combat phase and suffers a -1 to hit.

### REPAIR PHASE

All repair rolls on a Phantom receive a +1 bonus.

### COMBAT PHASE

#### Defensive screens

Eldar titans use defensive screens instead of void shields.

**Units firing on a Phantom with defensive screens suffer modifiers to hit depending on the Phantom's orders that turn.**

Use the wheel on a Phantom's base to keep track of this modifier. At the start of the game, set it to 0. When the titan's orders are revealed, move the wheel up or down by the appropriate modifier increment. It may never be more than the maximum modifier shown and may never be less than 0.

ORDERS	MODIFIER INCREMENT	MAXIMUM MODIFIER
EVADE	+2	3
CHARGE	+1	2
ADVANCE	0	2
FIRST FIRE	-1	2
DAMAGE CONTROL	-2	1

The number showing on the wheel is *subtracted* from any attack rolls made against the titan.

Defensive screens may not be damaged, only destroyed. When a Phantom's defensive screens are destroyed, turn the wheel to the red dot.

#### Wing-mounted weapons

Wing-mounted weapons have the same arc of fire as carapace-mounted weapons on an Imperial titan.

#### Close combat

Phantoms receive a +1 to hit when attacking a non-Eldar titan with close combat weapons.

When engaged in combat, its defensive bonus becomes -1 for the duration of the close combat, so the defensive modifier wheel should be moved to '1'.

### NEW WEAPONS

#### Pulse laser

**Very heavy weapon.** Roll to hit once; a successful hit means the target has been hit by a burst of D6 hits (make separate damage level and hit location rolls for each damaging hit).

#### Distortion cannon

**Heavy weapon.** May only be fired on **FIRST FIRE** orders, and does not receive the usual +1 to hit. When successfully hit, a titan with operating void shields is unaffected, but otherwise takes an automatic critical hit.

The grade of a titan-mounted distortion cannon is always 1 less than the heavy weapons grade of the hard point on which it is mounted.

#### Vibro cannon

**Very heavy weapon.** May only be fired on **FIRST FIRE** orders.

Void shields and power fields provide no protection; a hit always causes damage.

On a hit, the v-cannon remains locked on to the target until:

- the attacker chooses orders other than **FIRST FIRE**.
- the attacker decides to fire the v-cannon at another target.
- the target moves out of the v-cannon's range, fire arc, or LOS.
- the target is destroyed.

V-cannon hits cause damage in the end phase of the turn. For each v-cannon locked onto it, a target has its movement reduced by 4cm (min 0), and loses 1 turn of 45° per movement phase (min 0).

When 2 or more v-cannon are locked on, the target also suffers 1 automatic critical hit for each v-cannon *apart from the first* that locked onto it.

#### Support missiles

Phantom titans cannot carry support missiles.

### DAMAGE RESULT CHANGES

For carapace, read wing.

A **psychic shock** will stun the whole crew for 1 turn, in addition to injuring 1 of them. The titan may not attack, and may not be given orders in the following turn.

A **knockout blow** only stops the crew ejecting or firing any anti-personnel weapons; it does not affect the titan's infinity circuit.

A **VSGs destroyed** result destroys the titan's defensive screens; set the defensive modifier wheel to 0 for the rest of the game.

### DEVICES

Phantoms may use any devices except **cameleoline**.



ALL-OUT ATTACK			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Simultaneous	Close combat	
Attack	Attack first	Close combat	
Defend	Attack first	Close combat	
Side-step	May not attack	May not attack	
Step back	Attack first	Close combat	
Turn around	Attack first	Close combat	1
Disengage	Attack first	Close combat	2
SPECIAL RULES			
You may make <b>2 improvised attacks</b> , and add <b>+1 to the number of critical hits</b> you inflict with any close combat weapons or improvised attacks.			
All <b>opponents attack you at +1 to hit</b> with close combat weapons and improvised attacks.			
NOTES			
1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit with all your attacks.			
2. You catch your opponent as it attempts to turn around. All of your attacks <i>automatically</i> hit.			

SIDE-STEP			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Attack first	Close combat	
Attack	Attack second	Close combat	
Defend	Attack first	Close combat	
Side-step	Simultaneous	Close combat	
Step back	Attack second	Ranged weapons	
Turn around	Attack second	Close combat	1
Disengage	Attack first	Ranged weapons	2
SPECIAL RULES			
You may make <b>one 45° turn</b> immediately before you attack.			
NOTES			
1. Your opponent is allowed to turn <i>before</i> you can attack. If you are still in their rear 180° arc, you gain +1 to hit with all your attacks.			
2. Your opponent is able to get some way away before you fire, all all your attacks take place <i>outside</i> your opponent's void shields.			

STEP BACK			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Attack second	Close combat	
Attack	Attack second	Ranged weapons	
Defend	Attack first	Ranged weapons	
Side-step	Attack first	Ranged weapons	
Step back	Simultaneous	Ranged weapons	
Turn around	Attack second	Ranged weapons	1
Disengage	Attack first	Ranged weapons	2
SPECIAL RULES			
None.			
NOTES			
1. Your opponent is allowed to turn <i>before</i> you can attack. If you are still in their rear 180° arc, you gain +1 to hit with all your attacks.			
2. Your opponent is able to get some way away before you fire, all all your attacks take place <i>outside</i> your opponent's void shields.			

