

CODEx TITANICUS



EXPANSION RULES FOR EPIC BATTLES



FLAMING SKULLS

REBEL ORDER

Base colours: Weapons/edgings etc - Chaos Black. All other areas Sunburst Yellow.

Highlights: Carapace/head Sunburst Yellow/Skull White mix blended in. Weapons etc - drybrushed first with Chainmail, then with Mithril Silver.

Shading: Carapace/head - yellow ink. Legs/arms/shoulders - blended through orange to red, leaving yellow at top of area.

Camouflage scheme: Tiger stripes painted on in Blood Red, then Chaos Black painted inside, leaving red keyline round black.

CARAPACE
COLOUR
SCHEME



STORMLORDS

REBEL ORDER

Base colours: Legs - quartered Worm Purple and Skull White. Head - Worm Purple and Skull White. Body/guns/edges - Chaos Black.

Highlights: Purple highlighted by adding Skull White and blending. Body/guns/edges - drybrushed Chainmail then Mithril Silver. Black checks painted over white areas and highlighted with grey.

Shading: Purple shaded with purple ink. Metallic areas given a wash of brown/yellow ink.

Camouflage scheme: Enchanted Blue base, then a fine network of lines with blue ink. Filled in with Moody Blue, Electric Blue and Elf Grey.



CARAPACE
COLOUR
SCHEME



BAD MOON

ORK CLAN

Base colours: Main body - Goblin Green. Weapons/edges - Chaos Black.

Highlights: Goblin Green/Bilious Green mix drybrushed over the main body. Highlights picked out with Bilious Green and Skull White.

Shading: Green ink wash over green areas. Weapons - drybrushed Chainmail then Mithril Silver. Shaded with black/brown ink wash.

Camouflage areas: A tiger-stripe pattern using a mix of brown and green ink.

EVIL SUNZ

ORK CLAN

Weapons as above.

Green areas - base of Woodland Green and Chaos Black, drybrushed with Woodland Green then Woodland Green/Skull White mix. Green/yellow ink wash over top.

The symbols are painted on in Skull White and outlined with thinned black ink. The banner has been rendered on paper and attached to the gun with thin wire.



CODEX TITANICUS

Even though you called him friend, the Traitor has forsaken you. Show no mercy even if he begs it, for his soul is tainted and given the opportunity he will betray your trust.

Those of you gathered before me have been chosen to reside within the mighty machines of the Adeptus Titanicus. Let their will guide you. Become one with them. And as they teach you, so you must teach them.

May their armour protect your body from the heretic's blasphemy, just as the litanies protect your soul. Remember as you enter battle, you are but a part of the whole.

You are but one amongst millions.

Remember that your weapons are more than metal: the flame of spiritual fire burns strong in your souls and adds power to your cause. Smite those that disbelieve, for they have turned from the light and fallen.

Know that the prayers of delivery will protect you from danger, and that you have nothing to fear except misplaced mercy. Go forth with pride to glory.

- Part of a sermon made by Tech-priest Garal to War Griffons Princeps before the delivery of Yarrant III.

The Iron Eagle of the Divisio Militaris. Appears on Campaign Banners, Order Banners, vehicles and the uniforms of associated troops.





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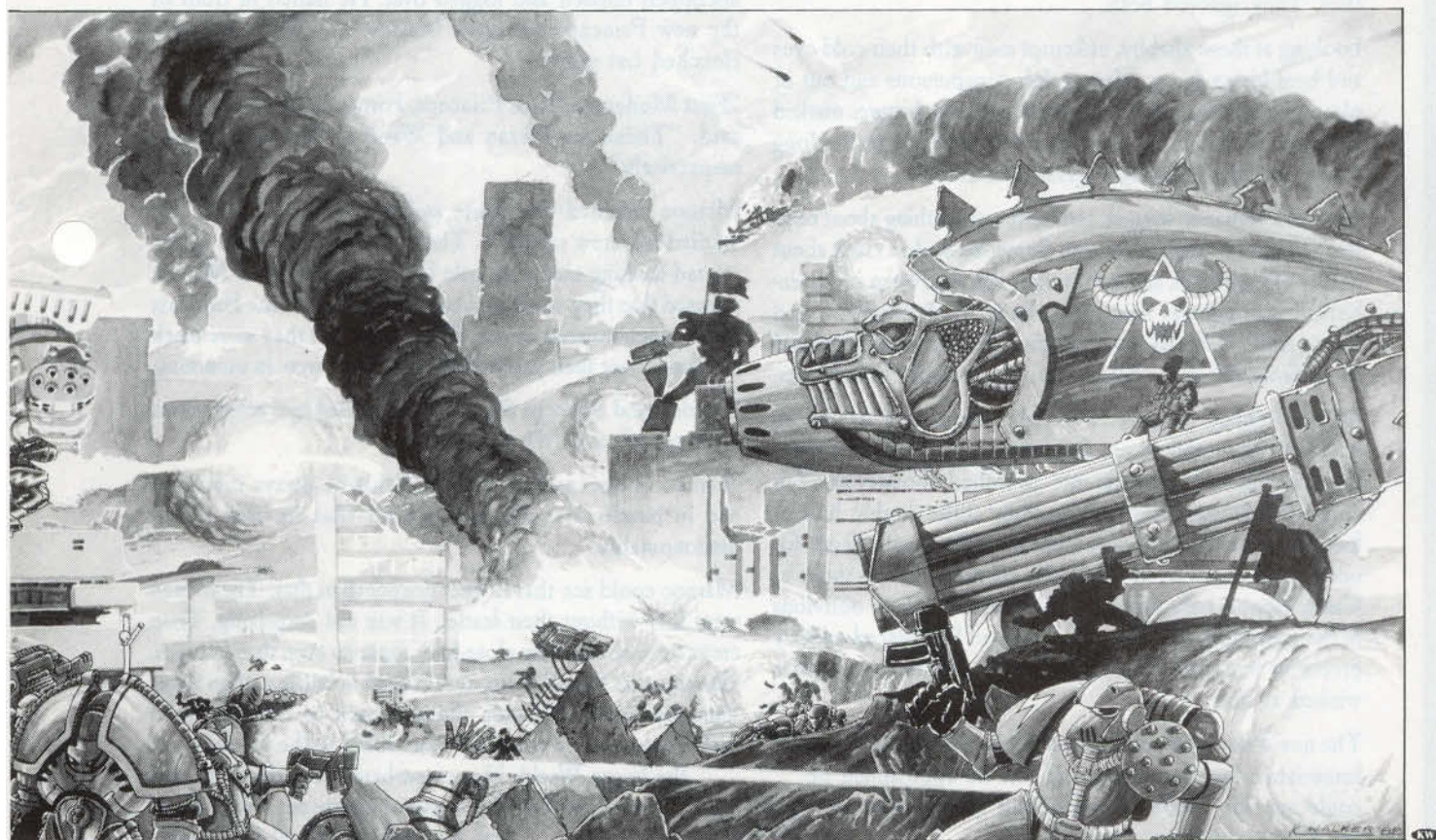
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IMPERIUM



Feeling apprehensive, Marnoc walked towards the unit's remaining Titans. In the shadow of the ravaged buildings the giant war-machines were lined up like guardsmen on parade. There was a beaten air about them, which not even the Warp Runners' centuries of traditions could counter. The Warlords were shabby and dirty, covered in the fine grey dust that rose from the plains of Tallarn during the long dry summer.

He looked up and saw several of the Adeptus Mechanicus standing on a maintenance tower beside the battered old Spirit of Victory. They were doing the final spot welds that would re-attach its damaged left arm.

