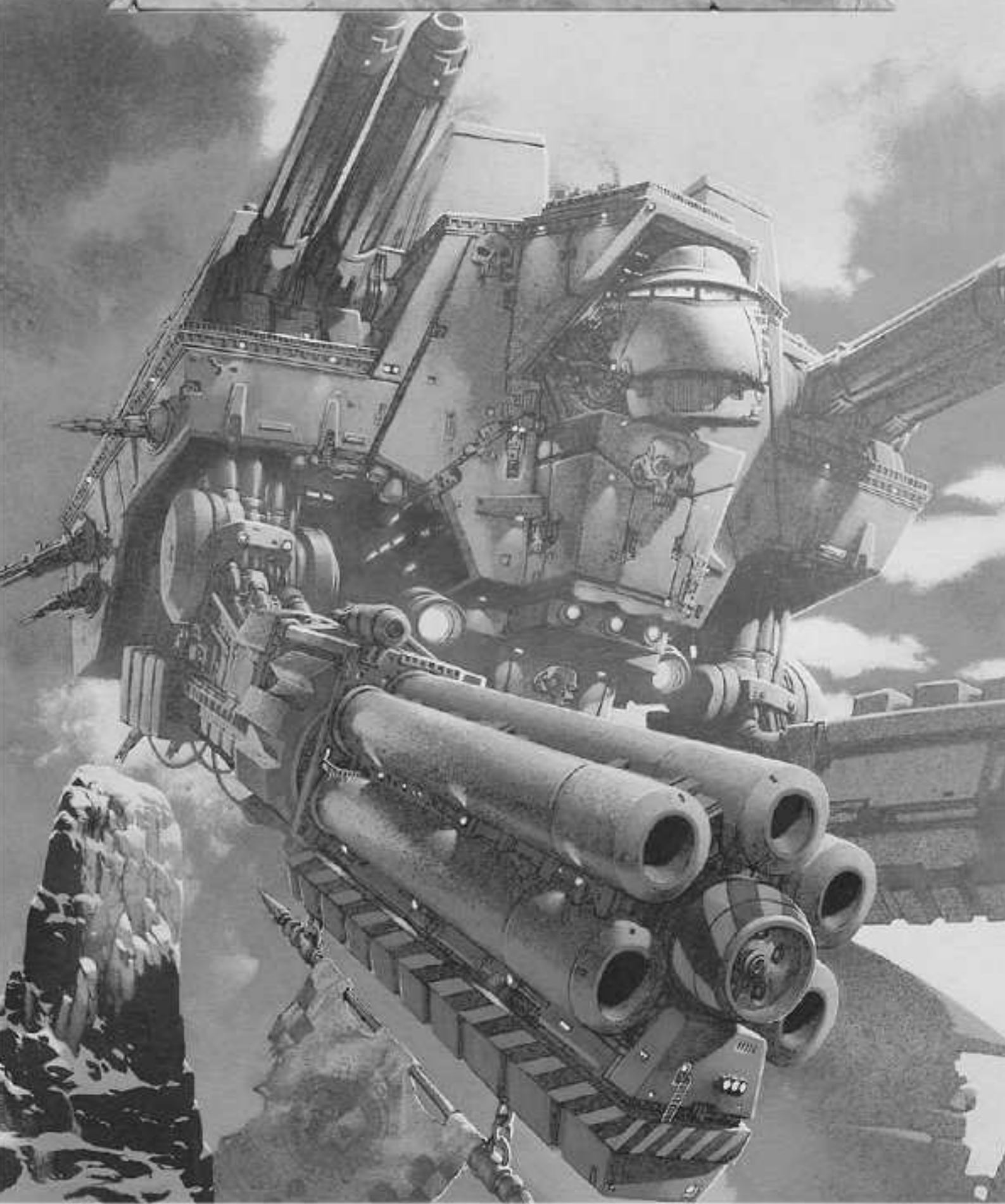


ADEPTUS TITANICUS



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INTRODUCTION

For ten thousand years the Imperium has warred on its enemies. War is the universal state of man; peace is only a brief time of preparation for further fighting. Alien races strike at the Imperium's frontier systems. Rebellion and treachery are commonplace on thousands of colonised worlds. The Traitor Legions, confined for millennia in the desolate Eye Of Terror, chafe and probe at the Imperium. And in the eddies and storms of warp space, forces and creatures of darkness are stirring. The wars have no end, for that would be the end of Man. In its perils Mankind has one guide: the Emperor. In his care rests the fate of humanity. At his right and left hands are the weapon and shield of Mankind, the forces of the Imperium – the mighty Titans of the Adeptus Titanicus.

Titans are the supreme fighting machines of the Imperium. They are giants with skins of adamantium, protected by fields of almost impenetrable energy, crewed by devoted warriors and armed with the mightiest weapons Imperial tech-priests can devise. Through the Imperium and beyond nothing inspires the same kind of awe and fear.

Using the rules below you can re-create some of the greatest Titan battles of Imperial history. Read the rules through carefully, and then have a practice game just using one Titan per side. After playing a couple games like this you will be ready to expand your force and field a Titan battle group on each side.

THE RULE OF ONE AND SIX

Any dice roll which scores a natural 1 always fails, regardless of modifiers.

Any dice roll which scores a natural 6 always succeeds, regardless of modifiers.



TITAN CHARACTERISTICS

There are two aspects to a Titan – the Titan itself, and its weapons. Each Titan has some basic characteristics which show how fast, manoeuvrable and durable it is. Combined together, the characteristics are called the Titan's profile. The characteristics on a Titan's profile are:

SPEED (SP)

This shows how fast the Titan can move over open ground. Speed is given in centimetres, and ranges from 10cm for very large, ponderous Titans to 30cm or more for small agile Scout Titans.