TURN AROUND			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Move second	May not attack	
Attack	Move second	May not attack	
Defend	Move first	May not attack	
Side-step	Move first	May not attack	
Step back	Move first	May not attack	
Turn around	See notes	May not attack	1
Disengage	Move second	May not attack	2
SPECIAL RULES			
You may make <b>as many 45° turns</b> as if you had <b>ADVANCE orders</b> , but you may not attack.			
NOTES			
1. Both players roll D6 (reroll ties). The player with the lower score must move first.			
2. Your opponent must make its disengaging move <i>before</i> you turn around.			

DEFEND			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Attack second	Close combat	
Attack	Attack second	Close combat	
Defend	Simultaneous	Close combat	
Side-step	Attack second	Close combat	
Step back	Attack second	Ranged weapons	
Turn around	Attack second	Close combat	1
Disengage	Attack first	Ranged weapons	2
SPECIAL RULES			
All opponents using close combat weapons and improvised attacks receive a <b>-2 to hit</b> .			
NOTES			
1. Your opponent is allowed to turn <i>before</i> you can attack. If you are still in their rear 180° arc, you gain +1 to hit with all your attacks.			
2. Your opponent is able to get some way away before you fire, all all your attacks take place <i>outside</i> your opponent's void shields.			

DISENGAGE			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Move second	May not attack	
Attack	Move second	May not attack	
Defend	Move second	May not attack	
Side-step	Move second	May not attack	
Step back	Move second	May not attack	
Turn around	Move first	May not attack	
Disengage	See notes	May not attack	1
SPECIAL RULES			
You may only leave close combat by using this option. You may make a normal <b>CHARGE</b> move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with <i>any</i> enemy model.			
You may <i>not</i> disengage if you have damaged legs or a damaged reactor. If you have damaged MIUs you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.			
NOTES			
1. Both players roll D6 (reroll ties). The player with the lower score must move first.			

ATTACK			
OPPONENT'S CHOICE	ORDER OF ATTACK	WEAPON SELECTION	NOTES
All-out attack	Attack second	Close combat	
Attack	Simultaneous	Close combat	
Defend	Attack first	Close combat	
Side-step	Attack first	Close combat	
Step back	Attack first	Ranged weapons	
Turn around	Attack first	Close combat	1
Disengage	Attack first	Ranged weapons	2
SPECIAL RULES			
None.			
NOTES			
1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.			
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's void shields, and receive a +1 to hit.			





## ADEPTUS TITANICUS II

### CHARACTERISTICS

#### TITANS

**SPEED (SP)** The distance in cm the titan can move over open ground.

**MANOEUVRE (MAN)** How many turns the titan can make during its move. Also used when moving through dangerous terrain.

**ARMOUR (ARM) AND DAMAGE TABLES** Each titan has 3 damage tables; front, side and rear. The higher the **ARM**, the better able the titan is to withstand attack.

**WEAPONS** Where the titan's weapons are mounted (and therefore what their **fire arcs** are).

**GUNNERY (GUN)** Equal or beat this score on a D6 to score a hit with shooting weapons.

**CLOSE COMBAT SKILL (CCS)** Equal or beat on a roll this score on a D6 to score a hit with close combat weapons.

#### RANGED WEAPONS

**RANGE (RGE)** The distance in cm that the weapon can fire and still hit its target with enough force to cause damage.

**FIREPOWER (FP)** Used when firing at vehicles, infantry or war machines that still use the rules from the *Epic 40,000* rulebook.

**ACCURACY (ACC)** Modifies the **GUN** value when firing a weapon.

**RATE OF FIRE (ROF)** How many shots you get with a weapon every time it fires.

**STRENGTH (STR)** How likely the weapon is to punch through armour and inflict damage if it hits.

#### CLOSE COMBAT WEAPONS

**SWIFTNESS (SW)** A weapon with a higher **SW** gets a chance to hit before close combat weapons with a lower value.

**ACCURACY (ACC)** Modifies the **CCS** when using the weapon.

**ATTACKS (ATT)** The number of times the weapon can strike in close combat.

**STRENGTH (STR)** How likely the weapon is to punch through armour and inflict damage if it hits.

### 1. MOVEMENT PHASE

Determine initiative. The winner has the initiative and decides to move first or second.

Players take it in turns to move a single titan until both players have moved as many titans as they wish to move. Each titan may only move once per movement phase.

You must move your titan with the lowest **MAN** first. If you start moving a titan then any titans with a lower **MAN** you have not yet moved cannot move that phase.

A titan may move up to its **SPD** in cm, and at any point during the movement make one turn up to 45° for each point of **MAN**. Multiple turns can be combined into a single turn.

A titan that starts the movement phase in close combat may move away from the enemy as normal. **A titan may not move within 10cm of an enemy titan in the movement phase.**

A titan may move backwards 1cm for each 3cm of movement, but may not move backwards in dangerous terrain.

#### Dangerous terrain

Woods, jungle, rubble, rivers, rocks, lakes, swamps, marshes,

dunes, snow, craters, stepping over low fortifications, very steep inclines etc. are all dangerous terrain.

If a titan starts its movement in dangerous terrain or enters it as part of its move, roll D6 per point of **MAN**. The total score is the distance the titan can move through the terrain.

If a titan starts in open terrain and moves into dangerous terrain, roll a D6 for each point of **MAN** it has not spent that phase. This is the total distance it can move through the dangerous terrain, though it can never move further than its total **SP**.

