

ADEPTICON TITANICUS

INTRODUCTION

Originally written in 1988 by Jervis Johnson, Adeptus Titanicus brought Epic-scale Titans to the tabletop to vie for dominance across the battle-scarred 41st millennium. Twelve years later, Adeptus Titanicus II by Gav Thorpe, updated these rules to bring them in line with the Epic 40,000 system and restore Imperial Titans to their rightful place.

AdeptiCon Titanicus is based on the Adeptus Titanicus II rule set and has been modified to be compatible with full-scale (28/32mm) Titans. Ranges have been converted to inches, the turn order has been slightly modified, a strategic assets phase has been introduced and several references to infantry and vehicles have been removed.

The event has been designed to accommodate 10-16 players divided into two teams. Currently the rule set only supports Warhound and Reaver-class Titans.



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, maneuverable 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 inches. Reaver Battle Titans can move 24 inches and Warhound Scout Titans move 36 inches.

MANEUVER (MAN)

This shows how quickly the Titan can change direction, and react to certain situations. The Maneuver 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 Armor value, the better able it is to withstand attack.

WEAPONS

A Titan has a number of hard points which can carry a weapon, varying in number from one or two weapons for a small Titan, to four or more weapon systems for larger Titans. 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 represents how skilled the Titan's 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. For example, a Titan with a CCS of 5 will hit in close combat on a D6 roll of 5 or 6.



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 armor 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 inches, 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 armor.

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 power saws can cause horrendous damage to an enemy Titan. Like guns, close combat weapons also have a profile of characteristics.

SWIFTNESS (SW)

Some weapons are faster than others and can be used to strike more quickly. A weapon with a higher swiftness value gets a chance to hit before close combat weapons with a lower value.

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 armor.



SEQUENCE OF PLAY

AdeptiCon Titanicus uses the following sequence of play:

1. Strategic Asset Phase
2. Movement Phase
3. Shooting Phase
4. Assault Phase
5. Repair Phase

STRATEGIC ASSETS

At the beginning on each Turn, prior to determining initiative, each Team will have the opportunity to play Strategic Asset cards. These cards will represent tactical advantages such as reinforcements, orbital strikes, hidden battlefield elements and the like.

MOVEMENT

In the Movement phase, a Team may move one or more of their Titans around the battlefield, as determined by their Speed and Maneuver. A Team can move none, some or all of their Titans as they wish, unless they have been damaged or there is some other factor which will prevent a Titan from moving.

ORDER OF MOVEMENT

At the start of the turn, each Team rolls a D6 for each Titan still in play and adds the results together. The Team with the higher total decides whether they wish to move first or second. The Teams then take it in turns moving all Titans of a particular Maneuver value until they have moved those Titans to their satisfaction. No Titan can move more than once in the Movement phase.

A Team must move their Titans with the lowest Maneuver first - that is, Man 2 Titans must be moved before Man 3 Titans and so on.

EXAMPLE

Team A has a two Reaver Battle Titans (Man 2) and a Warhound Scout Titan (Man 3). Team B has 1 Reaver Battle Titan and 2 Warhound Scout Titans. Team A wins initiative and chooses to go first. Team A then moves both of their Reaver Battle Titans. Team B would then move their single Reaver Battle Titan. Team A would then move their single Warhound Scout Titan. Finally, Team B would move both of their Warhound Scout Titans.

MOVING

A Titan can move up to its Speed in inches. At any point during its movement a Titan can make one turn up to 45° for each point of Maneuver 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.

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 in inches. 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 in sufficient 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

A Reaver Battle Titan (Man 2 and Speed 24") moves 16 inches 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 8 additional inches, as this was the amount of Speed left before entering the dangerous terrain.

EXAMPLE 2

A Warhound Scout Titan (Man 3 and Speed 36"), starts in an area of rubble. It uses 2 points of Man to move through the rubble, rolling an 8. After moving 5 inches it is in the open, so it can move up to 28 inches more, making one turn if it wishes. Note that the Warhound

deducts the amount rolled for the dangerous terrain movement (8 inches) rather than amount actually moved (5 inches).

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. Refer to the table below for a list of impassable terrain. In addition the following are all types of impassable terrain: Cliffs, deep lakes, lava flows, buildings.