One turned to look down at him as he passed. The blank glass eyes of its mask seemed to gaze at him indifferently. He waved jauntily to the Tech-priest but he had returned to contemplating the mysteries of the machine.

Beneath the waiting ranks of Titans the crews slumped atop their bed-rolls and equipment packs. Some were rolling dice, some were sprawled out asleep. The distant thumping of Mole Mortars caused sweat to run down Marnoc's back, but it concerned the crews as little as the great clouds of flies. They ignored both.

Looking at these shabby, unkempt men with their cold eyes and hard-bitten faces, Marnoc felt conspicuous and out of place. His new dress uniform and clean-shaven features marked him as a newcomer among those who had fought the long losing summer campaign against the Rebels.

He heard someone snigger, and mutter something about boys fresh in from command school. Someone made a crack about nobles of high-birth, and how it was a bad sign when a Heaven-born Princeling was sent to the front. It showed how bad things really were. Marnoc felt his face flush and he turned to confront the men. All he saw was carefully bland faces.

Marnoc rubbed the printed-circuit pattern caste tattoos on his cheek then walked on. Behind him he could hear quiet laughter. He stepped aside into an arched doorway as a full company of Space Wolves jogged by at the double, bolters held close to their armoured chests; thin, fanatic faces for once not covered by their sinister helmets. Of all those at Castra Septus only the Adeptus Astartes seemed oblivious to the possibility of defeat. The image of blank-faced military precision was somewhat dented when the last one to pass winked at him.

The new Princeps made his way to the feet of the Fortunata Imperatrix; his first command. As he approached he could see the Moderati scrambling to their feet and standing to attention. He looked up;

high on the carapace were the half-visible remains of previous commanders logos etched into the armour. A crewman was painting on Marnoc's own family emblem of a silver, robotic fist. Marnoc knew that if he survived long enough then his symbol would be etched onto the Titan by the Adeptus Mechanicus. First though he would have to prove himself.

The man who had been painting absailed down the side of the machine. Marnoc saw the wires of his safety harness pull taught as he made the hair-raising descent. The painter unclipped himself and jogged over. He halted in front of the new Princeps and gave Marnoc the Warp Runners' clenched fist salute.

"First Moderatus Toal, Princeps, Fortunata Imperatrix," he said. "These are Hazan and Warden. Fist and Plasma respectively."

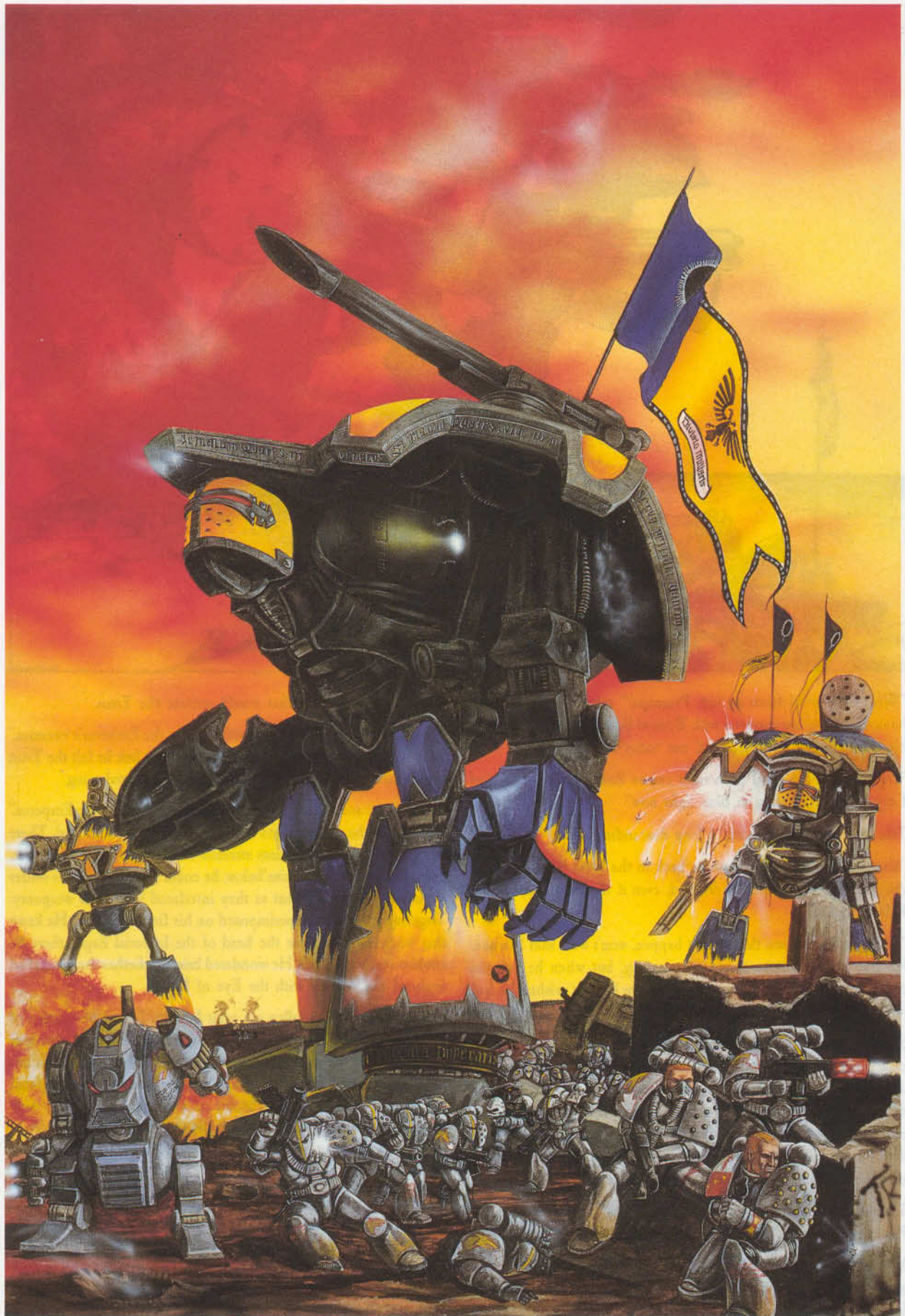
Marnoc returned the salute and introduced himself. He studied his crew carefully. They were all of a type; gaunt, wasted-looking men with pale faces and tired eyes. Marnoc guessed that they spent to much time linked to the Fortunata to get much exercise or sun. He noticed that they wore black armbands over their patched sleeves. They were in mourning.