If you roll enough for a titan to leave the dangerous terrain, the distance rolled is taken off its **SP**, and any movement left after this may be taken as normal movement. If there is insufficient **SP** left after this deduction to move any further, the titan stops moving just outside the dangerous terrain.

If a titan moves from one type of dangerous terrain to another, there is no need to roll separately for each type.

If a titan wishes to turn whilst in dangerous terrain, it must give up a point of **MAN** for each turn, and not roll a D6 for it when determining the distance travelled.

#### Impassable terrain

Titans cannot enter these types of terrain under any circumstances: cliffs, deep lakes, lava flows, buildings etc.

### 2. SHOOTING PHASE

Determine initiative. The winner has the initiative.

Players take it in turns to choose a titan and shoot with it. **Titans in close combat with other titans cannot fire ranged weapons**, nor can they be targeted by ranged attacks.

Each ranged weapon on a titan can be fired at a single enemy titan, as long as it is within its fire arc and line of fire. Different weapons can fire at different targets, however those with a **ROF** of 2+ must direct all their shots at a single target.

Each weapon mount determines the fire arc of the weapon.

**All Round (AR):** 360°.

**Ahead (A):** front 90°.

**Forward (F):** front 180°.

**Left/right ahead (LA/RA):** 90° arc from straight ahead to a right angle to the appropriate side.

**Left/right full (LF/RF):** 180° from straight ahead to directly behind.

**Rear (R):** 90° to the rear.

**Rear full (RF):** 180° to the rear.

#### 1. Check line of sight (LOS)

The titan must be able to trace an unblocked line from the weapon mount to the target. You must be able to see more than just a small part of the model. If you can see up to half of the target, the target receives **cover**; if you can see more, the titan has a clear shot.

#### 2. Nominate targets

Declare which weapons are firing at which targets. Although you must declare your targets first, you can resolve the firing of the titan's weapons in whichever order you wish.

#### 3. Check range

The target titan must be within the weapon's **range**.

#### 4. Roll to hit

Roll D6 for each point of the weapon's **ROF**. Each roll that equals or exceeds the titan's **GUN** hits. A roll of 1 before modifiers is always a miss and a roll of 6 before modifiers is always a hit.

**Stationery target:** +1 to hit if the target has not moved this turn.

**Stationery firer:** +1 to hit if the firing titan has not moved this turn.

**Rapidly moving target:** -1 to hit if the target has moved 20cm or greater this turn.

**Cover:** -1 to hit if at least half the target is out of LOS.

**Agile target:** -1 to hit if target titan has **MAN** of 3+.

**Weapon accuracy:** Add or subtract the weapon's **ACC**.

#### 5. Resolve damage

For every hit, roll D6 and compare it to the appropriate hit location table, depending where the shot came from.

This gives the location hit and its **ARM** value. Roll D6 and add the weapon's strength to the roll. Deduct the location's armour value, look up the result on the *Damage Effects* table, and apply the results of the damage immediately.

#### VOID SHIELDS

Any hit on a titan knocks down 1 shield or power field; no damage roll is required. If the target has operational void shields any hits must be resolved against them rather than against the titan itself, regardless of the direction from which the attack originated.

Void shields have an **ARM** value of 8 and if the attack would inflict damage, the void shield is burnt out and is useless until it is repaired.

### DAMAGE TABLE

When marking damage on a titan roster, cross out the appropriate box and all the boxes to the left of it. If the box is already crossed out, apply the damage to the next box on the right that has not yet been crossed out.

If all the boxes are crossed out the attack has no effect.

D6+STR-ARM	RESULT
-1 or less	<b>No damage.</b>
0	<b>Armour cracked:</b> No immediate damage. If the location is already suffering <b>armour cracked</b> damage, it now has <b>superficial</b> damage.
1	<b>Superficial damage:</b> See the <i>Damage Effects</i> table. If the location is already suffering <b>superficial</b> damage, it now has <b>major</b> damage.
2	<b>Major damage:</b> See the <i>Damage Effects</i> table. If the location is already suffering <b>major</b> damage, it now has <b>catastrophic</b> damage.
3	<b>Catastrophic damage:</b> See the <i>Damage Effects</i> table.

### DAMAGE EFFECTS

#### VOID SHIELD GENERATORS

**Superficial:** One void shield is destroyed for the rest of the game.

**Major:** D3 void shields are destroyed for the rest of the game.

**Catastrophic:** The titan loses all its shields for the rest of the game.

#### WEAPON

**Superficial:** The weapon cannot be used until repaired.

**Major:** The weapon cannot be used for the rest of the game.

**Catastrophic:** As major damage, plus inflicts superficial damage on one other random location (roll D6 for the facing: 1-2 = front, 3-4 = side, 5-6 = rear, then roll again on the appropriate hit location table).

#### LEGS

**Superficial:** Speed is reduced by -5cm. May be repaired.

**Major:** Speed is reduced by -5cm for the rest of the game.

**Catastrophic:** The titan crashes and is destroyed.

#### HEAD

**Superficial:** The titan cannot move until the damage is repaired.

**Major:** The titan cannot move or shoot. If repaired, the damage effect becomes superficial.

**Catastrophic:** The titan crashes and is destroyed.

#### PLASMA REACTOR

**Superficial:** Roll D6 for each weapon at the start of every turn: on 4+ it can be used, on 1-3 it cannot be used that turn. May be repaired.

**Major:** As superficial damage, plus the titan can only move on a D6 roll of 4+ (roll at the start of movement phase and again in the assault phase). If repaired, the damage becomes superficial.

