



Titan Showcase

*A showcase of Christian Salling's other Titan Competition entries.
Featuring Christian Salling*

Andy: When I opened our Design an Epic Titan competition back in early summer I expected a moderate response as I asked quite a lot of the entrants. Not only did they have to write, check and edit an article, they also had to build, convert, paint and photograph a substantial modeling project.

However, I was confounded and surprised by the number of entrants that did enter. Of particular note was competition winner, Christian Salling who sent in not one, but three excellent, high quality projects. In this article we take a look at these great models. The Titan datasheets shown are for illustrative purposes only and are in no way official.

First we'll take a quick look at the Caligula, the competition winner.

Imperator Titan (Galigula variant)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15	4+	2+	3+
Weapon	Range	Firepower	Notes	
Fist of Khorne	n/a	Assault weapon, Macro Weapon, Extra attack (+D6), Titan Killer (D6)	Forward Arc	
Hellstorm Cannon	60 cm	3D6BP	Forward Arc	
2x Battle Cannon	75 cm	AP4+/AT4+	Left Arc	
2xBattle Cannon	75 cm	AP4+/AT4+	Right Arc	
4xHeavy Bolter	30 cm	AP5+	Forward Arc	
3xHeavy Bolter	30 cm	AP5+	Rear Arc	

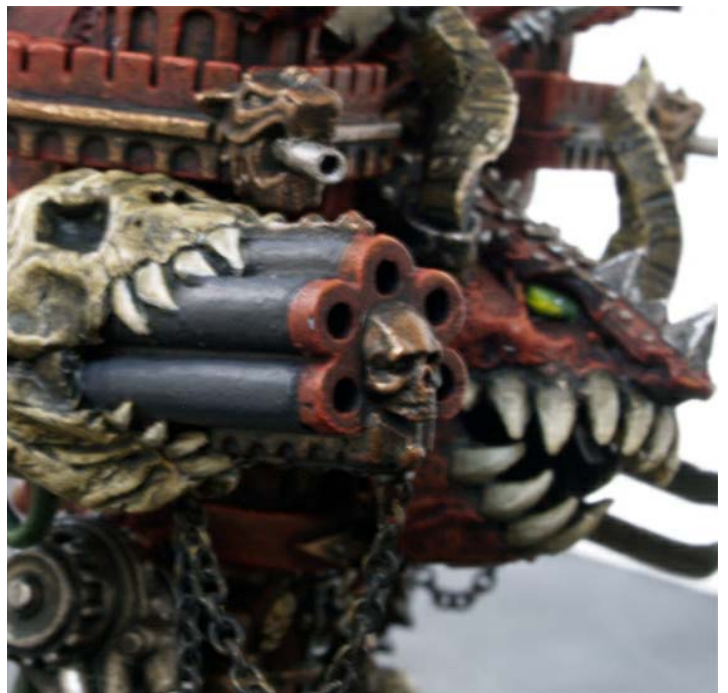
Damage capacity 18. 8 Void Shields. Critical Hit Effect: The Caligula is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Titan rampages into or over any units then they will take a hit on a D6 roll of 3+ (make saving throws for the units normally).

In addition any Chaos formations within a 10 cm radius suffer D3 blast markers once the Caligula is destroyed. Units within 5 cm take a hit on the roll of 5+ as the daemons within the Caligula are sucked back into the Warp.

Notes: Fearless. Reinforced Armour. Walker. Inspiring. Commander. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2 cm wide.

For +100 points the Caligula may also be upgraded to include a Chaos Altar in it's superstructure.

If this option is chosen the titan gains the following abilities: Augment Summoning (+2), Daemonic Focus.
(See version 3.7 of the Black Legion list and LATD v. 3.4 for details)



The Abertus Unilapis

Type War Engine	Speed 10 cm	Armour 6+	Close Combat 3+	Firefight 5+
Weapon Adeptus Mechanicus Servo Crane	Range n/a or 30cm	Firepower Assault weapon, MW, Extra Attack(+4), TK(D3) MW2+, TK(D6)		Notes Forward Arc
Tactical Missile Launcher	Pick one missile from the Titan Weapons list in the Collector's models section of the E:A rulebook OR use Deathstrike missile stats.			Fixed Forward Arc must have LOS to target
Plasma Destructor	90 cm	4xMW2+, Slow firing		Forward Arc
Plasma Destructor	90 cm	4xMW2+, Slow firing		Forward Arc

Damage capacity 8. 6 Void Shields. Critical Hit Effect: The Titan's Plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: On the roll of 1 the Reactor explodes destroying the titan, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble.

When the Titan is destroyed it's twin Plasma Reactor explodes in a catastrophic meltdown. Units within 5 cm suffer a MW3+ hit and units within 2d6 cm take a normal hit on a d6 roll of 4+.