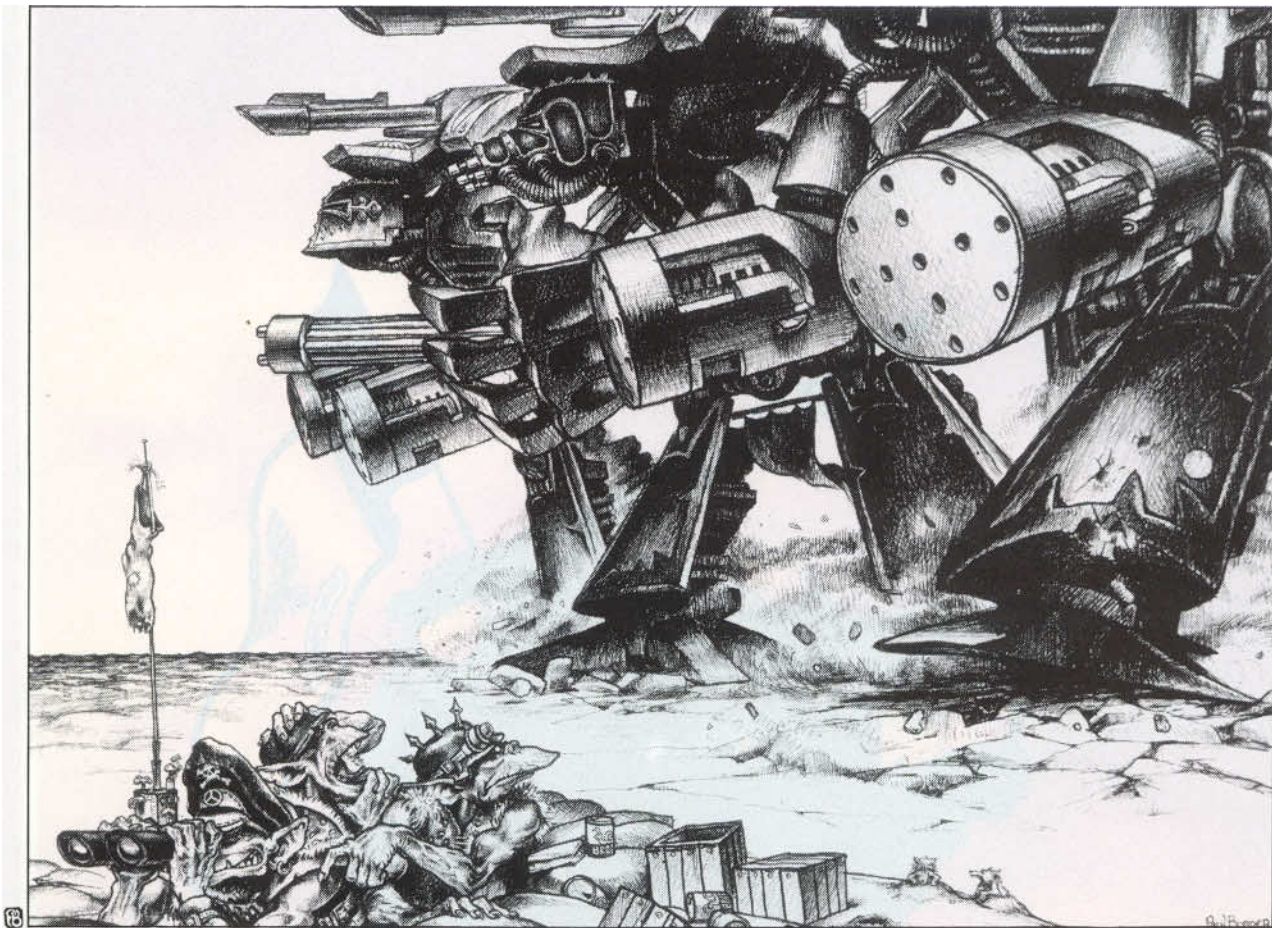
"I understand Princeps Silberman was killed by a rebel sniper. I am sorry," said Marnoc.

"Father....Princeps Silberman said that he always wished to die in battle, sir. We are grieved that he was killed dishonourably."

Marnoc could see that it went deeper than that. These men were lost without their leader. It was not surprising. Titan crews were notoriously close-knit, more so even than families. The ties that bound them were forged in battle and stronger than adamantium. Marnoc thought back to his childhood and adolescence in the Clone Academy in the Overcity of the Forge World. He remembered the discipline and suspicion, and the sense of apartness. He realised that in a way he envied these men.







"What's the word from up top, Princeps?" asked Hazan, a short, humorous looking character with 'Born to Smash' stencilled beneath his crew insignia. "We stompin' out today?"

"Looks like a big rebel push right across Zones Green, Blue and Grey. They're fighting in Blue right now."

Tall, feral Warden whistled, a long descending note.

"Looks bad. They could push us back to the Dust Sea. If we lose the spaceport we'll never be relieved, even if the fleet smashes the Rebel blockade."

"We'll just have to see that doesn't happen, won't we?" said Marnoc. He had intended it to sound encouraging, but when he saw the contemptuous looks that the Moderati gave him he wished he had just kept his mouth shut.

Suddenly the klaxons blared. Marnoc and the Moderati stared at each other for a moment. Then Toal turned and pulled himself up the ladder. The others followed him swiftly, leaving Marnoc standing dazed at the Titan's foot. He turned and saw that the crews of the other Titans were boarding as swiftly as possible. Men vaulted from the carapaces down hatches then slammed them closed. He could already hear the low hum of reactors warming up.

Toal stuck his head back out of the access port. "Time to get aboard, Princeps. We've got to move out. The rebels are coming."

Marnoc lowered himself into the command chair of the Titan. He plugged the cyberlink cables into his neck-sockets then reached forward, muttering the words of the Litany of Awakening. He threw

the great trip-switches that would activate the Titan.

"Your heart is fire. Let it burn with rage for the Emperor's enemies," he said. The lights blazed brighter and over the link he felt the Titan rouse itself from dormancy, like a great beast awakening.

"Your limbs are mighty. Let them smite the foes of our Emperor." He ordered the weapons into test mode. The limbs stretched. There was a great creaking as joints strained to move the guns into place. From the Moderatus' cabins below, he could hear Toal and the others begin the Gunner's Chant as they interfaced with their weaponry. Targeting icons were superimposed on his field of vision. He knew that where he could see the head of the Imperial Eagle, there he could direct the firefall. He wondered briefly whether the rebels had replaced the symbol with the Eye of Horus.

"The spirits of your fallen are your honour. Let us be worthy of them." He reached out and touched the sacred relics left by the previous Princeps. First the millenium-old copy of the Liber Belligerum left by Kask, the first Princeps. Next the silver hammer brought from the Forge World by Talon, the ace of a hundred kills. With each relic he touched he fell deeper into the command trance. Finally as he touched the bullet-holed skull of Silberman he felt the true presence of the Fortunata Imperatrix.

He was a tiny thing, dwarfed in the shadow of an entity that had lived a thousand years, that had seen scores of Princeps come and go. He was a mote of light drifting before a vast, dark shadow. The Titan was awake and aware. He sensed its fierce mind begin to look around for an enemy. He felt it flex its claws as it brought its weapons up to full power. He was aware that the reactor blazed to fiery life.

Involuntarily the void shields cut in. His heart was full of the lust to do violence. The ferocity of the Titan infected him.

Ghostly memories of a thousand battles flickered through his mind, augmenting the desire to rend and destroy. He was a particle of rage being drawn down into the fierce heart of the Titan. He was being absorbed.

Somewhere in the vast distance, he heard a voice. "Princept, you must master it. Otherwise we will run wild. Princept, master yourself."

Vaguely he recognised the voice as Toal's. He was shocked back to self awareness. He wanted to reach out and hit the emergency cut-offs, but he realised he must show the Titan who was master. He dropped back into the link.

He concentrated his mind as he had been taught and ordered the Titan to power down the weapons. He had been trained to do this, but the teaching machines had not prepared him for the strength of a battle Titan. He had to focus every fibre of his being, every spark of what he was, as he strove for sovereignty over the Fortunata. Sweat ran down his brow, his teeth ground against each other. He felt as if he could never win the unequal struggle.

For what seemed like eons he was locked in a battle of wills with the Titan. He strove to remain firm, to resist the urge to give up and let it have its way. Eventually he sensed the weapons power down, but he knew that the Titan was not giving up, merely calling a temporary truce. This was simply a first encounter, a gauging of strengths.

When he opened his eyes he was surprised to see that only a few seconds had passed. The Marines were still forming up in squads and clambering aboard their Rhinos. A flight of jet bikes had just taken off and was arcing skyward towards the North. Over the shattered roof of a tumbled-down building he saw a line of Predators roar off into the distance.