**Catastrophic:** The titan explodes and is destroyed, inflicting D6 **STR** 7 hits on any other titan within 4D6cm.

### 3. ASSAULT PHASE

Determine initiative. The winner has the initiative and decides to move first or second.

Titans alternate moving their titans again, then resolve close combat simultaneously after all titans have moved. All movement rules given in the movement phase apply. However, players start moving their *highest MAN* titans first, rather than the lowest.

A titan can enter close combat by moving into base contact with an enemy titan.

A titan in close combat at the start of its assault movement may make a number of turns equal to its **MAN**, but cannot move away.

#### CLOSE COMBAT

Titans in base contact fight in close combat. Resolve the attacks of each weapon in turn, starting with the highest **SW** and working down. If two or more weapons have the same **SW** their attacks are resolved simultaneously.

For each **ATT** a close combat weapon has, you can make **1 to hit** roll. A titan may only use a close combat weapon if the target is within its fire arc.

Roll a D6 for each attack: any that score equal to or over the attacking titan's **CCS** score a hit. The **ACC** of the weapon modifies the dice roll, as with shooting.

For damage, roll D6 + the weapon's **STR**, reduced by the target titan's **ARM**. Void shields have no effect; all damage is worked out directly against the titan itself.

#### Improvised attacks

An emperor titan has D3+2 improvised attacks; a battle or reaver titan has D3 improvised attacks, and a warhound titan has 1 improvised attack.

Titans which charged (moved into base contact) this turn gain +1 improvised attack.

Improvised attacks are **SW** 1, have no **ACC** modifier, and have a **STR** of 5.

### 4. RALLY PHASE

A titan with any damaged systems may attempt to repair them.

Roll a D6 for each damaged shield or system on the titan.

The total number of dice you roll may not exceed the number of repair rolls for your titan. An emperor titan has a maximum of 12 rolls, a battle or reaver titan 8 rolls, and a warhound titan 4 rolls.

**Each result of 4, 5 or 6 allows the titan to repair 1 damaged system or 1 void shield.**

Void shields can be repaired as above. Each successfully repaired void shield is operational from the start of the next turn and can absorb damage as normal.

The effect of repairs to other damage is noted on the *Damage Effects* table (some types of damage may not be repaired).

Repairing something does *not* result in the box on the damage table being repaired; it remains crossed off, and subsequent damage will effect the next box to the right as normal.



ADVANCED RULES (OPTIONAL)

Overcharging engines

A titan's commander may forego firing in order to use its reserves of power to gain additional speed; this is called **overcharging** and must be declared before the titan moves. The overcharged titan may double its **SP** (**MAN** stays the same), but may not shoot or use any weapons in the same turn.

Merging void shields

Titans with void shields that are in base contact can protect each other by merging their shields together. Add the number of remaining void shields each titan has together to see how many void shields are protecting them. If all the void shields are knocked down, the titans can be targeted individually as normal.

Shooting into close combat

Titans in close combat count as having their shields merged as above. If you wish to shoot into a close combat, roll to hit as normal; but for each hit scored, randomise which of the combatants is hit.

Damage control

A titan commander can divert power from the weapons to the damage repair systems. The titan may not move or shoot but may reroll any failed repair roll that turn. No roll may be rerolled more than once.

Point blank firing

If a titan is firing at a target within 15cm, use the titan's **CCS** to resolve the to hit roll, rather than its **GUN**. The weapon's accuracy and other modifiers apply as normal. You may point blank fire at a close combat opponent if you are in contact with an enemy in the shooting phase (this is an exception to the normal restriction on shooting whilst in close combat, and void shields do not protect the target).

Overwatch

At the end of any turn a titan can go onto **overwatch** for the next turn. During the next turn the titan cannot move or turn at all, but can fire during *any* part of the turn. You can even interrupt your opponent's turn to fire. However, you cannot interrupt your opponent once they have started rolling dice to resolve an action.

Overloading void shields

Whenever a void shield is knocked down you may choose to **overload** it. Roll D6: on a 3+ the void shield remains operational; on a 1 or 2 *all* of the titan's VSGs are blown for the rest of the game as if they had suffered catastrophic damage.

TITAN CLOSE COMBAT WEAPONS

WEAPON	SW	ACC	ROF	STR
Chainfist	6	—	4	5
Powerfist	3	10	+2	1*
Wrecker ball	2	8	—	6
Laser burner	4	10	—	2
Power ram	3	8	—	2
Power saw	5	6	—	2

\* If you roll a 6 to hit with a powerfist it makes a *tear* attack and adds +D3 to its **STR**.

