



Giants Among Giants

House rules for Emperor Class Titans

By Greg Bak

“The Ground tremble every other heart beat ... the sound echoed louder with each beat, and haunted your soul as if doom was approaching ... and then I saw it towering in the sky, still miles away. The fear and awe one felt was indescribable. I can only image the sheer terror our enemy felt when they beheld the sight of the Emperor Titan.”

*From the Memoirs of Precept Catotus,
Griffins Titan Legion*

Emperor Class Titans: Rare, massive, and awe inspiring are common words used to describe the Emperor Class Titan. Who built this giant war engine’s is now lost to mere rumor and legend. A Titan Legion is greatly honored and blessed to still have an operational Emperor class titan in its ranks, let alone two. Not surpassingly, the Emperor titan serves many functions; command post, heavy weapons platform, rally point, and symbol of the legion’s (and the Imperium for that matter) power. Although, Emperor class titans are rare, when they appear more times then not they come from one of two know patters; the War Monger and Imperator.

Currently the Titan Legions Experimental Army list does not include these massive war machines. The Impertor Class titan is listed in the Epic Armageddon rule book under collectors models (page 164) but the War Monger is not. The following rules contain the two common classes (war Monger and an update version of the Impertor). Additionally, you could choose to tailor make your own Emperor class titan following the same system currently used Titan Legions Army Experimental rules to make War lord and other class titans.

The War Monger: This Emperor Titan weapons system provide it with a deep strike / fire support capability, allowing the War Monger to stand back and pound his enemy from afar. This makes the titan a magnet for enemy aerospace craft. However, the War Monger has a health array of anti-aircraft systems not to mention sufficient number of void shields, to keep these threats at bay. This often leaves enemy commanders challenged in how best to deal with this deadly foe.

Note: Players who use the optional *“It’s all in your Warhead”* rules can add a larger variety of Doomstrike missiles available to the War Monger and thus increase the firepower and fun.

WAR MONGER CLASS EMPEROR TITAN (Bakka Pattern, Standard Weapon Configuration)				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	5+	4+	4+
Weapon	Range	Firepower		
8x Doomstrike Missiles	Unlimited	MW3+, Titan Killer, (D6), no LOF required, One Shot <i>May fire only one Doomstrike missile per turn.</i>		
Vengeance Cannon	90cm	2x MW2+ Titan Killer (D6), Forward Arc		
4x Quad Autocannon	45cm	2 x AP5+ / AT5+ / AA5+		
Lysander Fighter	Unlimited	AP5+ / AA5+, if rolls a 1 for “ to hit,” Lysander damaged and no longer available (remove or mark model)		
Fire Control Center	na	Re-roll all missed “to Hit” die for ONE weapon system per turn		

Head Gun	45cm	AP4+ / AT4+, Fixed Forward Arc
4x Heavy Bolter	30cm	AP5+, Forward Arc
3x Heavy Bolter	30cm	AP5+, Rear Arc

Notes: 8 Void Shields. Damage Capacity 18. The Warmonger's plasma reactor has been damaged. Roll d6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warmonger, on a roll of 2-3 the Warmonger suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no more further trouble. If the reactor explodes, any unit within 10cms of the Warmonger will be hit on a roll of 4+.

Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armor. Fearless.

The Emperor: Armed with a deadly array of weapons, the Emperor is a true killing machine. With short range weapon systems then the War Monger, the Emperor prefers to move in closer with its enemy, often serving as the spearhead of an assault on enemy positions as few opponents can survive its fury.

IMPERATOR CLASS EMPEROR TITAN (Mars Pattern, Standard Weapon Configuration)				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	5+	4+	4+
Weapon	Range	Firepower		
Plasma Annihilator	90cm	D3 x MW2+, Titan Killer (D3), Forward Arc		
Hellstorm Cannon	60cm	3D6 BPs, Forward Arc		
Demolisher Cannon	30cm	AP3+ / AT4+, Ignore Cover, Fixed Forward Arc		
Defense Laser	90cm	MW2+ / AA4+, Titan Killer (D3)		
Lascannon	45cm	AT5+ / AA5+, Left Arc		
Lascannon	45cm	AT5+ / AA5+, Right Arc		
2x Battle Cannon	75cm	AP4+ / AT4+, Left Arc		
2x Battle Cannon	75cm	AP4+ / AT4+, Right Arc		
4x Heavy Bolter	30cm	AP5+, Forward Arc		
3x Heavy Bolter	30cm	AP5+, Rear Arc		

Notes: Damage Capacity 18, 8 Void Shields.. The Emperor's plasma reactor has been damaged. Roll d6 for the Emperor in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Emperor, on a roll of 2-3 the Emperor suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no more further trouble. If the reactor explodes, any unit within 10cms of the Emperor will be hit on a roll of 4+.

Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armor. Fearless.



War Monger



Emperor

Build Your Emperor: Even though the War Monger and Imperator are by far the most common Emperor class titans, other variants do exist. The Following rules allows players to custom design their own Emperor class titan. Simply insert the appropriate weapon system as per the following template.