A Warhound stalked forward, weapons raised to the attack position. The Spirit Of Imperial Victory swung out to follow it, banners fluttering. Marnoc ordered the Fortunata to take its place in the line. Painfully slowly the Titan obeyed.

The Princept patched himself in to the comnet, listening for orders. Kowley, the Force Leader, called out lists of names. The Titans responded with name and status. Marnoc was pleased to be able to report that the Fortunata was active when his turn came.

Under a sky the colour of blood the Imperial force moved to intercept their enemy. To the right, near the Bromium Refinery were the emplacements. As Marnoc watched, a group of Rapiers took up position within the reinforced earthworks. Three detachments of Land-Raiders went hull down on the brow of a hill. From them Squads of Space Wolves disembarked.

They were taking a defensive position on the outskirts of Rogsburg. Several thousand Marines, a dozen Titans and scores of support weapons. It looked impressive as the Marines and Dreadnoughts fanned out through the remnants of buildings, landspeeders whizzing overhead like hornets.

Marnoc ordered the Titan to move forward in support of the Marines. To his right was Dorn's Warhound, to his left and rear was the Spirit. He noticed that the Fortunata had a way of moving its right weapon mount in a small arc as it moved. It was a habit he knew he would have to break, but at this moment he didn't feel strong enough.

"Perimeter secured," he heard the Marine Commander report over the comnet. Marnoc ordered the Titan to stop. It did so reluctantly.

"Rebels'll be here soon," said Hazan.

"Bring them on," said Warden. "We've a score to settle with them, for Father Silberman."

They settled into tense silence while the red clouds boiled over head revealing the yellow sky. Marnoc watched couriers on motor bikes race between positions carrying satchels of orders too secret to be transmitted by datapulse.

He felt uneasy. The men he was about to fight had once been loyal Imperial soldiers: Brother Marines and Order Members.

He wondered what had caused them to betray the Emperor, why they had become traitors? He realised that he might soon be dead, that he might never know. He found that thought almost as disturbing as the prospect of death.

More squads of Space Wolves were moved up, positioning Tarantula las-cannon in the cover of the old houses. Land-speeder scouts raced towards the horizon.

Marnoc jacked the Titan's sensors up to maximum, trying to ignore the fear that churned in his gut as he probed for some sign of the enemy. The horizon remained empty even to the far-seeing eyes of the Fortunata.

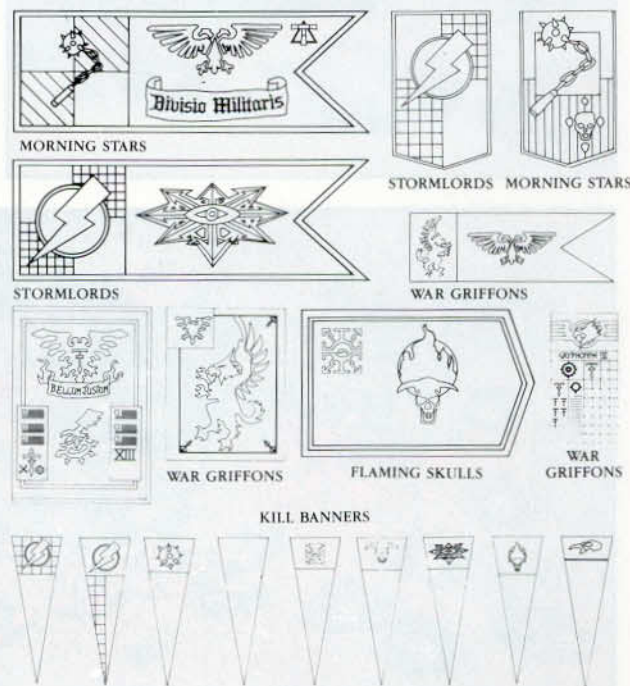
"Come on," he heard Toal muttering. Then suddenly the enemy was there. They had come over the curve of the planet, thousands of small blips in the Sensorium of the Titan.

"My God," he heard Warden mutter. "There are dozens of them."

It took a moment to register that he was talking about enemy Titans. Marnoc looked up and saw endless lines of them rise over the horizon.

"Fire at will," Marnoc said. The Traitors advanced confidently on the doomed position.

IMPERIAL AND TRAITOR BANNERS



An Eldar battle force, led by Phantoms, scour the ruins of a Traitor stronghold on Yrant I after an orbital bombardment. The Eldar fight not against heresy but to cleanse the corruption of Chaos from the Yrant system. It will not be an easy victory to win.



Wordbearer Traitor Marines and Land Raiders bear down on a beleaguered force of Ultramarines and Warp Runners among the ruins of the Garevo fuel processing plant. The plant was subsequently rebuilt by the victorious Traitors, who now use it as a refuelling station.



The Yrant III Evil Sun and Bad Moon clans wait impatiently in the Karadek Valley for the War Griffons to arrive. The Gargants, Headcrusher and Squatgrinder, under the command of Kaptins Gorshak Skullcrack and Nargrot Throatlash eagerly await their chance for revenge.

A lone Death's Head Warlord and the Sons of Horus defend Timan Pass against a Loyalist assault during the first few months of the Yrant campaign. The campaign has lasted for over two years and there have been many bloody struggles for this valuable tactical position.



ADVANCED CLOSE COMBAT FOR TITANS

These rules expand the options available to Titans in close combat, making this section of the game more realistic and detailed. These rules explain how to use the close combat option cards found at the back of this book, as well as full rules for using ranged weapons in close combat

ENTERING CLOSE COMBAT

The rules for entering close combat are unchanged, except that a Titan may *not* turn in place when another Titan moves into base-to-base contact with it, even if it has not yet moved.

SEQUENCE OF CLOSE COMBAT

Titans engaged in close combat may only attack in the close combat segment of the combat phase.

Listed below are seven close combat options. At the start of the close combat segment, each player chooses *one* option for each of his Titans that is engaged in close combat - just like choosing orders in the order phase of the turn.

Close combats are then dealt with one at a time. Players reveal the options they have chosen for each Titan involved in a particular close combat. This will determine which Titans can attack with which weapons, and in what order. Note that attacks in the close combat segment are no longer assumed to happen simultaneously.

CHOOSING COMBAT OPTIONS

The *close combat option cards* give you all the necessary information about each option. You will find two sets of cards in the back of this book.

Each player should have one complete set of cards. When you choose your Titan's close combat option, choose a card secretly. When both players have chosen the Titan's option, they reveal their cards and the options are compared to find out who will attack first and which weapons (if any) either Titan may use. If there are several separate close combats taking place during the same turn, the first player may decide in what order they are resolved.

Marnoc gazed out in horror at the enemy advance. The Rebels stalked forward, over-running the Imperial position with almost contemptuous ease. He ordered the Titan to wheel and retreat, to seek cover behind what remained of the towering buildings.

Reluctantly the Fortunata obeyed. It turned slowly, swivelling the plasma-cannon to balance the movement of the defence laser. Toal kept up a stream of fire even as they moved.

Space Wolves scurried beneath the Titan's feet as it lurched from side to side, instinctively avoiding them. A burst of plasma glanced off the void shields.

Marnoc breathed a sigh of relief as they made cover.

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each close combat weapon; it may also make two improvised attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to disengage or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly as an all-out attack, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks made against it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any close combat weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an all-out attack. It also allows the Titan to turn up to 45° before it makes any attacks.

Step Back: The Titan takes a step or two back in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat weapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° before it makes any attacks.

Turn Around: This option will usually only be chosen by a Titan that has been blind-sided by an opponent. The Titan may make as many turns as is permitted with advance orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses the all-out attack or attack options.