TITAN GUNS

WEAPON	RANGE	FP/TYPE	ACC	ROF	STR	NOTES
Gatling blaster	45cm	8	—	4	5	
Inferno gun	30cm	10	+2	1	5	Inflicts an additional D3 hits if it hits its target.
Laser blaster	45cm	8	—	6	4	
Melta-cannon	30cm	10	—	2	8	
Plasma blastgun	45cm	8	—	2	6	Plasma weapons may be <b>overloaded</b> : add +2 <b>STR</b> for each point of <b>ROF</b> sacrificed.
Turbo lasers	60cm	6	—	2	6	
Vulcan mega-bolter	30cm	8	—	8	4	
Volcano cannon	60cm	<i>Death ray</i>	—	1	9	
Quake cannon	90cm	<i>Mega cannon</i>	—	1	7	Against a titan itself, always inflicts a minimum of an <b>armour cracked</b> result.
Plasma destructor	45cm	8	-1	2	8	Plasma weapons may be <b>overloaded</b> : add +2 <b>STR</b> for each point of <b>ROF</b> sacrificed.
Rocket launcher	90cm	<i>Hvy barrage</i>	-1	D6	5	Roll a D6 every time you fire a rocket launcher to determine the weapon's <b>ROF</b> .
Support missile	Unlimited	—	N/A	1/battle	—	Support missiles always hit on a 2+ but can only be fired once per battle.
- Vortex			<i>Vortex missile</i>		6+D6	Vortex missiles add 2D6 to their <b>STR</b> for damage.
- Plasma			<i>Vortex missile</i>		6	Inflicts D6+2 hits if it hits its target.
- Haywire			<i>Vortex missile</i>		Special	Automatically inflicts D3+1 hits. each hit automatically knocks down a void shield or inflicts <b>superficial damage</b> on a titan with no shields left.
- Warp			<i>Vortex missile</i>		8	Ignores shields and inflicts damage on the titan itself.

IMPERATOR TITAN

IMPERATOR EMPEROR CLASS TITAN

**Tower weapons:** To allocate hits, roll D6: 1-4 hits the tower weapon of that number, 5 hits the quake cannon, and 6 hits the volcano cannon.

**Bastions:** Bastions are located on the titan's legs and manned by squads of troops. They may not shoot at titans but can fire at vehicles or infantry with the **FPR** shown. Each hit on the titan's legs reduces the bastion's **FPR** by 1 point in addition to any other damage that is inflicted.

WEAPON	RANGE	FPR	ACC	ROF	STR
Volcano cannon	60cm	<i>Death ray</i>	—	1	0
Quake cannon	90cm	<i>Hvy barrage</i>	—	1	7*
Gun tower	45cm	3	—	1	6
Plasma annihilator	45cm	24	-1	6	8
Hellstorm cannon	90cm	3x <i>Hvy barrage</i>	—	3	7
Bastions	30cm	12	N/A	N/A	N/A

\* Against a titan, a quake cannon always inflicts a minimum of an **armour cracked** result.

WARMONGER EMPEROR CLASS TITAN

**Tower weapons:** Hits on tower weapons are allocated randomly. Roll a D6, a roll of 1-4 hits the flak battery of that number, a 5 hits the Lysander and a 6 hits the sensorium.

**Bastions:** see above.

**Head weapons:** The head weapons are destroyed and will no longer work if the head suffers major or catastrophic damage.

**Sensorium:** While the sensorium is functioning, the range of all of the warmonger's weapons (apart from the bastions) is increased by 30cm. The sensorium is disabled if it suffers minor damage or worse (major or catastrophic damage have no additional effect).

**Lysander targeting craft:** The Lysander is a flyer used by warmonger titans to spot enemy troops hidden behind blocking terrain. As long as the Lysander is intact, once per battle the warmonger can shoot a support missile as if it was artillery, (no line of fire required). This function can no longer be used if the Lysander suffers superficial damage or worse (major or catastrophic damage have no additional effect).

WEAPON	RANGE	FPR	ACC	ROF	STR
Flak battery	45cm	4	—	2	4*
Gun head	45cm	6	—	2	6
Doomstrike battery		**			
Devastator cannon	90cm	3x <i>Death ray</i>	—	2	9
Bastions	30cm	12	N/A	N/A	N/A

\* Counts a flak specialist unit (*Epic 40,000, p47*). However, special orders are not required for the flak batteries to shoot at flyers. Instead, if a flak battery shoots at a flyer, it may not shoot again that turn.

\*\* Pick 8 support missiles from the titan weapon chart. Up to 1 support missiles may be fired per turn.



## WARLORD BATTLE TITAN

SPEED	MAN	GUN	CCS	SHIELDS
15cm	1	4+	4+	6

### WEAPONS

Carapace: Not close combat weapon. Arm: Not support missile.

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Left carapace							
Right carapace							
Left arm							
Right arm							

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	11	1	Legs	10	1	Legs	9
2	Plasma reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Head	11
4-5	Arm weapon*	10	4-5	Arm weapon*	10	4-5	Arm weapon*	10
6	Carapace weapon*	10	6	Carapace weapon*	10	6	Carapace weapon*	10

### DAMAGE

Left carapace weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right carapace weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
VSGs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3

REPAIR ROLLS 8



## REAYER BATTLE TITAN

SPEED	MAN	GUN	CCS	SHIELDS
20cm	2	4+	4+	4

### WEAPONS

General: Not plasma destructor or wrecker ball.  
Carapace: Not close combat weapon. Arm: Not support missile.

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Carapace							
Left arm							
Right arm							

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	10	1	Legs	9	1	Legs	10
2	VSGs	11	2	Plasma reactor	10	2	VSGs	10
3	Head	13	3	Head	13	3	Plasma reactor	10
4-5	Arm weapon*	9	4-5	Arm weapon*	9	4-5	Arm weapon*	9
6	Carapace weapon*	9	6	Carapace weapon*	9	6	Carapace weapon*	9

### DAMAGE

Carapace weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
VSGs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS 1

REPAIR ROLLS 8



## WARHOUND BATTLE TITAN

SPEED	MAN	GUN	CCS	SHIELDS
25cm	3	4+	4+	2

### WEAPONS

General: Not gatling blaster, laser blaster, melta-cannon, volcano cannon, plasma destructor, quake cannon, support missile or close combat weapon.