EMPEROR CLASS TITAN				
Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	5+	4+	4+
Weapons	Range	Firepower		
2 Super Arm Weapons				
4 Super Carapace Weapons				
1 Forward Auxiliary Weapon				
Plus				
4x Heavy Bolter	30cm	AP5+, Forward Arc		
3x Heavy Bolter	30cm	AP5+, Rear Arc		
Notes: 8 Void Shields. Damage Capacity 18. The Emperor's plasma reactor has been damaged. Roll d6 for the Emperor in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Emperor, on a roll of 2-3 the Emperor suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no more further trouble. If the reactor explodes, any unit within 10cms of the Emperor will be hit on a roll of 4+.				
Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Reinforced armor. Fearless.				

SUPER ARM WEAPONS		
Weapon	Range	Firepower
Plasma Annihilator	90cm	D3 x MW2+, Titan Killer (D3), Forward Arc, Slow-fire
Hellstorm Cannon	60cm	3D6 BPs, Forward Arc
8x Doomstrike Missiles	Unlimited	MW3+, Titan Killer, (D6), no LOF required, One Shot
Vengeance Cannon	90cm	2x MW2+ Titan Killer (D3), Forward Arc

SUPER CARAPACE WEAPONS		
Weapon	Range	Firepower
2x Quad Autocannon	45cm	2 x AP5+ / AT5+ / AA5+ (each)
Lysander Fighter	Unlimited	AP5+ / AA5+, if rolls a 1 for "to hit," Lysander damaged and no longer available (remove or mark model)
Defense Laser	90cm	MW2+ / AA4+, Titan Killer (D3)
2x Lascannon	45cm	AT5+ / AA5+, 90 Degree Arc (each)
2x Battle Cannon	75cm	AP4+ / AT4+, 90 Degree Arc (each)
Fire Control Center	na	Re-roll all missed "to Hit" die for ONE weapon system per turn
Quake Cannon	90cm	2BP, Marco-weapon
Vortex Missile	Unlimited	MW3+, Titan Killer, (D6), no LOF required, One Shot

FORWARD AUXILIARY WEAPONS		
Weapon	Range	Firepower
Demolisher Cannon	30cm	AP3+ / AT4+, Ignore Cover, Fixed Forward Arc
Head Gun	45cm	AP4+ / AT4+, Fixed Forward Arc

Lysander Fighter: A short-range, very maneuverable aircraft, the Lysander fighter is ideal for close air support and reconnaissance operations. I love this little model and have come up with two simple ways to use it in Epic Armageddon. The first, and simplest version, is to treat the fighter as an AP and AA weapon as such:

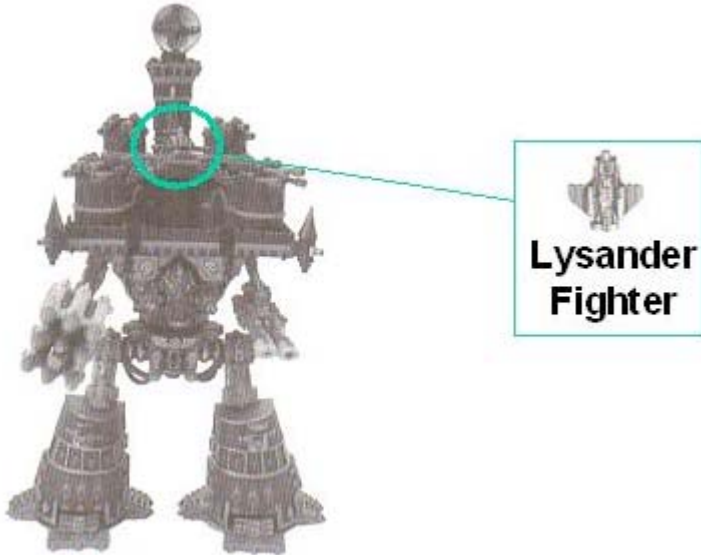
Lysander Fighter	Unlimited	AP5+ / AA5+, if rolls a 1 for "to hit," Lysander damaged and no longer available (remove or mark model)
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Note that if your "to hit" roll is bad (a "1") the little aircraft is considered damaged or shot down and thus no longer available.

The second method is to treat the Lysander as a traditional aerospace vehicle:

LYSANDER FIGHTER* (Using Lysander Fighter model from Warmonger Titan)				
Type	Speed	Armor	Close Combat	Firefight
Aircraft	Fighters	6+	NA	NA
Weapon	Range	Firepower		
Storm Bolters (FxF)	15cm	AA5+		
Heavy Bolter (FxF)	30cm	AP5+ / AA6+		
Notes: Scout, always on close air support orders				

Either way works well and allows titans to use on the Warmonger as well as other titans using the old "landing pad" (often used for a land speeder).



About the Author: Greg began playing war games at the age of 12, discovering Epic in 1989, in days of the Horus Heresy when the game was called "Space Marine."