RESTRICTIONS

In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move or attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may not choose side-step or disengage options.

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

USING CLOSE COMBAT OPTION CARDS

In the *Adeptus Titanicus* rulebook, close combat attacks are always simultaneous. These rules change that; according to the combat options either side chooses, you can attack before or after your opponent attacks. You can still attack simultaneously, under some circumstances.

Each combat option card has a list of results, according to the option chosen by your opponent. When combat options are revealed, look up your opponent's option to find out whether you attack first or second, and which weapons you may use. You may *only* use the weapons listed for the combination of options; in this context, the phrase *Close Combat Weapons* includes improvised attacks. Also listed on the card are any special rules that apply.

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

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

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

With a sound like a clap of thunder the Titans clashed, void shields merging like two drops of blood running together. Marnoc ordered the Fortunata to dodge to the left but the Titan was ahead of him. Acting on instinct it had already begun to evade.

"Hazan. Get the fist into play," he shouted, before realising that the Moderatus had already grabbed the Rebel's multi-melta. Through the feedback systems the Princeps felt the enemy's arm being ripped off with a practised twist. It fell to the ground surrounded by a great electrical discharge.

There was a hideous shriek as the Rebel's chainsword bit into the carapace. Marnoc felt a twinge of pain in his right shoulder as he did a quick status check. The armour had not been penetrated. Damage was negligible.

"Kill the chainsword," Marnoc said.

"You'll have to swing me around," Hazan replied quietly. The tone of his voice suggested the little Moderatus was enjoying this. Marnoc felt sick with fear but he managed to bring the Titan about.

Once more the fist reached out. The chainsword was splintered in its mighty grip. With a back handed swipe Hazan took the Rebel in the side. The Titan toppled and fell in what seemed to Marnoc like slow motion. He saw the whole head fly clear as the crew ejected.

In the moment of respite, Marnoc had time to survey the cratered battlefield. Enemy Titans stalked through the Imperial emplacements, killing as they came. Behind them were waves of Rebel Marines. The position was lost. Time to get out of here, he decided.

MULTIPLE COMBATS

If more than two Titans are involved in a close combat, you can make enough copies of the combat option cards for each Titan if you wish, or simply write each Titan's close combat option on a piece of scrap paper.

A Titan engaged in close combat with multiple opponents must choose one opponent as its *primary target*. This is declared after close combat options are chosen, but before they are revealed. All of the remaining opponents are *secondary attackers*. The primary target must always be an operating Titan, in preference to a Titan which is not able to choose close combat options for any reason.

Compare the options chosen by the outnumbered Titan with that of its primary target to determine who will attack first, as normal. All of the Titan's attacks must be directed at the primary target.

Then compare options with any secondary attackers, to see if they make their attacks before or after the outnumbered Titan makes its attack on the primary target. When you are dealing with multiple close combats involving large numbers of Titans, you may find it useful to make a note of the order in which attacks are made. The attacks are then dealt with in sequence.

TARGET PRIORITY

A Titan in close combat must concentrate all available attacks on its close combat opponent.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon that can't be brought to bear on the target. Note that Titans that have chosen the *Side-step* and *Step Back* options may make one 45° turn immediately before they attack. Titans that have chosen the *Turn Around* or *Disengage* options may turn, but not attack.

TO HIT MODIFIERS

The only to hit modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE

Close Combat Weapons

Attacker has the Close Combat	
Attack skill	1
Battle Titan attacking Scout Titan	+1
Scout Titan attacking Battle Titan	-1

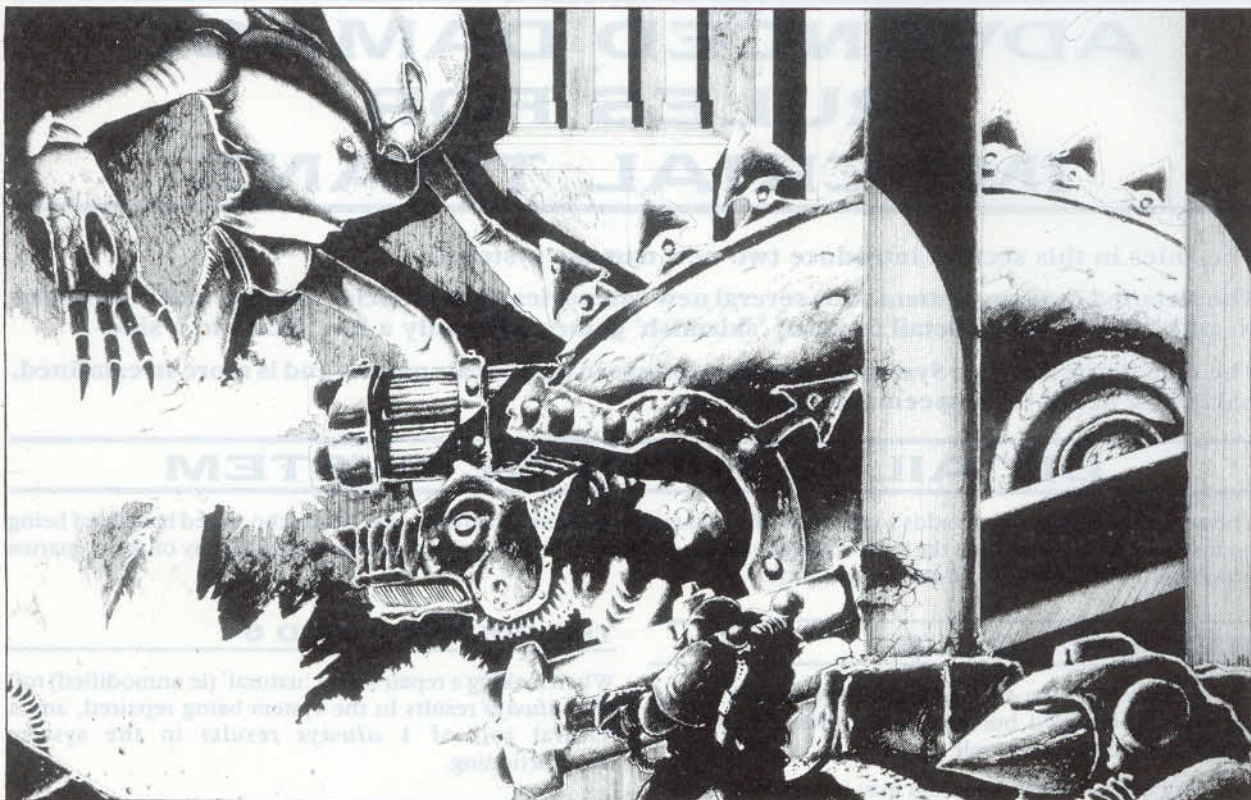
Defender has the Close Combat	
Defence skill	-1

Ranged Weapons

Attacker has the Accuracy skill	+1
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VOID SHIELDS

All attacks take place inside the target's void shields and cause real damage, unless the combat option card says otherwise.



RANGED WEAPONS

Ranged weapons may now be used in close combat, depending on the combat options chosen by either side. If the close combat card allows the use of ranged weapons, the Titan may attack with any that can be brought to bear on the target.

In the *Adeptus Titanicus* rulebook, Titans entering close combat may fire ranged weapons in the normal segment, according to their orders. This is no longer the case.

Titans with first fire orders may still snap fire during the movement phase, but such attacks will take place outside the opponent's void shields, and a Titan which has snap fired may not attack with ranged weapons in the close combat segment.

BURST CIRCLES

When a ranged weapon with a *burst circle* - marked (B) on the *Weapons Table* in the *Adeptus Titanicus* rulebook - is used in close combat, it will affect the firer as well as the target. Roll to hit the target as normal, and then roll to hit the firer, with a -1 penalty to hit.