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Left arm							
Right arm							

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	VSGs	10	4	Head	9	3	VSGs	10
4	Head	11	5-6	Arm weapon*	9	4	Plasma reactor	10
5-6	Arm weapon*	9				5-6	Arm weapon*	9

### DAMAGE

Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
VSGs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS 1

REPAIR ROLLS 4



## IMPERATOR EMPEROR TITAN

SPEED	MAN	GUN	CCS	SHIELDS
10cm	1	4+	4+	12

### WEAPONS

LOCATION	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Towers		Quake cannon	90cm	-	1	SHW	7
Towers		Volcano cannon	60cm	-	1	SHW	9
Towers		Gun tower 1	45cm	-	1	3	6
Towers		Gun tower 2	45cm	-	1	3	6
Towers		Gun tower 3	45cm	-	1	3	6
Towers		Gun tower 4	45cm	-	1	3	6
Left arm		Plasma annihilator	45cm	-1	6	24	8
Right arm		Hellstorm cannon	90cm	-	3	3x SHW	7
Bastions		Secondary weapons	30cm	-	-	12	-

\* Hits weapon closest to attacker.

### HIT LOCATIONS

\*\* Hits random weapon.

FRONT		SIDE		REAR	
D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	10	1	Legs	10
2	VSGs	12	2	Plasma reactor	12
3-4	Arm weapon*	10	3-4	Arm weapon*	10
5	Head	12	5	Head	12
6	Towers**	8	6	Towers**	8

### DAMAGE

Quake cannon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Volcano cannon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun tower 1	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun tower 2	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun tower 3	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun tower 4	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma annihilator	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Hellstorm cannon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
VSGs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3+2

REPAIR ROLLS 12



## WARMONGER EMPEROR TITAN

SPEED	MAN	GUN	CCS	SHIELDS
10cm	1	4+	4+	12

### WEAPONS

LOCATION	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Towers		Flak battery 1	45cm	-	2	3	6
Towers		Flak battery 2	45cm	-	2	3	6
Towers		Flak battery 3	45cm	-	2	3	6
Towers		Flak battery 4	45cm	-	2	3	6
Left arm		Vengeance cannon	90cm	-	2	2x SHW	9
Right arm		Doomstrike					
Bastions		Secondary weapons	30cm	-	-	12	-
Head		Gun head	45cm	-	2	6	4

\* Hits weapon closest to attacker.

### HIT LOCATIONS

\*\* Hits random weapon.

FRONT		SIDE		REAR	
D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	10	1	Legs	10
2	VSGs	12	2	Plasma reactor	12
3-4	Arm weapon*	10	3-4	Arm weapon*	10
5	Head	12	5	Head	12
6	Towers**	8	6	Towers**	8

### DAMAGE

Sensorium	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Lysander	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak tower 1	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak tower 2	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak tower 3	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak tower 4	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Vengeance cannon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Doomstrike	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
VSGs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3+2

REPAIR ROLLS 12





## ORK GARGANTS

### POWER FIELDS

Ork power fields function in the same way as void shields but have an **ARM** of 7, and once destroyed they cannot be repaired. The number of power fields a gargant has is randomly generated at the start of a battle. A gargant containing an ork warlord always receives the maximum number of power fields.

### DAMAGE LOCATIONS

If a location on an ork gargant that has suffered catastrophic damage is hit again, then instead of the damage being ignored, 1 fire is started instead.

Roll D6 separately for each fire at the start of the rally phase. On a 1 the fire reaches the gargant's magazine and it is destroyed in a huge explosion which inflicts 1 **anti tank** hit on all units within 4D6 cms of the gargant. Fires may be 'repaired' like other damage: each successful repair roll puts out 1 fire.

### DAMAGE EFFECTS

#### ENGINE ROOM

**Superficial:** May only move on a D6 roll of 4+. May be repaired.

**Major:** May only move on a roll of 4+. May not be repaired.

**Catastrophic:** May no longer move.

#### WEAPON

**Superficial:** The weapon cannot be used until repaired.

**Major:** The weapon cannot be used for the rest of the game.

**Catastrophic:** As major damage, plus inflicts superficial damage on one other random location (roll D6 for the facing: 1-2 = front, 3-4 = side, 5-6 = rear, then roll again on the appropriate hit location table).

#### FEET

**Superficial:** Speed is reduced by -5cm. May be repaired.

**Major:** Speed is reduced by -5cm for the rest of the game.

**Catastrophic:** May no longer move, but may turn on the spot.

#### HEAD

**Superficial:** May only make a turn on a D6 roll of 4+ until the damage is repaired. Roll just before making a turn; on a 1-3 the gargant must move straight ahead for the rest of its move.

**Major:** As above, and weapons must engage the closest enemy target. If repaired, the damage becomes superficial.

**Catastrophic:** As above, but may not be repaired.

#### PLASMA REACTOR

**Superficial:** Crew casualties reduce the number of repair rolls the gargant may make by 1.

**Major:** Crew casualties reduce the number of repair rolls the gargant may make by half (round up).

**Catastrophic:** The gargant may only make one repair roll per turn.

### WEAPONS

#### Kluster busta

A high velocity gun firing a specially hardened 10 metre-long iron spike surrounded by numerous smaller rapid fire kluster guns. The kluster busta can be fitted to great gargants as an arm weapon. The kluster guns and spike gun can engage different targets.