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

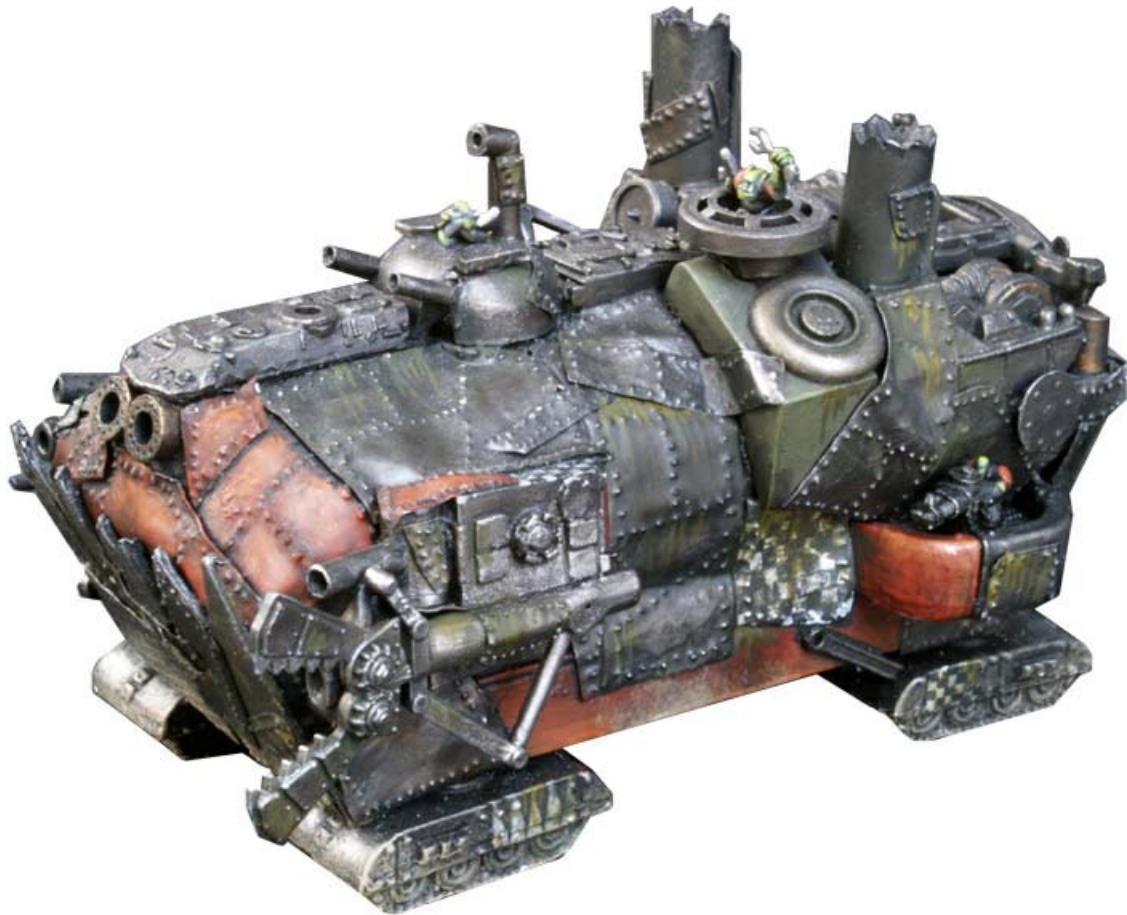


Da Big Krawla Gargant

Type	Speed	Armour	Close Combat	Firefight
War Engine	20 cm	4+	3+	5+
Weapon	Range	Firepower		Notes
2 x Skorcher Turret	30cm	AP4+ / AT6+		Ignore Cover, Forward Arc
2 x Big Gun	45cm	AP5+ / AT5+		-
2 x Mega-choppa	(base)	Assault Weapon		Macro-weapon, Extra attacks (+1), Titan Killer (D3)
and	45cm	AP5+ / AT6+		Fixed Forward Arc

Damage Capacity 8. D3 + 3 Power Fields. Transport (may carry 14 of the following units: Boyz, Nobz, Kommandos, Stormboyz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Dreadnoughts and Light Vehicles (but not Killa Kans) take up two spaces each. In addition it can also carry 6 Grots). Critical Hit Effect: Shrapnel and exploding munitions fly through the transport compartment killing D3 units of the controlling players choosing. If the Krawler is not transporting units then the Krawler takes an additional 1 hit and a fire starts as per the Critical Hit Effect for the Ork Big Mek Kustom Gargant.

Notes: Reinforced armour, Walker, Fearless. The Mega-choppa's Extra Attack and Titan Killer ability can only be used in an Assault.



ABOUT THE AUTHORS

Christian Salling was the winner of our Titan competition. expect to see more of the Krawla and 'Orkimedes' Gargant Big Mobz' in a future issue of Fanatic Online.