TERRAIN TABLE

Terrain	Type
Fortifications	Impassable
Buildings	Impassable
Ruins, Rubble	Dangerous
Woods, Jungle	Dangerous
Marsh, Swamp	Dangerous
River, Lakes	Dangerous
Roads	No Effect
Open Ground	No Effect

In addition to what is listed above, the following are all types of dangerous terrain: Rocks and scree, 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...

MOVING BACKWARDS

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

EXAMPLE

A Reaver Battle Titan (Man 2 and Speed 24") moves backwards 5 inches before using its 2 maneuver points to rotate 90° and then push forward. The Reaver would have 9 inches of normal movement left.

TITANS IN CLOSE COMBAT

A Titan that starts the movement phase in close combat may move away from the enemy as normal. A Titan may not move within 6 inches of an enemy Titan in the Movement phase.

SHOOTING

The Team with the initiative for the turn shoots first. Then take it in turns picking any Titan that has not already shot this turn and shoot with it. Titans which are in close combat with other Titans cannot fire ranged weapons. Titans which are in close combat with other Titans cannot be targeted by ranged attacks.

TITANS SHOOTING AT TITANS

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 (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 center 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.

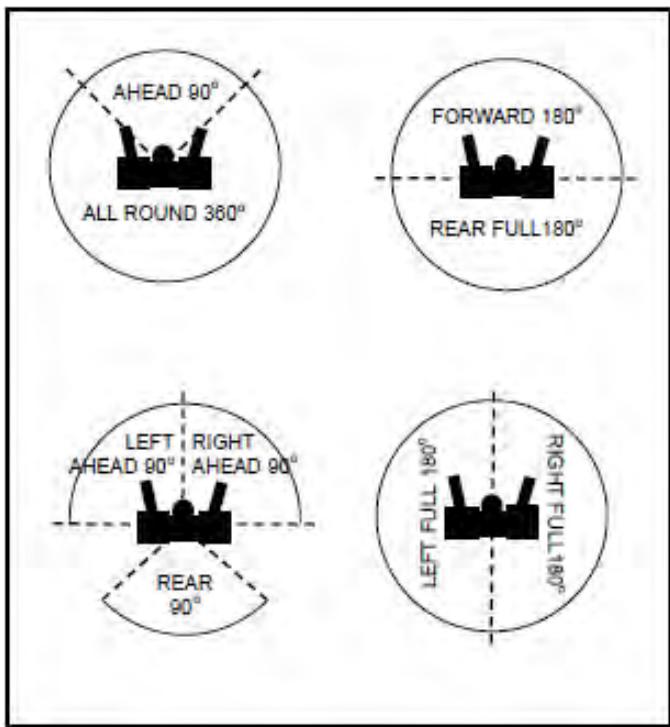
FORWARD (F): The weapon can be fired in a 180° arc to the front of the Titan

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 having 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 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 which enemies are in line of sight and fire arc for each of your Titan's weapons, you must declare which weapons are firing at which targets. You cannot fire one weapon and see how it does before firing the next - you must declare your targets before you start rolling any dice. You must also announce whether you are firing high or low, as this influences which locations may be hit on the target Titan. If a Titan's legs are hidden by cover, then you may not aim low. Similarly, if all you can see are a Titan's legs (unlikely but not beyond the realms of possibility) then

you must aim low. Although you must declare your targets for the Titan first, you can resolve the firing of the Titan's weapons in whichever order you wish (using more rapid fire weapons to deplete void shields before firing your 'killing blow', for instance).

CHECK RANGE

To hit its target, a weapon must obviously be in range. Measure the distance from the firing Titan to the target. Rather than go into a complex rules essay here about where to measure ranges are from, different solutions for measuring ranges are provided in the designer's notes later on. 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 TARGET: If the target has not yet moved this turn, add +1 to rolls to hit.

STATIONARY FIRER: If the firing Titan has not yet moved 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 MOVEMENT: If the target has a Man of 3 or more, and it has moved this turn, deduct 1 from all to hit rolls. If the target has a Man of 2 or less, and it has moved over 24" this turn, 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.