MANOEUVRE (MAN)

This shows how quickly the Titan can change direction, and react to certain situations. The Manoeuvre characteristic shows how many turns a Titan can make during its movement, and is also used in some other situations, such as avoiding difficult terrain.

ARMOUR (ARM) AND DAMAGE TABLES

Each Titan has three Damage Tables, one for the Front, one for the Side and another for the Rear. These are used to determine what damage is suffered when the Titan is hit by a weapon. The higher a Titan's Armour value, the better able it is to withstand attack.

WEAPONS

A Titan has a number of hardpoints which can carry a weapon. This shows where the weapons are mounted and therefore what their 'fire arc' is (see below).

GUNNERY (GUN)

This is a representation of how accurate the Titan's crews are at shooting with their weapons, written as the score you need to equal or beat on a roll of a D6 to score a hit. For example, a Titan with a Gunnery score of 4+ will hit its target with its guns on a D6 roll of 4, 5 or 6.

CLOSE COMBAT SKILL (CCS)

This shows how skilled the Titan crew is when fighting other Titans, trying to batter one another with their close combat weapons. CCS is given as a score you need to equal or beat on a roll of a D6 to score a hit.

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TITAN GUNS

The galaxy of the 41st millennium has evolved many different and deadly weapons, from rapid firing cannon that hurl a torrent of shells, to sophisticated laser weapons that punch through armour like a knife through butter, to plasma weapons that unleash barely controlled energies. Like the Titan itself, a weapon's effectiveness is determined by a number of different characteristics which make up its profile:

RANGE (RGE)

The distance, in centimetres, that a weapon can fire and still hit its target with reasonable accuracy or with sufficient force to cause damage. Obviously, the higher a weapon's Range, the better.

ACCURACY (ACC)

Some guns are inherently more or less accurate to fire, and the Accuracy value modifies the Titan's Gunnery value when firing that weapon. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '-' which means they do not modify the Titan's Gunnery.

RATE OF FIRE (ROF)

Some guns fire only a single shot while others hurl a salvo of fire at the enemy. The Rate of Fire of a weapon determines how many shots you get with it every time it fires.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.

TITAN CLOSE COMBAT WEAPONS

While massive lasers and barrages of missiles can pound an enemy from a distance, many Titan battles are resolved in the vicious conflict of close combat. Huge powered fists, laser-burners and swinging wrecking balls can cause horrendous damage to an enemy Titan.

Like guns, close combat weapons also have a profile of characteristics.

ACCURACY (ACC)

Close combat weapons vary in their effectiveness. Some are deft and agile to use, while others are cumbersome and unwieldy. A close combat weapon's accuracy modifies the CCS of the Titan using it. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '-' which means they do not modify the Titan's Close Combat Skill.

ATTACKS (ATT)

Like a gun's Rate of Fire, a close combat weapon might inflict one blow or hit several times. The higher a close combat weapon's number of attacks, the more times it can strike in close combat.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.



SEQUENCE OF PLAY

Adeptus Titanicus III uses the following turn sequence:

1. Determine Initiative.
2. Choose a Titan to Activate.
3. Roll Plasma Reactor dice.
4. Declare Actions in order.
5. Resolve Actions in order.
6. Opposing player chooses a Titan to Activate, and repeats steps 2 – 6.

Once all the Titans on the board have been Activated, begin a new game turn starting at step 1.

INITIATIVE

Both players roll one die. The player with the higher score may choose a Titan to activate. Re-roll ties.

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CHOOSE A TITAN TO ACTIVATE

Titans may be Activated in any order. However, each Titan may only be Activated once per game turn.

ROLL PLASMA REACTOR DICE

Titans have Plasma Reactor rating marked on their Profile. This represents the amount of power the Titan can generate to fire weapons, move, repair void shields, etc. When each Titan is activated roll a number of D6 equal to its Plasma Reactor rating. For each roll of 4+ the Titan can take one Action.

Example: A Warlord Titan has a Plasma Reactor rating of 5. The player rolls 5D6, and three of them come up 4+. The Warlord can take three Actions this turn.

ACTIONS

For each successful Plasma Reactor dice roll the Titan can take one Action. The player must declare all actions in the correct order before resolving any of them.

- **Walking Speed** – The Titan may move up to its full speed rating and make a number of turns equal to its Manoeuvre rating.
- **Striding Speed** – Only taken after a Walking Speed Action. The Titan may again move up to its full speed rating and make a number of turns equal to its Manoeuvre rating.
- **Fire** – Pick a weapon and fire it a number of times up to its ROF. You must nominate the weapon and the target when declaring this Action. No weapon may be fired more than once per turn. The target must be within Range and Fire Arc of the weapon.
- **Lay a weapon onto an enemy Titans' Hit Location** – Nominate a weapon to aim at a specific Hit Location on an enemy Titan. Next time the weapon fires any shots that hit do not roll on the Hit Location chart. Instead they automatically hit the location aimed at. The target location must be visible, so you cannot aim at a Warlord's Void Shield Generators from the front, as they are not visible. *Example: "Lay Volcano Cannon onto enemy Plasma Reactor!"*
- **Power to Damage Control Systems** – Roll as many D6 as the Titan's Plasma Reactor rating or a D6 for all damaged locations, whichever is less. On a 4+, the damaged location is repaired. The boxes crossed off on the Titan's profile chart stayed crossed off, but effects of damage may be repaired. *Example: A Reaver class Titan has suffered Superficial damage to the Legs, which results in a -5cm movement penalty. Declaring a Power to*

Damage Control Systems order, the player rolls a die and scores a 5. the Superficial Leg damage is repaired, and the movement penalty no longer applies. However, the Superficial box remains crossed off, and further hits will result in Major damage.