#### Deth kannon

A primitive, heavy smoothbore which fires huge shells at low velocity over considerable distances. The deth kannon can be fitted to gargants and great gargants as an arm weapon.

#### Slasha zzap gun

An unpredictable and potentially devastating energy discharge. A zzap gun can be mounted as an arm weapon on great gargants or as a belly weapon on gargants. Only 1 slasha can be fitted to a gargant or great gargant.

#### Gutbuster ammo

When firing a hull-mounted mega cannon the ammo will normally be explosive shot. Alternatively, before rolling to hit, a gargant with a gutbuster belly gun may declare it is firing with **chainshot** or **solid shot**.

## GARGANT CLOSE COMBAT WEAPONS

WEAPON	SW	ACC	ROF	STR
Ripperfist	6	—	1	8
Snapper	3	—	3	6
Death roller	4	—	3	5

## GARGANT GUNS

WEAPON	RANGE	FP/TYPE	ACC	ROF	STR	NOTES
Gatling cannon	45cm	8	—	4	5	
Deth cannon	45cm	1	+1	1	9	Counts as <i>Death Ray</i> with <b>artillery</b> ability. Against a titan itself, always inflicts a minimum of an <b>armour cracked</b> result.
Klusta-busta	45cm	AT	+1	1	6	
Slash zzap gun	30cm	Hvy barrage	—	2	4	
Gaze of Gork	30cm	D6-1 AT shots	—	2	2D6	Plasma weapons may be <b>overloaded</b> .
Snapper/ripper fist	30cm	Death ray	—	1	9	
Gutbuster (shell)	45cm	4	—	1	4	
Gutbuster (ball)	60cm	Mega-cannon	—	1	7	Against a titan itself, always inflicts a minimum of an <b>armour cracked</b> result.
Gutbuster (chainshot)	15cm	AT	—	1	8	
Super lifta droppa	45cm	3D6	-1	1	4	Cannot pick up titans.

## ELDAR TITANS

### HOLO FIELDS

When shooting at an Eldar Titan add +1 to **GUN** if the eldar titan has moved at all that turn (this is cumulative with other modifiers).

### REPAIR

Eldar titans receive a +1 bonus to all repair rolls.

### DAMAGE EFFECTS

#### HOLO GENERATORS

**Superficial:** No effect.

**Major:** The projectors flicker in and out. The titan must move over half its speed to gain any holofield bonus.

**Catastrophic:** The projectors fail completely revealing the titan. No bonus is gained anymore for having holofields.

#### WEAPON

**Superficial:** The weapon cannot be used until repaired.

**Major:** The weapon cannot be used for the rest of the game.

**Catastrophic:** As major damage, plus inflicts superficial damage on one other random location (roll D6 for the facing: 1-2 = front, 3-4 = side, 5-6 = rear, then roll again on the appropriate hit location table).

#### LEGS

**Superficial:** Speed is reduced by -5cm. May be repaired.

**Major:** Speed is reduced by -5cm for the rest of the game.

**Catastrophic:** The titan crashes and is destroyed.

#### HEAD

**Superficial:** The titan cannot shoot until the damage is repaired.

**Major:** The titan cannot move or shoot. If repaired, the damage effect becomes superficial.

**Catastrophic:** The titan crashes and is destroyed.

#### WRAITHBONE CORE

**Superficial:** Control of the titan is temporarily lost. Weapons may only fire at the closest enemy target in range. May be repaired.

**Major:** The link is severed; the titan may not move or shoot. If repaired, the damage becomes superficial.

**Catastrophic:** The titan is completely immobilised and may not move or shoot for the rest of the game (this does not count towards victory unless destroyed).

#### REACTOR

**Superficial:** Roll D6 for each weapon at the start of every turn: on 4+ it can be used, on 1-3 it cannot be used that turn. May be repaired.

**Major:** As superficial damage, plus the titan can only move on a D6 roll of 4+ (roll at the start of movement phase and again in the assault phase). If repaired, the damage becomes superficial.

**Catastrophic:** The titan explodes and is destroyed, inflicting D6 STR 7 hits on any other titan within 4D6cm.

### WEAPONS

#### Pulsar and star pulsar

The star pulsar can be fired in one of two modes: burst or sustained. In burst mode it fires D6 shots, and in sustained mode all of the weapons energy is focused into a single lethal shot. At the start of each shooting phase you must declare for each star pulsar which mode you are going to fire in.

#### Distortion, or d-cannon

Shields offer no protection against the d-cannon.

#### Psi-lance

Any titan hit by a psi-lance may not move next turn and may only shoot with half of its weapons, or half of those remaining if it has already taken damage during the game. Shields and damage repairs function as normal. Shields are no defence against psychic attacks; psi-lance hits ignore void shields or energy fields. Other than the disruptive effect to the crew and titan, no other damage is caused.

## GARGANT CLOSE COMBAT WEAPONS

WEAPON	SW	ACC	ROF	STR
Powerfist	6	+1	1	9*

\* If you roll a 6 to hit with a powerfist it makes a tear attack and adds 4D3 to its STR.