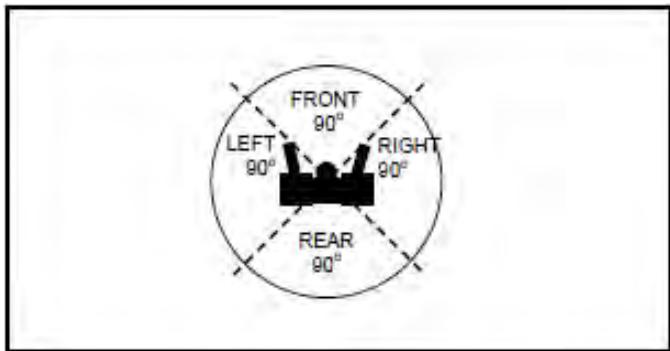
THE RULE OF ONE AND SIX

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.

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. If the shot is directed high add +1 to the location roll, if it is fired low deduct 1 from the location roll.



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

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 have an Armor value of 8 and if the attack would inflict damage (i.e. is Strength 1 or more after deductions) the void shield has been burnt out and no longer has any effect until repaired (see Repairs 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.

DAMAGE TABLE

D6+STR-ARM	Result
-1 or less	No Damage
0	Armor cracked. This result causes no immediate damage. However, if the location is already suffering Armor 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.
Apply the results of the damage immediately.	

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 25%. May be repaired.
Major	Speed is reduced by 50% 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 4D6 inches!

THE ASSAULT PHASE

In the Assault Phase, Titans get to move again, and enter close combat if you wish. All the rules for movement given in the Movement phase apply to this move, and the Team with the initiative for the turn decides whether to move first or second again. However, in the Assault Phase, Teams start by moving all of their highest Maneuver Titans first, rather than the lowest. A Titan can enter close combat during the Assault phase by moving into base-to-base contact with an enemy Titan.

A Titan which is in combat at the start of its assault movement may make a number of turns equal to its Man characteristic (normally to get its front armor towards the enemy or bring its own close combat weapons to bear) but cannot move away. Titans may move away from close combat during the Movement phase only.

CLOSE COMBAT

Once assault movement has been resolved, Titans which are in contact with each other fight in close combat. The two combatants attempt to smash and crush each other or use specialized close combat weapons to tear batter and cut at the armor of the enemy. Make no mistake; close combat between Titans is a brutal affair!

ORDER OF ATTACKS

As mentioned in the characteristics section, close combat weapons with a higher swiftness strike before more clumsy weapons. Resolve the attacks of each weapon in turn, starting with the highest value and working down. If two or more weapons have the same Swiftness their attacks are resolved simultaneously.

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 if 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.

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

Once the fastest weapon's attacks have been resolved, move on to the weapon with the next highest Swiftness and so on.

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. A Reaver Battle Titan has D3 improvised attacks and a Warhound Scout Titan has 1 improvised attack. Titans which charged that turn (i.e. they moved into base contact with any enemy, as opposed to the enemy moving into base contact with them) gain +1 improvised attack to represent the impetus of their assault. Improvised attacks are Swiftness 1, have no Accuracy modifier and have a Strength of 4.



REPAIR PHASE

A Titan which has any damage systems may attempt to repair them in the Repair phase. A Titan must divert power from its plasma reactor to repair damage, and this severely limits its ability to withstand continual punishment. To see how many systems are repaired, the player rolls a number of D6 for each Titan that has suffered damage (including overloaded void shields). The number of dice rolled depends upon the Titan's class:

Warhound Scout Titan: 4 repair rolls

Reaver Battle Titan: 8 repair rolls

Each dice roll of a 4, 5 or 6 allows the Titan to repair one damaged system. 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 table given earlier. Note that some types of damage may not be repaired.

EXAMPLE

A Reaver Battle Titan has lost all four void shields and has superficial damage to its carapace weapon. The player rolls eight dice scoring 1, 3, 3, 3, 4, 5, 6, 6. This allows the Titan to repair four damaged systems. This could either be all four void shields, or the damaged carapace weapon and three void shields.



ADDITIONAL RULES

The following rules apply to all Titans in games of AdeptiCon Titanicus.

OVERCHARGING ENGINES

A Titan's commander may opt to forego firing in order to use its reserves of power to gain additional speed. This is called Overcharging. Declare before the Titan moves that it is overcharging its engines. A Titan that has overcharged its engines may double its Speed (note its MAN stays the same). A Titan which has overcharged its engines may not shoot or use any weapons in the same turn.