- **Power to Void Shield Generators** – Roll as many D6 as the Titan's Plasma Reactor rating or a D6 for each downed Void Shield, whichever is less. Each roll of 4+ raises one downed Void Shield.

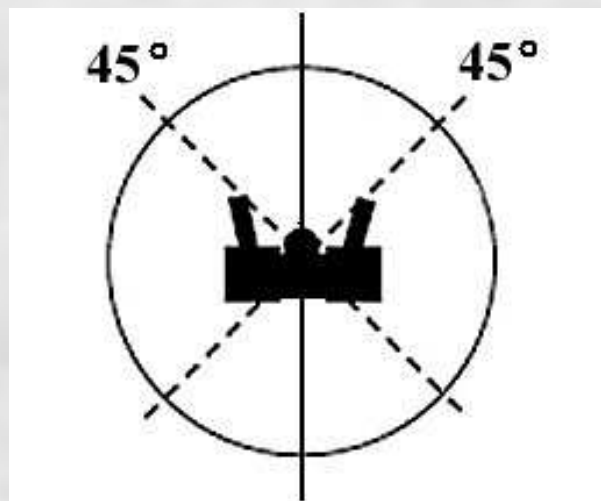
Example: Following on from the example above, the Warlord Titan has three Actions. The player decides that it will first "Fire Gatling Blaster!" at an enemy Titan which he names. It will then move at Walking Speed, and finally direct "Power to Void Shield Generators." These Actions are now resolved in the order declared.

MOVEMENT

When a player declares a Walking Speed or Striding Speed action they may move their Titans around the battlefield, as determined by their Speed and Manoeuvre.

MOVING

A Titan can move up to its Speed in centimetres. At any point during its movement a Titan can make one turn up to 45° for each point of Manoeuvre it has. If a Titan has a Man of 2 or more, these turns can be combined into a single turn of up to 90° or more, so that it could turn on the spot, for example, before moving off.



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DANGEROUS TERRAIN

Some types of terrain are called 'dangerous' – a Titan moving through them will be considerably slowed down. If a Titan starts its movement in dangerous terrain or enters dangerous terrain as part of its move, then roll 1D6 per point of Man the Titan has. The total score is the distance the Titan can move through the dangerous 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 cannot move further than its total Speed, even if the dice roll would allow this. Similarly, if you roll enough for a Titan to leave the dangerous terrain then the distance rolled is taken off its Speed, and any movement left after this may be taken as normal movement. If there is insufficient Speed 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 type (from rubble into a river, for example), there is no need to roll separately for each type of terrain – you just have to roll for moving through any kind of dangerous terrain.

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

EXAMPLE 1

An Eldar Revenant Scout Titan (Man 4) is moving through a wood. It wishes to make a single turn and so only rolls 3D6 for its total Speed for the turn. The dice score 11 so the Titan can move up to 11cm through the wood, making a single turn up to 45°.

EXAMPLE 2

A Reaver Titan (Man 2 and Speed 20cm) moves 10cm before entering a wood. The player uses both remaining points of Man to negotiate the dangerous terrain and rolls 2D6, luckily scoring an 11. However, the Titan may only move up to 10cm, as this was the amount of Speed left before entering the dangerous terrain.

EXAMPLE 3

A Warhound Titan (Man 3 and Speed 25cm), starts in an area of rubble. It uses 2 points of Man to move through the rubble, rolling an 8. After moving 5cm it is in the open, so can move

up to 17cm more, making one turn if it wishes. Note that the Warhound deducts the amount rolled for the dangerous terrain movement (8cm) rather than amount actually moved (5cm).

The following are all types of dangerous terrain:

Woods, jungle, rubble, rivers, rocks and scree, lakes, swamps, marshes, tar pits, boiling mud, crevasses, ash or sand dunes, ice, snow drifts, blizzards, dust/sandstorms, craters, high magnetic fields, acid clouds, crossing a pipeline, stepping over low fortifications, very steep inclines (going down as well as up is difficult) and so on...

For terrain not covered by this list, just use your common sense and have both players agree before the game begins what is and isn't dangerous terrain.



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IMPASSABLE TERRAIN

There are some types of terrain a Titan simply cannot enter. A Titan cannot move through impassable terrain under any circumstances, the Titan stops moving before it enters the terrain. The following are all types of impassable terrain:

Cliffs, deep lakes, lava flows, buildings.

Again, there will be numerous other impassable items on your gaming table. Decide for yourselves which terrain features are impassable.

MOVING BACKWARDS

A Titan may move backwards during its turn. Each cm of backwards movement reduces the Titan's remaining movement by 3cm. A Titan cannot move backwards in dangerous terrain.

SHOOTING

When a player declares a Firing Action with one of his Titans use the following rules to resolve the action. Titans which are in close combat with other Titans cannot fire ranged weapons.

TITANS SHOOTING AT TITANS

Each ranged weapon on a Titan can be fired for each Firing Action declared. All targets must be within fire arc and line of fire (see below). Different weapons can be, and often will have to be, directed against different targets. Note, however, that weapons with a RoF of 2 or more must still direct all their shots at a single target, they cannot split their fire.

FIRE ARCS

Each weapon mount on a Titan determines the direction a weapon can be pointed. Obviously, a weapon on one side of a Titan cannot swivel around to shoot over the opposite side, for example. This is called a weapon's 'fire arc' and only enemy Titans within the weapon's fire arc can be targeted. There are several different fire arcs as listed below and all fire arcs are worked out from the centre of the Titan model:

ALL ROUND (AR)

The weapon has a 360° fire arc.