When a weapon with a burst circle is used in a multiple close combat, roll to hit the primary target normally, and then roll at -1 to hit the firer. Also, roll at -1 to hit anything which is in base-to-base contact with the target. Make a separate roll to hit each eligible target.

CLOSE COMBAT WEAPONS

If the close combat option card allows the use of close combat weapons, the Titan may attack with any that can be brought to bear on the target. Rolls to hit and damage are as given in the *Close Combat Weapons Table* in the *Adeptus Titanicus* rulebook.

IMPROVISED ATTACKS

If a Titan can attack with close combat weapons, it is also allowed to make one or two improvised attacks - kicks, body-slams and the like. Titans with the *All-out Attack* option may make two improvised attacks in addition to using close combat weapons; others may make one. Improvised attacks have the same fire arc as carapace-mounted weapons.

FIRING INTO CLOSE COMBAT

The rules regarding Titans firing during close combat remain unchanged in all circumstances.

LEAVING CLOSE COMBAT

The only way a Titan can leave close combat is by choosing the *Disengage* combat option. Titans that choose to disengage may not attack. After resolving any attacks by the opponent, the disengaging Titan makes a normal charge move, including turns as appropriate for its level of manoeuvrability. It must end the move out of base-to-base contact with its opponent, and may not move into base-to-base contact with any enemy units - not even vehicles or infantry. The *Disengage* option applies specifically to Titans getting out of contact with enemy forces, and may not be used simply to switch targets.

A Titan with damaged reactors or legs may not disengage, because it lacks either the power or the mobility to do so. A Titan with damaged MIUs has a chance of being able to disengage, if the MIUs will hold together for long enough. It must roll a 4 or more on a D6 before moving in order to disengage; if it fails the roll, it stays in place and may not make any attacks in this turn.

ADVANCED DAMAGE RULES FOR IMPERIAL TITANS

The rules in this section introduce two new damage systems.

The *Detailed Damage System* adds several new categories of superficial damage, and is designed to add a new level of detail to small 'skirmish' games with only a few Titans to a side.

The *Epic Battle Damage System* is intended for use in large-scale games, and is more streamlined, balancing detail with speed and ease of use.

DETAILED DAMAGE SYSTEM

The detailed damage system adds a new level of detail to the *Adeptus Titanicus* rules. It has the added benefit of being no more difficult to use than the basic damage rules in *Adeptus Titanicus*, and it can be used with any of the scenarios presented in the *Adeptus Titanicus* rulebook.

REPAIR ROLLS

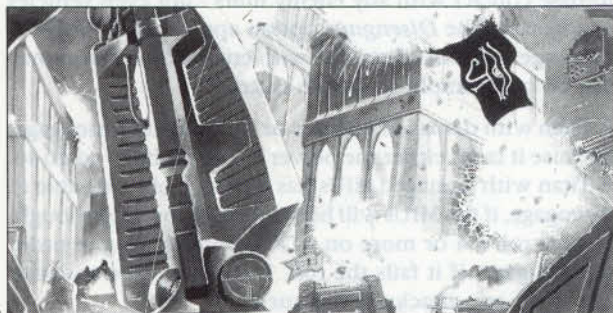
The repair rules in the *Adeptus Titanicus* rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll.

Any damaged weapon or system may be repaired, *unless the damage table specifically states otherwise*. Roll a D6, apply modifiers as normal, and consult the following table:

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
REPAIR ROLL MODIFIERS	
Damage Control orders	+1
Repair Systems damaged	-1

VOID SHIELDS

Void shields may be repaired just like any other system; roll a D6 for each downed void shield in the repair phase, as normal. Apply any modifiers, and consult the *Repair Table* above. On a *Malfunction* result, the void shield is permanently destroyed and may never be repaired. Reduce the number of VSGs on the Titan roster by one to show this.



THE RULE OF 1 AND 6

When making a repair roll, a 'natural' (ie unmodified) roll of 6 *always* results in the system being repaired, and a natural roll of 1 *always* results in the system malfunctioning.

LEVEL OF DAMAGE

Use the following rule when rolling for the *level of damage* from a hit.

Consult the *Weapon Table* and find the *Critical Damage Roll (CDR)* for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6+
1	DEFLECTED					
2	SUPERFICIAL DAMAGE					
3						
4						
5	CRITICAL DAMAGE					
6						

If damage is caused, refer to the appropriate *Detailed Damage Table* to find out the effect of the hit. The critical damage roll is modified by the target's armour rating, as shown on the *Hull Data Table* in the section on *Designing Imperial Titans*. Note that all Warlord variants have an AR of 0, so that critical damage rolls against them are not modified.

CUMULATIVE DAMAGE

If an already-damaged weapon or system is hit again, roll for cumulative damage as normal, *unless* the damage table states that further hits have no effect.

CREW INJURIES

Some damage results involve injuries to the Titan's crew. The damage table will tell you whether the injured crew member is a Moderatus controlling one of the weapons, or the Princeps who controls the Titan itself.

INJURED MODERATUS

Roll a D6 and consult the appropriate column of the table below.

RESULT BY TITAN CLASS			
D6 Roll	Warhound	Reaver	Warlord
1	Left Arm	Left Arm	Left Arm
2	Left Arm	Left Arm	Right Arm
3	Left Arm	Right Arm	Left Carapace
4	Right Arm	Right Arm	Right Carapace
5	Right Arm	Carapace	Roll Again
6	Right Arm	Carapace	Roll Again

The indicated Moderatus is too badly injured to control his weapons. Another Moderatus may take over these weapons, but suffers a -1 modifier to hit due to his unfamiliarity with these devices, and may not fire his own weapons and those of the injured Moderatus in the same turn.

INJURED PRINCEPS

The Princeps is too badly injured to control the Titan, and control must be taken over by one of the Moderati (the player may decide which). This Moderatus may no longer use his weapons. Roll a D6 at the start of each order phase: on a roll of 1, the Titan suffers *reduced control*.

A Titan suffering reduced control must use the same orders as it used last turn. It may make 1 less 45° turn than normal (to a minimum of 1), and additionally the Titan suffers a -1 modifier to hit in close combat, while close combat opponents receive a +1 modifier to hit.

If there is no uninjured Moderatus to take over control, the Titan grinds to a halt, as if it had damaged MIUs.

LONG-TERM INJURY EFFECTS

If you are playing the Campaign Game, roll below to find the long-term effects of a crew injury:

D6 Roll	Result
1	Slight Wound - recovers in time for next game.
2-4	Serious Wound - this Titan crew may not be used for the next 3 games. If you have a spare crew, they may use the Titan in the meantime.
5-6	Killed - a replacement crew member is drafted in, and the Titan is ready for the next game. However, the crew is not so efficient as it was before. Consult the <i>Crew Death</i> section below.

CREW DEATH

When a crew member is killed, the crew as a whole is affected. Although a new crewman is drafted in immediately, the crew is not as efficient as it was before. To reflect this, the crew loses a proportion of its current experience point total, and it may also lose some of its skills.

EXPERIENCE LOSS

The following table tells you the percentage of the crew's current experience point total that is lost.

Titan Class	Princeps	Moderatus
Warhound	60	20
Reaver	70	10
Warlord	60	10

SKILL LOSS

To determine which skills, if any, are lost, it is necessary to divide the available skills into two categories: *Princeps Skills* and *Moderatus Skills*.