DAMAGE CONTROL

A Titan commander can divert power from the weapons to the damage repair systems, thereby increasing the chances of recovering. The Titan may not move or shoot but may re-roll any failed repair roll that turn - no roll may be re-rolled more than once, even if the second roll is also a failure.

DAMAGING BUILDINGS

Titans may attack buildings with the intention of destroying them in order to open up avenues of fire or accomplish mission objectives.

Buildings will be defined as either 'normal' or 'fortified' and have the following profiles:

BUILDING TYPES

Type	Armor	Structure Points
Normal	8	2
Fortified	10	3

Structure points have the same Armor value as the building and if the attack would inflict damage (i.e. is Strength 1 or more after deductions) the structure point is destroyed. Once a building has lost all Structure Points, roll on the Building Damage Table below. Structure points and armor cannot be repaired.

BUILDING DAMAGE TABLE

D6+STR-ARM	Result
-1 or less	No Damage
0	Structure cracked. This result causes no immediate damage. However, if the building has already suffered a Structure Cracked result, then it now has superficial damage.
1	Superficial damage. The building permanently loses 1 Armor for the remainder of the game. These results are cumulative with all other damage.
2	Major damage. The building permanently loses D3 Armor for the remainder of the game. These results are cumulative with all other damage.
3	Catastrophic damage. The building is destroyed and removed from the game.

Apply the results of the damage immediately.

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 move or turn at all in the Movement or Assault movement phases, but can fire during any part of the turn, rather than in the Shooting phase. 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!

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.

TITAN GUNS

Weapon	Allow	Range	Accuracy	RoF	Str	Notes
Gatling Blaster	RA	72"	--	4	5	
Inferno Gun	RC, WA	48"	+2	1	5	An Inferno gun inflicts an additional D3 hits if it hits its target
Laser Blaster	RA	72"	--	3	6	
Melta-cannon	RA	48"	--	2	8	
Plasma Blastgun	RC, WA	72"	--	2	6	Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed
Turbo-lasers	RC, WA	96"	--	2	6	
Vulcan Mega-bolter	RC, WA	48"	--	8	4	
Volcano Cannon	R	96"	--	1	9	
Rocket Launcher	RC	144"	-1	D6	5	Roll a D6 every time you fire a rocket launcher, to determine the weapon's RoF
Support Missile	RC	Unl.	n/a	1 per battle	--	Support Missile have unlimited range. always hit on a 2+ but can only be fired once per battle
Vortex	--	Unl.	Vortex Missile		6+D6	Vortex missiles add 2D6 to their strength when working out damage
Plasma	--	Unl.	Vortex Missile		6	A Plasma missile inflicts D6+2 hits if it hit its target
Haywire	--	Unl.	No Effect		Special	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
Warp	--	Unl.	Vortex Missile		8	Warp missile ignore shields and inflict damage on the titan itself

TITAN CLOSE COMBAT WEAPONS

Weapon	Allow	Swiftness	Accuracy	Attacks	Str	Notes
Chainfist	RA	6	+1	1	7	
Powerfist/claw	RA	3	--	1	9	If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength
Laser Burner	RA	4	--	3	6	
Power Ram	RA	3	--	2	7	
Power Saw	RA	5	--	1	8	

Allowable Weapons: RA = Reaver Battle Titan Arm, RC = Reaver Battle Titan Carapace, WA = Warhound Scout Titan Arm

WARHOUND SCOUT TITAN

Speed	Maneuver	Gunnery	CC Skill	Void Shields	Repair
36 inches	3	4+	4+	○ ○	4 Rolls

Point	Arc	Weapon	Range	Accuracy	RoF	Strength
Left Arm	LA					
Right Arm	RA					

HIT LOCATIONS

FRONT			SIDE			REAR		
ROLL	LOCATION	ARMOR	ROLL	LOCATION	ARMOR	ROLL	LOCATION	ARMOR
0-2	Legs	10	0-3	Legs	10	0-2	Legs	10
3	VSGs	10	4	Head	10	3	VSGs	10
4	Head	11	5-7	Arm Weapon*	9	4	Plasma Reactor	10
5-7	Arm Weapon*	9				5-7	Arm Weapon*	9

Firing High +1, Firing Low -1

*Hits weapon closest to attacker

VOID SHIELD GENERATORS

- Armour Cracked**
- Superficial:** 1 void shield destroyed.
- Major:** D3 void shields destroyed.
- Catastrophic:** All void shields destroyed.