AHEAD (A)

The weapon can fire in a 90° arc in front of the Titan.

FORWARD (F)

The weapon can be fired in a 180° arc to the front of the Titan

LEFT/ RIGHT AHEAD (LA/RA)

The weapon can fire in a 90° arc from straight ahead to a right angle to the appropriate side.

LEFT/ RIGHT FULL (LF/RF)

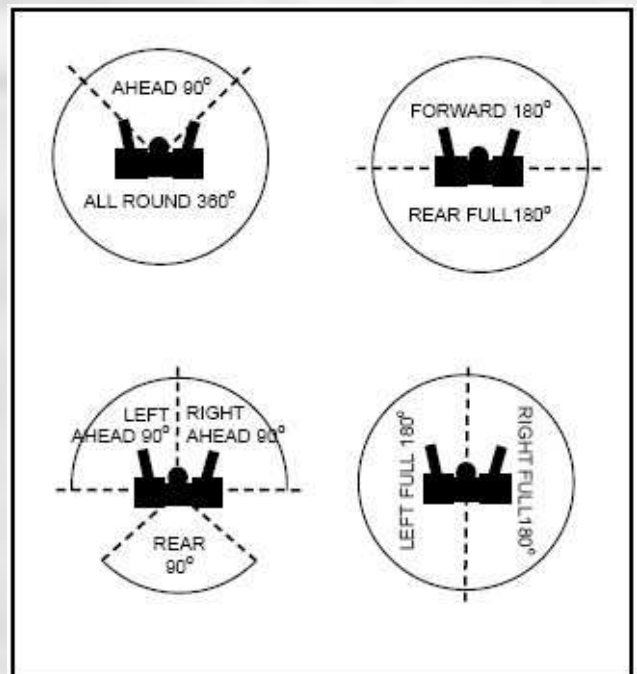
The weapon can fire in 180° arc from straight ahead to directly behind.

REAR (R)

The weapon can fire in a 90° arc directly behind the Titan.

REAR FULL (RF)

The weapon can fire in a 180° arc to the rear of the Titan.



LINE OF SIGHT

As well as being able to physically turn towards a target, a weapon must be able to see it! This is called a 'line of sight'. If a Titan does not have a line of sight (LOS) to an enemy, then it cannot fire at it! Line of sight is fairly simple to work out – draw an imaginary line from the weapon mount to the target. If there's anything blocking this line, then the target cannot be seen! Most of the time it will be obvious if a target can be seen, though sometimes it'll be necessary to get down and have a 'model's eye' view to see if it

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has a line of sight. If you can see only a small part of the enemy, such as the tip of a flag pole or weapon, or a foot poking around a building, then this isn't really enough for a line of sight. If you can see up to about half of the target then this has line of sight, but the target will be harder to hit (see Cover below) and if you can see more than half of the target then you've got a clear shot.

NOMINATE TARGETS

Once you have established that the enemy is in line of sight and fire arc for your Titan's weapon, continue to resolve the Firing Action by checking range.

CHECK RANGE

To hit its target, a weapon must obviously be in range. Measure the distance from the firing Titan to the target. If the target Titan is within the Range of the weapon then the target may be hit, if the target is further away than the weapon's Range then the shot automatically misses.

ROLL TO HIT

For each point of Rate of Fire the weapon has, roll 1D6. Each dice roll that scores equal to or more than the Gunnery value of the Titan has hit the target. However, the dice roll you need to get may be changed by the following factors:

STATIONARY FIRER

If the firing Titan has not yet moved or declared a Moving or Striding speed Action this turn, add +1 to rolls to hit.

COVER

If at least half the target is out of line of sight, subtract 1 from your rolls to hit.

AGILE TARGET

If the target has a Man of 3 or more, deduct 1 from all to hit rolls.

WEAPON ACCURACY

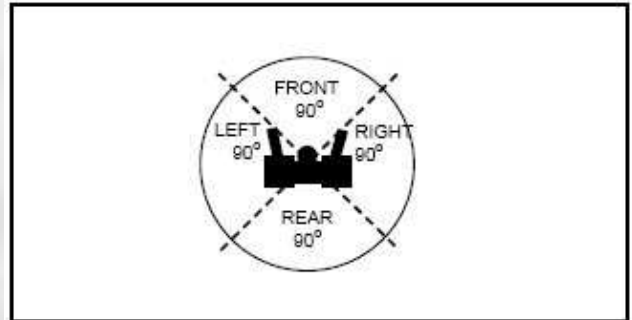
Add or subtract the weapon's Accuracy from each dice roll.

EXAMPLE

A Titan with a Gunnery value of 4+ is firing its Gatling Blaster at an enemy Titan. A Gatling Blaster has RoF 4 and so the player rolls 4 dice, scoring a 3, 4, 5 and another 5. A Gatling Blaster has no accuracy modifier, but the target is behind a building and so counts as in cover. This deducts 1 from each of the to hit rolls, so that they count as 2, 3 and two 4's. This means that two of the shots have hit the target.

RESOLVING DAMAGE

When a Titan is hit, you must determine where the shot or blow has landed. For each hit, roll a D6 and compare it to the appropriate hit location table, depending on where the shot originated from.



This gives the location hit and it's Armour value. Roll a D6 and add the weapon's strength to the roll. Deduct the location's armour value and look up the result on the chart below.

DAMAGE TABLE

D6+Str-Arm	Result
-1 or less	No damage.
0 Armour cracked.	This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1 Superficial damage.	Refer to the damage table. If the location is already suffering superficial damage, then it now has major damage.
2 Major damage.	Refer to the damage table. If the location is already suffering major damage, then this becomes catastrophic.
3 Catastrophic damage.	Refer to the damage table. Apply the results of the damage immediately.