Princeps Skills	Moderatus Skills
Close Combat Defence	Accuracy
Concentrated Fire	Close Combat Attack
Damage Control	Fast Reactions
Natural Leader	Marksmanship
Sixth Sense	Pinpoint Gunnery
Tactical Genius	
Very Lucky	

When a crew's Princeps is killed, *all* Princeps Skills are lost. When a Moderatus is killed, roll a D6 for *each* Moderatus Skill and consult the following table:

Titan Class	Skill Lost On
Warhound	1-3
Reaver	1-2
Warlord	1-2

Repeat the process for each Moderatus killed. If *all* Moderati are killed in a single battle, *all* Moderatus Skills are lost.

Example: An Ace Warlord crew loses two Moderati in a battle. The crew had 40 experience points, and the following skills: Concentrated Fire (Princeps Skill), Accuracy and Marksmanship (Moderatus Skills). The experience loss for two Moderati is 20% (10 + 10), so the crew loses 8 experience points. Two dice are rolled for each of the Moderatus Skills - one for each Moderatus killed. The dice for the Accuracy skill score 2 and 4; the 2 indicates that the skill is lost. The dice for the Marksmanship skill score 3 and 5, so this skill is not lost. Once the two replacement Moderati are drafted in, the crew has 32 experience points and two skills: Concentrated Fire and Marksmanship.

The loss of a skilled Moderatus is more saddening than the loss of a blood relative -

Princeps Akar Strang

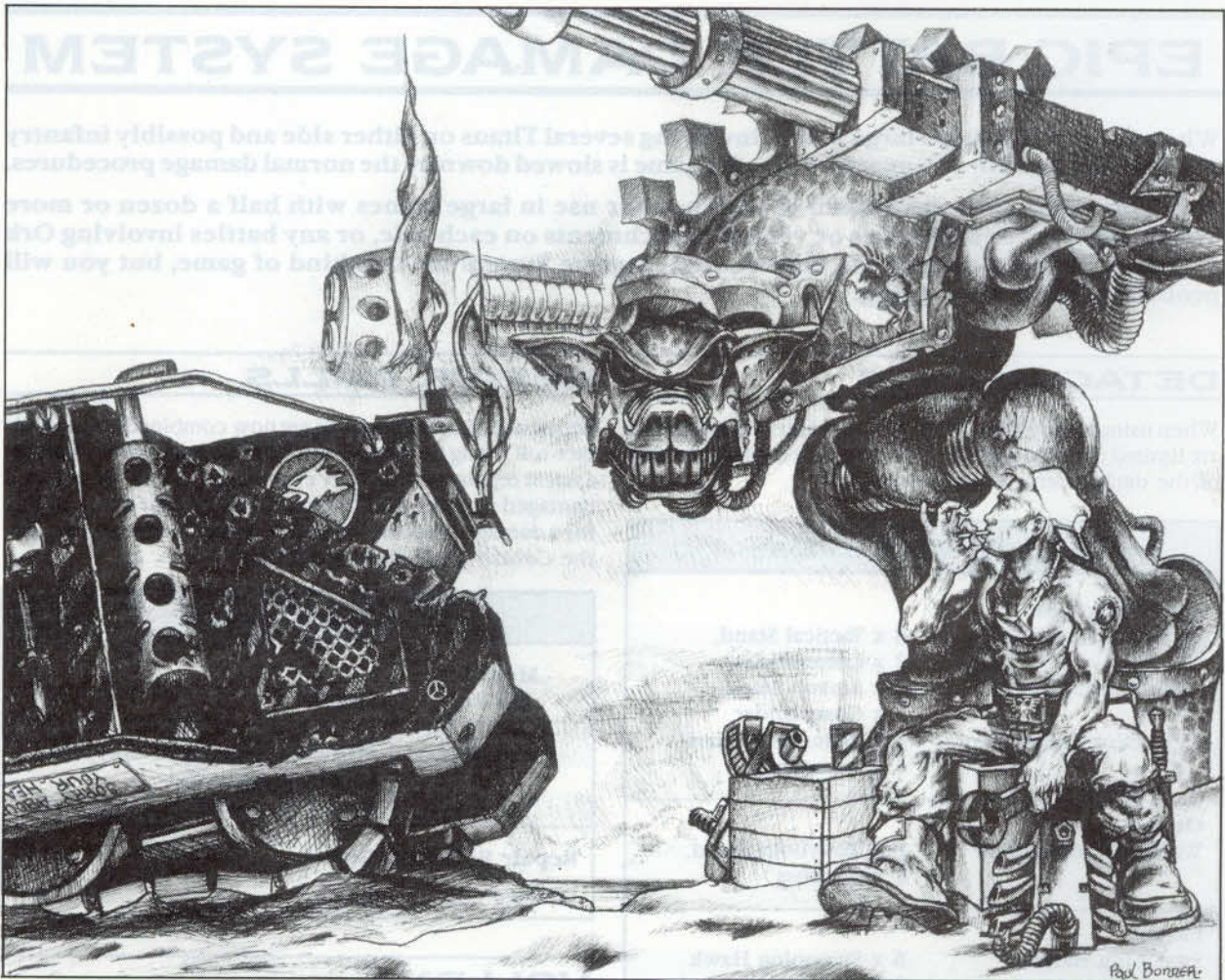
DETAILED DAMAGE TABLES

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result								
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the end phase of the next turn.								
3	Psychic Shock - One of the Titan's Moderati suffers a disabling MIU overload. Roll on the following table: <table> <tr> <th>D6 roll</th><th>Injured Moderatus</th></tr> <tr> <td>1-2</td><td>Left Arm</td></tr> <tr> <td>3-4</td><td>Right Arm</td></tr> <tr> <td>5-6</td><td>Carapace</td></tr> </table> Roll again if there is no carapace mount. The weapon in question may not be used for the rest of the game (note that the Carapace Moderatus of a Warlord controls <i>both</i> carapace-mounted weapons). At the end of the game, roll on the <i>Long-Term Injury Effects</i> table to determine the extent of injury.	D6 roll	Injured Moderatus	1-2	Left Arm	3-4	Right Arm	5-6	Carapace
D6 roll	Injured Moderatus								
1-2	Left Arm								
3-4	Right Arm								
5-6	Carapace								
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
5	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.								
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
7	Systems Failure If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.								
8	Right Arm - Any weapons mounted on the right arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.								
10	Right Carapace - Any weapons mounted on the right carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.								
12	Knockout Blow - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The Principis is injured and anti-personnel weapons may no longer be used. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.								

CRITICAL DAMAGE TABLE

2D6 Roll	Result												
2	Reactor Damaged. Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even <i>Damage Control</i> orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.												
3	Mind Impulse Units Damaged. The Titan is given orders as normal, but may go out of control. Until the mind impulse units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do. <table><tr><th>Dice Roll</th><th>Movement Phase</th><th>Combat Phase</th></tr><tr><td>1-3</td><td>Move normally</td><td>Fire normally</td></tr><tr><td>4-5</td><td>May not move</td><td>May not fire</td></tr><tr><td>6</td><td>Random move</td><td>Random fire</td></tr></table> <i>Random Move:</i> The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn. <i>Random Fire:</i> The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!	Dice Roll	Movement Phase	Combat Phase	1-3	Move normally	Fire normally	4-5	May not move	May not fire	6	Random move	Random fire
Dice Roll	Movement Phase	Combat Phase											
1-3	Move normally	Fire normally											
4-5	May not move	May not fire											
6	Random move	Random fire											
4	Left Carapace. Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
5	Void Shield Generators Destroyed. The Titan's void shield generators have been destroyed. All void shields are knocked down, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> hits instead.												
6	Left Arm. Any weapons mounted on the left arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
7	Legs Damaged. The Titan may no longer be given <i>Charge</i> orders. If it is given advance orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given first fire orders. Damaged legs may <i>not</i> be repaired.												
8	Right Arm. Any weapons mounted on the right arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
9	Void Shield Generators Destroyed. See 5 above.												
10	Right Carapace. Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
11	Mind Impulse Units Destroyed. See 3 above.												
12	Reactor Damaged. See 2 above.												