HEAD

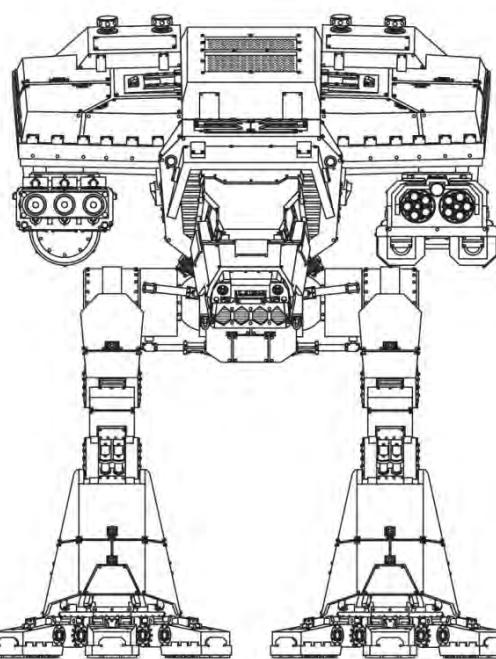
- Armour Cracked**
- Superficial:** Cannot move until repaired.
- Major:** Cannot move or shoot. Repair = SD.
- Catastrophic:** Titan crashes/is destroyed.

PLASMA REACTOR

- Armour Cracked**
- Superficial:** Weapons on 4+ only until repaired.
- Major:** As above, can only move of 4+. Repair = SD.
- Catastrophic:** Titan explodes. Blast damage.

RIGHT ARM WEAPON

- Armour Cracked**
- Superficial:** Cannot be used until repaired.
- Major:** Cannot be used for rest of game.
- Catastrophic:** As major, inflicts SD to random.



LEGS

- Armour Cracked**
- Superficial:** Speed reduced 25%, repairable.
- Major:** Speed reduced 50% for rest of game.
- Catastrophic:** Titan crashes/is destroyed.

LEFT ARM WEAPON

- Armour Cracked**
- Superficial:** Cannot be used until repaired.
- Major:** Cannot be used for rest of game.
- Catastrophic:** As major, inflicts SD to random.



REAVER BATTLE TITAN

Speed	Maneuver	Gunnery	CC Skill	Void Shields	Repair
24 inches	2	4+	4+	○ ○ ○ ○	8 Rolls

Point	Arc	Weapon	Rng/Sw	Accuracy	RoF/Att	Str
Carapace	F					
Left Arm	LA					
Right Arm	RA					

HIT LOCATIONS

FRONT			SIDE			REAR		
ROLL	LOCATION	ARMOR	ROLL	LOCATION	ARMOR	ROLL	LOCATION	ARMOR
0-1	Legs	10	0-1	Legs	9	0-1	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
6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9

Firing High +1, Firing Low -1

*Hits weapon closest to attacker

VOID SHIELD GENERATORS

- Armour Cracked**
- Superficial:** 1 void shield destroyed.
- Major:**D3 void shields destroyed.
- Catastrophic:** All void shields destroyed.

HEAD

- Armour Cracked**
- Superficial:** Cannot move until repaired.
- Major:** Cannot move or shoot. Repair = SD.
- Catastrophic:** Titan crashes/is destroyed.

CARAPACE WEAPON

- Armour Cracked**
- Superficial:** Cannot be used until repaired.
- Major:** Cannot be used for rest of game.
- Catastrophic:** As major, inflicts SD to random.

RIGHT ARM WEAPON

- Armour Cracked**
- Superficial:** Cannot be used until repaired.
- Major:** Cannot be used for rest of game.
- Catastrophic:** As major, inflicts SD to random.

LEFT ARM WEAPON

- Armour Cracked**
- Superficial:** Cannot be used until repaired.
- Major:** Cannot be used for rest of game.
- Catastrophic:** As major, inflicts SD to random.

LEGS

- Armour Cracked**
- Superficial:** Speed reduced 25%, repairable.
- Major:** Speed reduced 50% for rest of game.
- Catastrophic:** Titan crashes/is destroyed.

PLASMA REACTOR

- Armour Cracked**
- Superficial:** Weapons on 4+ only until repaired.
- Major:** As above, can only move of 4+. Repair = SD.
- Catastrophic:** Titan explodes. Blast damage.