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CLOSE COMBAT

Titans which are in contact with each other may fight in close combat. This is accomplished by using a Fire Action, but the weapon used is a close combat weapon rather than a ranged weapon. The two combatants attempt to smash and crush each other or use specialised close combat weapons to tear, batter and cut at the armour of the enemy. Make no mistake, close combat between Titans is a brutal affair!

CLOSE COMBAT ATTACKS

For each Attack a close combat weapon has, the player can make one to hit roll. As with ranged weapons, a Titan may only use a close combat weapon is the target is within its fire arc. Like shooting, simply roll one dice for each attack, any that score equal to or over the Close Combat Skill of the Titan score a hit. The accuracy of the weapon modifies the dice roll, as with shooting, making it more or less likely to hit its target. In addition the other modifiers apply – so if the target has Manoeuvre of 3 or more there is a -1 to hit penalty, for example.

Damage is also resolved as with shooting hits, with D6+ the weapon's Strength reduced by the Titan's Armour value. Close combat attacks are not made high or low – there is no modifier to the D6 roll for location. Note that Void shields or Power fields have no effect in close combat, all damage is worked out directly against the Titan itself.

IMPROVISED ATTACKS

All Titans have a number of secondary weapons which blast away at short range, and many simply try to use their size to bash the enemy to the ground. If the Titan does not have a Close Combat weapon, or the weapon is not usable due to Fire Arc restrictions or damage, then the Titan may make a single Improvised attack instead. Improvised attacks have no Accuracy modifier and have a Strength of 5. They require a Fire action to activate, in the same manner as a Close Combat Weapon.

FORMATIONS

On occasion, Titan forces are accompanied by non-Titan units, such as the Super-heavy Tanks of the Imperial Guard. These may operate singly, in which case they function exactly as a Titan would, or they may form units known as Formations, which follow the additional rules below.

A Formation consists of two or more non-Titan units. They count as a single Activation for game purposes. Once Activated, total up the number of Plasma Reactor dice of each unit, then roll all together. The number of successful rolls may then be distributed in any amounts desired throughout the Formation. *Example: 3 Shadowsword Super-heavy Tanks are grouped as a single Formation. They are Activated, and each has 2 Plasma Reactor dice, for a total of 6. All the dice are rolled, and come up 2, 3, 3, 4, 4, and 6, for a total of three Actions. One of the Shadowswords uses one of the Actions to repair itself with a Power to Damage Control Systems order. Another Lays its Volcano cannon onto an enemy Warlord Titan's head, and Fires. The final Shadowsword does nothing, as all the Plasma Reactor rolls have been used.*

All the units in a Formation must remain within 15cm of another unit at all times. If any units are forced out of Formation, perhaps due to one unit being destroyed, then the next Actions taken must be used to return to Formation cohesion.

When attacking a Formation, you may split shots as you see fit. Simply allocate a number of shots to which ever unit(s) you wish to target before rolling to hit. The usual Line of Sight and Fire Arc rules apply. *Example: Having survived the incoming Volcano cannon shot, the Warlord returns fire with a Vulcan MegaBolter. Only two units of the Shadowsword Formation are visible, and one is already damaged. The Warlord allocates 3 of the MegaBolter shots to the damaged Shadowsword, and the remaining five to the undamaged unit. The Warlord's player then rolls to hit.*

ADVANCED RULES

The following rules are optional, and can be used by players to add extra detail and tactics to their games. You do not have to use all of the advanced rules, you can use some and not others if you wish.

MERGING VOID SHIELDS

Titans with void shields can protect each other by merging their shields together. This is a popular way of helping badly damaged comrades in the middle of a firefight. To merge shields, the two Titans must be in base-to-base contact with each other. Simply 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 then the Titans can be

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targeted individually as normal.

SHOOTING INTO CLOSE COMBAT

Normally shooting into close combat is not allowed. However, some reckless commanders have been desperate enough to try this tactic to help an outmatched ally. 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. However, for each hit scored, randomise which of the combatants is hit (i.e. two Titans fighting, 1-3 is the enemy Titan, 4-6 the friendly Titan) then resolve damage as normal!



POINT BLANK FIRING

Shooting at enemies at extreme close range calls for a cool head and confidence more than real accuracy. If a Titan is firing at a target within 15cm, use the Titan's CCS to resolve the to hit roll needed, rather than its Gunnery value. The weapon's accuracy and other modifiers apply as normal.

OVERLOADING VOID SHIELDS

It is possible for a Titan's princeps to direct more power to the void shield generators to sustain them against a determined attack. While this can greatly increase the Titan's chances of survival, the Princeps also risks burning the VSGs out completely. Whenever a void shield is knocked down you may choose to overload it. Roll a dice. On a roll of a 3 or more the void shield remains operational, on a roll of a 1 or 2 all of the Titan's VSGs are blown for the rest of the battle, just as if they had suffered catastrophic damage.

OVERWATCH

A Titan can go onto overwatch to wait for an enemy to present itself, directing all power to the weapons so that they can fire at a moment's notice. At the end of any turn a Titan can go onto overwatch for the next turn. During the next turn the Titan cannot use any Actions except Fire actions, but can fire during any part of the game turn, regardless of which Titan is currently active. You can even interrupt your opponent's turn to fire. This means that the Titan could target an enemy as it moves from cover to cover, or wait until after close combat to see if there is an available target. However, you cannot interrupt your opponent once they have started rolling dice to resolve an action – for example if your enemy has made successful to hit rolls for a Titan you cannot try and destroy it before damage rolls are made!