## GARGANT GUNS

WEAPON	RANGE	FP/TYPE	ACC	ROF	STR	NOTES
Pulsar	45cm	D3 AT shots	+1	D3	6	
Star pulsar (burst)	60cm	D6 AT shots	+1	D6	6	
Star pulsar (sustained)	60cm	Death ray	—	1	9	
Distortion cannon	45cm	1	—	1	7	Ignores shields and inflicts damage on the titan itself.
Vibro cannon	45cm	Artillery, disrupt	-1	D6-1	5	Ignores shields and inflicts damage on the titan itself.
Psi-lance	45cm	see above	—	—	—	



## MEGA GARGANT

SPEED	MAN	GUN	CCS	FIELDS
15cm	1	5+	3+	9+D6

### WEAPONS

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Belly		Batteries	45cm	-	6	27	4
Left arm (top)		Super lifta droppa	45cm	see special rules			
Left arm (low)		Slash-zzap gun	30cm	-	2	1D6-1 AT	2D6
Right arm		Ripper fist	30cm/6	-/-	1/1	4	4/8
Left shoulder		Deth cannon	45cm	+1	1	SHW	9
Right shoulder		2 x support missiles	Unlimited	Plasma missile	-	6	
Head		Gaze of Gork	30cm	-	1	SHW	9

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1	Feet	12	1	Feet	11	1	Feet	11
2	Belly weapon	10	2-3	Belly	10	2	Belly	10
3	Belly	10	4	Arm weapon*	11	3	Engine room	10
4	Arm weapon*	12	5	Shoulder weapon*	10	4	Arm weapon*	10
5	Shoulder weapon*	10	6	Head	13	5	Shoulder weapon*	10
6	Head	13				6	Head	12

### DAMAGE

Feet	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Top left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Low left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right shoulder weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left shoulder weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Belly weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Belly	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine room	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3+2

REPAIR ROLLS 8



## GREAT GARGANT

SPEED	MAN	GUN	CCS	FIELDS
15cm	1	5+	3+	6+D6

### WEAPONS

Belly: Gutbuster or snapper only.							
Arms: Gatling kannons, deth kannons, super lifta-droppa, klusta buster, slasha zzap gun or ripper fist.							
POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Belly							
Left arm							
Right arm							
Left shoulder		Shoulder battery	45cm	-	2	3	4
Right shoulder		Shoulder battery	45cm	-	2	3	4
Head		Gaze of Gork	30cm	-	1	1	9

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1	Feet	12	1	Feet	11	1	Feet	11
2	Belly weapon	10	2-3	Belly	10	2	Belly	9
3	Belly	10	4	Arm weapon*	11	3	Engine room	9
4	Arm weapon*	12	5	Shoulder weapon*	10	4	Arm weapon*	10
5	Shoulder weapon*	10	6	Head	13	5	Shoulder weapon*	10
6	Head	13				6	Head	12

### DAMAGE

Feet	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right shoulder weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left shoulder weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left shoulder weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Belly weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Belly	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine room	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3+1

REPAIR ROLLS 6



## GARGANT

SPEED	MAN	GUN	CCS	FIELDS
15cm	1	5+	3+	3+D3

### WEAPONS

Belly: Gutbuster (no special ammo due to their more limited magazines), a slasha zzap gun or a snapper close combat weapon. Arm: Gatling kannon or deth kannon only.							
POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Belly							
Left arm							
Right arm							

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT			SIDE			REAR		
D6	LOCATION	ARM	D6	LOCATION	ARM	D6	LOCATION	ARM
1	Feet	10	1	Feet	10	1	Feet	10
2	Belly weapon	9	2-3	Belly	10	2-3	Belly	10
3-4	Belly	10	4-5	Arm weapon*	9	4	Engine room	9
5	Arm weapon*	9	6	Head	12	5	Arm weapon*	9
6	Head	13				6	Head	11

### DAMAGE

Feet	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine room	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Belly weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3

REPAIR ROLLS 4



## ELDAR REVENANT SCOUT TITAN

SPEED	MAN	GUN	CCS	SHIELDS
25cm	4	4+	4+	None

### WEAPONS

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Body		Weapons battery	45cm	-	4	4	4
Left arm		Pulsar	45cm	+1	D3 AT shots	D3	6
Right arm		Pulsar	45cm	+1	D3 AT shots	D3	6

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT		SIDE		REAR	
D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	10	1	Legs	10
2	Wraithbone core	10	2	Holo generator	10
3-4	Head	11	3	Head	11
5	Arm weapon*	9	4-5	Arm weapon*	9
6	Body weapon*	8	6	Body weapon*	10

### DAMAGE

Body carapace weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Wraithbone core	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo generator	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS 1

REPAIR ROLLS 4



## ELDAR PHANTOM TITAN

SPEED	MAN	GUN	CCS	SHIELDS
20cm	3	4+	4+	None

### WEAPONS

Wings: Weapons battery only.

Arms: Star pulsar, d-cannon, v-cannon or powerfist only. Psi-lance (warlock titan only).

POINT	ARC	WPN	RANGE/SW	ACC	ROF	FP	STR
Left wing		Weapons battery	45cm	-	4	4	4
Right wing		Weapons battery	45cm	-	4	4	4
Left arm							
Right arm							

### HIT LOCATIONS

\* Hits weapon closest to attacker.

FRONT		SIDE		REAR	
D6	LOCATION	ARM	D6	LOCATION	ARM
1	Legs	10	1	Legs	10
2	Wraithbone core	12	2	Holo generator	12
3	Head	14	3	Head	14
4-5	Arm weapon*	10	4-5	Arm weapon*	10
6	Wing weapon*	10	6	Wing weapon*	10

### DAMAGE

Left wing weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right wing weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right arm weapon	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Wraithbone core	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Reactor	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo generator	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPROVISED ATTACKS D3

REPAIR ROLLS 8