Simply declare you wish to fire, then roll Plasma Reactor dice as usual. You may only use the Reactor dice for Fire actions. You may not move, repair, raise Voids or lay a weapon onto a target. However, you can use Close Combat weapons as they are activated with a Fire action.



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IMPERIAL TITAN LEGIONS

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace is capable of withstanding heavy damage, whilst its armaments can level whole cities.

The Titans are one of the most potent weapons in the arsenal of the Imperium. When the Emperor led Mankind on the Great Crusade, the Titan Legions of the Adeptus Mechanicus marched alongside the Space Marines. As the Imperium expanded, the Adeptus Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy. Titans are manufactured on almost all of the Forge Worlds in the Imperium. Most are built to a standard design that is known as a class. For example, the Warlord and Reaver are both classes of Battle Titan. Over the millennia, each Forge World has slightly modified the design of the Titans they build to suit local conditions and design facilities. Thus a Reaver class Titan built in the workshops of Mars will be slightly different to that built on the Forge World of Lucius, and so on.

Titans normally have multi-configuration weapon mounts that allow them to interchange weaponry easily. This theoretically allows a Titan to arm itself with the ideal weapon combination for every terrain type and opponent. However, this is rarely the case as most Titan crew quickly develop a taste for a specific weapon configuration and then stick with it.

VOID SHIELDS

Titans of the Imperium are protected by energy fields called void shields. Each void shield can absorb a certain amount of damage before its generator overloads and the void shield shuts down. Most Titans have several void shield generators and they must each be knocked down before the Titan suffers any damage. 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 absorb one hit of any type and

then the void shield has been burnt out. It no longer has any effect until repaired (see Actions section). Each hit is worked out individually, so it is possible to knock out several void shields at once, or even knock down void shields with some hits and inflict damage with others.

EXAMPLE

A Titan with 2 operational void shields is hit six times. 2 hits fail to knock down void shields, another two each knock down a void shield each, which means the last two hits are resolved against the Titan itself.

IMPERIAL TITAN DAMAGE TABLE

D6+Str-Arm	Result
-1 or less	No damage.
0 Armour cracked.	This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1 Superficial damage.	Refer to the damage table. If the location is already suffering superficial damage, then it now has major damage.
2 Major damage.	Refer to the damage table. If the location is already suffering major damage, then this becomes catastrophic.
3 Catastrophic damage.	Refer to the damage table. Apply the results of the damage immediately.

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IMPERIAL TITAN WEAPONRY

Imperial Titans may be armed with weapons from the following list, subject to the limits of each Titan class as noted in the Force selection chart. The weapons chosen do not affect the points cost of the Titan, however all weapons must be represented on the Titan Model.

TITAN GUNS

Weapon	Range	Accuracy	RoF	Str
Gatling Blaster	45cm	-	4	5
Inferno Gun	30cm	+2	1	5 1
Laser Blaster	45cm	-	6	4
Melta-cannon	30cm	-	2	8
Plasma Blastgun	45cm	-	2	6 2
Turbo-lasers	60cm	-	2	6
Vulcan Mega-bolter	30cm	-	8	4
Volcano Cannon	60cm	-	1	9
Quake Cannon	90cm	-	1	7 3
Plasma Destructor	45cm	-1	2	8 4
Rocket Launcher	90cm	-1	D6	5 5
Support Missile 6	Unlimited	N/A	1 per battle	-
Vortex				6 7
Plasma				6 8
Haywire				Special 9
Warp				8 10

TITAN CLOSE COMBAT WEAPONS

Weapon	Accuracy	Attacks	Str
Chainfist	+1	1	7
Powerfist	-	1	9 11
Wrecker Ball	-1	2	9
Laser Burner	-	3	6
Power Ram	-	2	7
Power Saw	-	1	8

- 1 An Inferno gun inflicts an additional D3 hits if it hits its target
- 2 Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed
- 3 Against a Titan itself a Quake cannon always inflicts a minimum of an Armour cracked result
- 4 Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed
- 5 Roll a D6 every time you fire a rocket launcher, to determine the weapon's RoF
- 6 Support Missile have unlimited range. They always hit on a 2+ but can only be fired once per battle
- 7 Vortex missiles add 3D6 to their strength when working out damage
- 8 A Plasma missile inflicts D6+2 hits if it hit its target
- 9 Haywire missiles automatically inflict D3+1 hits. Each hit will automatically knock down a void shield or inflict superficial damage on a Titan with no shields left
- 10 Warp missile ignores Void / Power shields and inflicts damage directly on the Titan itself
- 11 If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength

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IMPERIAL TITAN DAMAGE EFFECTS

VOID SHIELD GENERATORS

Superficial

One void shield is destroyed for the rest of the battle.

Major

D3 void shields are destroyed for the rest of the game.

Catastrophic

Titan loses all its void shields for the rest of the battle.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial.

Catastrophic

Titan crashes and is destroyed!

PLASMA REACTOR

Superficial

Roll D6 for each weapon at start of every turn.

On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired.

Major

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

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str. 7 hits on any other Titan within 4D6cm!

IMPERIAL TITAN CLASSES

WARLORD CLASS BATTLE TITAN

Warlord Princes and their crews have such an unswerving faith in their gigantic war machines and the Emperor that they stride out unafraid onto the battlefield in the belief that nothing can stand against them. In most respects they are correct for there few war engines with the exception of those of the alien Eldar and the Traitor Titan Legions that can project as much power as that of the Warlord. With six Void Shield generators and hard points for four weapons, the Warlord Class Battle Titan is one of the most formidable assets in the Imperial arsenal.

REAVER CLASS BATTLE TITAN

The Reaver class Battle Titan pre-dates even the mighty Warlord, the date of its original manufacture only known in the deepest sealed archives on Mars and to a handful of Techno Magos in the Titan Legions. More lightly armed and slightly smaller than the Warlord, the Reaver is better suited to supporting armoured assaults and breaching enemy strongholds. Having only slightly fewer void shields than the Warlord, it is usual for Titan Battlegroups to field a number of both classes. Due to its age and heritage, the Reaver is slowly becoming a testimony to the power and grandeur that the Imperium of Mankind once held. Because of this each Reaver is an ancient artefact valued beyond measure, the loss of which is a sore blow to the followers of the Machine God.

ADEPTUS TITANICUS

WARHOUND CLASS SCOUT TITAN

Amongst the ruins and burned out shells of once great buildings is the hunting territory of the Warhound Scout Titan. Smaller than either of the two Battle Titans, the Warhound is both faster and more agile, traits ideally suited to urban warfare. Unable to stand against main line Battle Titans on open ground, Warhound Princes use speed and manoeuvrability to get behind their opponents.

EMPEROR CLASS TITAN

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor Class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy. Emperor class Titans employ the same technologies as Battle Titans but on a massive scale, featuring huge plasma reactors to supply their colossal requirements.

IMPERATOR EMPEROR CLASS TITAN

The Emperor is one of the larger examples of an Emperor class Titan. Only the most battle-hardened Princes are given command of an Emperor titan and they are permitted the pick of crew members from other Titans within the Legion. In comparison to Battle Titans of all classes Imperators are rare with most Titan Legions only able to field three or four Imperators in a campaign. The Grand Masters of Titan legions often use Emperor Titans, modified to a greater or lesser degree, as mobile head quarters. From here they issue commands to the whole legion or even lead vital assaults personally if the situation warrants it.

Imperators spend much of their time employed as vast mobile fortresses to strengthen vulnerable sectors of the

battlefront or to act as a reserve force behind the front-line. When a major offensive begins Emperor Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through enemy lines.

The defences of the Emperor are impressive to say the least. Twelve void shield generators and metres-thick armour ensure that only the most concentrated salvos have a chance of damaging it. A complete company of infantry plus supporting troops can be housed on board the Emperor to guard it against infantry assault or be transported to a vital objective. The Emperor titan is configured to deliver salvos of devastation at all ranges, the fire intensifying as the

Imperator closes with its target. However, Imperators are not normally equipped to fight other Titans in close combat. Instead they rely on their deadly firepower to smash opponents apart before they get too close.

WARMONGER EMPEROR CLASS TITAN

The Warmonger is very similar in structure and appearance to the Emperor Titan, and most of the comments that apply to the Emperor apply to the Warmonger also. Which was designed first is now lost to the mists of time, and all that is known for certain is that both Emperor and Warmongers have served in the Titan Legions since well before the Horus Heresy. However, while the two types of Emperor Titan are similar, they perform different functions of the battlefield. The Warmonger's weapon fit is configured to provide long range fire rather than the more flexible configuration of weapons found on the Emperor. In battle Warmongers will usually be held back to provide long range support, bringing down devastating salvos of missiles and defence laser fire upon the enemies heads while other units forge ahead and drive into the heart of the enemy.

IMPERIAL GUARD SUPPORT UNITS

Titan battlegroups are sometimes supported by Super-heavy Battle Tanks provided by allied Imperial Guard forces.

There are two main types of Imperial Guard super heavy tanks. The first is the Baneblade and its variants, which uses mass batteries of battle cannons and lascannons to bludgeon their way through the foe. The second is the Shadowword, which has a single Titan killing weapon, like a Volcano Cannon or Plasma Blastgun. These are used to engage enemy war engines at long ranges to deliver a killing blow once a foe's shields have been demolished.

THE BANEBLADE

The Baneblade has a fearsome reputation, its massive armoured bulk and huge battlecannons make it a favoured weapon of Imperial Guard armoured commanders. A single Baneblade carries enough firepower to match 3 'normal' tanks.

In attacks the Baneblades thick frontal armour allows it to lead the assault, rolling through the enemy lines, keeping up a steady and relentless assault. Other

ADEPTUS TITANICUS

Imperial tanks follow close behind to exploit the breakthrough. In defence a Baneblade becomes a bastion strongpoint in the Imperial Guard lines, its heavy weapons breaking enemy attacks.

THE SHADOWSWORD

Because of its armament the Shadowsword is used differently by Imperial Guard commanders. To utilise its weapons to best effect the Shadowsword is kept well back, deployed in a position that provides good fields of fire. Here its long range Volcano cannon can engage enemy Titans without the attendant risks of being assaulted by enemy infantry in the front line.

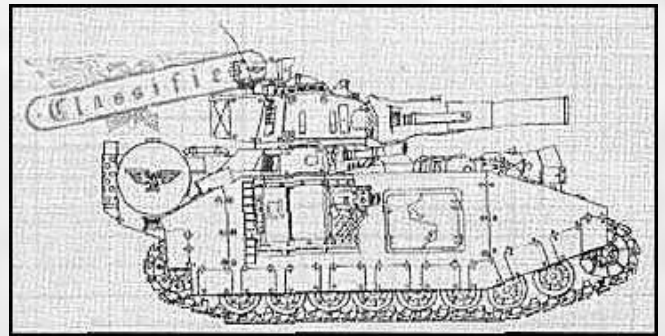
Super-Heavy Tank Damage Tables

Super-Heavy Tanks simply cannot soak up damage like a Titan can, consequently when rolling for damage use the following Super Heavy Tank Damage table. In addition use the following damage table is used with superheavy tanks.

SUPER HEAVY TANK DAMAGE TABLE

D6+Str-Arm Result

-1 or less	No damage.
0	Armour cracked. This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1	Damaged. Treat as superficial damage. If already superficially damaged then suffer catastrophic damage.
2	Catastrophic damage. Refer to the Titan damage table. Apply the results of the damage immediately.



SUPER HEAVY TANK DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Catastrophic

As **Superficial**, plus inflicts superficial damage on one other random location.

TRACKS AND WHEELS

Superficial

Speed is reduced by -5cm. May be repaired.

Catastrophic

Tracks are destroyed and super-heavy vehicle may no longer move

CREW COMPARTMENT

Superficial

May not move or shoot until damage repaired.

Catastrophic

Crew are killed and super-heavy vehicle is destroyed!

ENGINE COMPARTMENT

Superficial

Speed is halved. May be repaired.

Catastrophic

Engine explodes and super-heavy vehicle is destroyed!

ADEPTUS TITANICUS

Adeptus Titanicus force selection chart.

Warlord	Carapace: Not close combat weapon. Arm: Not support missile.	Points 40
Reaver	General: Not Plasma Destructor or Wrecker ball Carapace: Not close combat weapon. Arm: Not support missile.	Points 32
Warhound	Not Gatling Blaster, Laser Blaster, Melta-Cannon, Volcano cannon, Plasma Destructor, Quake Cannon, Support Missile or close combat weapon.	Points 24
Emperor	Choose between Imperator or Warmonger.	Points 72
Shadowsword	Volcano Cannon or Plasma Blastgun	Points 18
Baneblade		Points 18

Imperator Special Rules

Tower Weapons: Hits on Tower Weapon are allocated randomly. Roll a D6, a roll of 1-4 hits the Tower weapon of that number, a 5 hits the Quake Cannon and a 6 hits the Volcano Cannon.

Warmonger Special Rules and Weapons

Tower Weapons Hit Location: Hits on Tower Weapons are allocated randomly. Roll a D6, a roll of 1-4 hits the Flak tower of that number, a 5 hits the Lysander and a 6 hits the Sensorium.

Head Weapons: The weapons located in the Warmonger's head are destroyed and will no longer work if the head suffers major or catastrophic damage.

Sensorium: The Sensorium is a sophisticated sensor array located at the top of the tallest tower on the Warmonger. As long as it is still function then the range of all of the Warmonger's weapons (apart from the bastions) is increased by 30cm. The Sensorium is disabled and will no longer work 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 that are hidden behind blocking terrain and such like. As long as the Lysander is intact, then once per battle the Warmonger can shoot a support missile without being able to see it; no line of fire is needed.

This function can no longer be used if the Lysander suffers Superficial damage or worse (Major or Catastrophic damage have no additional effect)

WARLORD BATTLE TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Reactor	Shields
15cm	1	4+	4+	5	6

Point	Arc	Weapon	Range	Acc	RoF	Str
Left Carapace	F					
Right Carapace	F					
Left Arm	LA					
Right Arm	RA					

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
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	Plasma Reactor	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

* Weapon nearest attacker

DAMAGE

Left Carapace	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Carapace	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"/>
Void Shield Generator	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"/>
	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
	Armour cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

IMPERATOR EMPEROR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Reactor	Shields
10cm	1	4+	4+	7	12

Point	Arc	Weapon	Range	Acc	RoF	Str
Quake Tower	F	Quake Cannon	90cm	-	1	7
Volcano Tower	AR	Volcano Cannon	60cm	-	1	9
Towers (x4)	F	Tower Guns	45cm	-	1	6
Left Arm	LA	Plasma Annihilator	90cm	-1	6	8
Right Arm	RA	Hellstorm Cannon	30cm	-	3	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Leg	10	1	Leg	10
2	VSGs	12	2	Plasma Reactor	12	2-3	Plasma Reactor	11
3-4	Arm Weapon*	10	3-4	Arm Weapons*	10	4-5	Arm Weapon*	10
5	Head	12	5	Head	12	6	Towers#	8
6	Towers#	8	6	Towers#	8			
# Hits random weapon			# Hits random weapon			# Hits random weapon		
* Weapon nearest attacker			* Weapon nearest attacker			* Weapon nearest attacker		

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"/>
Void Generators	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"/>

WARMONGER EMPEROR TITAN

Speed **Manoeuvre** **Gunnery** **CC Skill** **Reactor** **Shields**

10cm 1 4+ 4+ 7 12

Point **Arc** **Weapon** **Range** **Acc** **RoF** **Str**

Head	F	Gun Head	45cm	-	2	4
Towers (x4)	AR	Flak Battery	45cm	-	2	4
Left Arm	LA	Vengeance Cannon	90cm	-	2	9
Right Arm	RA	Doomstrike	-	-	-	-

Pick eight support missiles from Titan weapon chart.
One missile may be fired per turn.

HIT LOCATIONS

FRONT

Roll	Location	Armour
1	Legs	10
2	VSGs	12
3-4	Arm Weapon*	10
5	Head	12
6	Towers#	8

Hits random weapon
* Weapon nearest attacker

SIDE

Roll	Location	Armour
1	Leg	10
2	Plasma Reactor	12
3-4	Arm Weapons*	10
5	Head	12
6	Towers#	8

Hits random weapon
* Weapon nearest attacker

REAR

Roll	Location	Armour
1	Leg	10
2-3	Plasma Reactor	11
4-5	Arm Weapon*	10
6	Towers#	8

Hits random weapon
* Weapon nearest attacker

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"/>
Void Generators	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"/>