Kurtz gazed back at the looming form of the Beast. He cursed the Traitor shot that had damaged the mind-impulse unit and reduced him to scavenging from a damaged Rhino while battle raged across Blue sector.

"Don't worry, boy," he said to the Warhound. It seemed to gaze down on him trustingly. "We'll soon have you as good as new."

For luck he rubbed the Griffon head tattoo he had got when he became Princeps. Muttering the Litany of Purification he gave the alterstat a gentle tap with the spanner.

Normally Kurtz would have given the ritual no more than cursory attention but today he concentrated on it, praying to whatever spirits might reside in the unit to give true and faithful service.

Without the alterstat the Warhound would never move again. He would be unable to link with the Beast and stride away.

It was only now that Kurtz realised how important that was to him. True, he had often cursed the Titan for its stubborn ferocity. On many occasions its near mindless bloodlust had come close to swamping his personality and caused him to remain in situations that more cautious or less driven commanders would have run from.

Many times it had nearly carried him to his death.

But it had always brought him through. The Beast had never failed him. And it now seemed to him that part of him enjoyed the danger

just as the Warhound did. He had grown more like it over the years just as it had grown more like him.

Kurtz shook his head. Although it seemed absurd he felt closer to the giant machine than he did to any of his comrades. The mind-linkages meant that he knew it intimately in a way that it was impossible to know another human being. Over the years the initial fierce antagonism he had felt towards it had mellowed into a bond deeper than love. Deeper even, Kurtz sometimes thought, than his devotion to the Emperor.

He felt that if he failed to save the Beast then he would lose part of himself. He would become a hollow man, like those bereaved Scout pilots he knew who were too crippled to link up with their Titans. He could not allow that to happen.

Sure, he could pick up his bolter and probably fight his way back though to his own lines. Maybe if that gunfire in the distance came any closer he would have to but he wasn't going to do it until the last minute if he could help it.

He took a swig from the self-heating can of field-coffee and let the bitter liquid flow down his throat. Soon he arrived at the moment of truth. He would have to test the alterstat. He couldn't put it off any longer.

He rose, lifted the heavy sealed unit and walked slowly towards the crippled Beast. The sound of gunfire came nearer.

EPIC BATTLE DAMAGE SYSTEM

When you are fighting a large battle, involving several Titans on either side and possibly infantry and vehicles as well, you may find that the game is slowed down by the normal damage procedures.

The *Epic Battle Damage System* is designed for use in large games with half a dozen or more Titans, infantry detachments or vehicle detachments on each side, or any battles involving Ork Gargants. It is possible to use the *Detailed Damage System* for this kind of game, but you will probably find it slow going.

DETACHMENTS

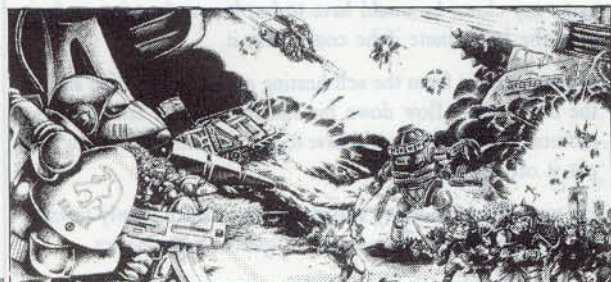
When using this system, infantry and walker detachments are limited to those listed below; note that the battle rating of the detachments is unchanged.

INFANTRY DETACHMENTS

Space Marines	
Tactical Detachment	8 x Tactical Stand, 2 x Commander
Assault Detachment	4 x Assault Stand, 1 x Commander
Devastator Detachment	4 x Devastator Stand, 1 x Commander
Orks	
Warband Detachment	8 x 'Eavyboyz Stand, 1 x Warboss
Eldar	
Swooping Hawk Detachment	6 x Swooping Hawk Stand, 2 x Commander
Avenging Warrior Detachment	6 x Avenging Warrior Stand, 2 x Commander

WALKER DETACHMENTS

Imperial	
Sentinel Detachment	4 x Sentinel
Light Detachment	4 x Deredeo
Heavy Detachment	4 x Furibundus
Ork	
Ork Detachment	4 x Onslaught
Eldar	
Eldar Detachment	4 x War-Cry



REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the *Repair Table*. In the *Epic Battle Damage System* repair rolls are only ever made for void shields and damaged reactors. Malfunctions only occur when rolling for a damaged reactor, and cause a *Reactor Meltdown* (see the *Catastrophic Damage Table*).

REPAIR TABLE

Modified D6 Roll	Result
1 or less	Malfunction (reactors only)
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage control orders	 +1

VOLLEYS

The *Epic Battle Damage System* uses the principle of *volleys* to speed up the combat system.

TITANS

A Titan may fire one volley of shots from each of its weapons. If several weapons are fired at the same enemy Titan or detachment, they are combined into a single volley.

DETACHMENTS

Each detachment may fire one volley of shots at one enemy Titan or detachment. Detachments are not allowed to split their fire, all attacks must be made at the same target.

SUPPORT MISSILES

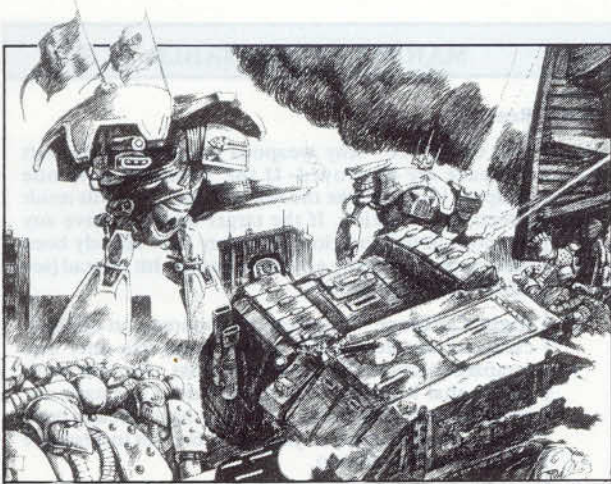
Each support missile counts as a volley in itself. The attacker may fire any other weapons at the same target, counting these as a separate volley.

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

VEHICLE FIRE ARCS

Several vehicles have more than one weapon, each with its own arc of fire. When using these rules, a vehicle is allowed to attack as long as its target lies within the arc of fire of any one of its weapons.



TO HIT ROLLS

When a Titan fires a volley, a to hit roll is made for each grade of weapon that is fired at the target, as in the normal rules.

When a detachment fires a volley, one to hit roll is made for each vehicle or stand in the detachment that can fire at the target, rather than one to hit roll per weapon carried by the detachment. The *Epic Battle Weapons Tables* takes into account the number of weapons carried by a detachment in the to hit roll number.

For example - an Imperial Titan brings to bear a las-cannon (grade 4) mounted in its left arm and a multi-launcher (grade 2) mounted on its carapace. It makes six to hit rolls: four for the las-cannon and two for the multi-launcher.

If, on the other hand, a detachment containing 4 Land Raiders fires on an enemy Titan, all of them can see the Titan, and so four to hit rolls are made, one for each vehicle.

Look up the to hit roll number on the relevant *Epic Battle Weapons Table*, depending upon whether the target is a Titan, a vehicle, or an infantry stand. The to hit roll depends on the weapon being used when a Titan fires, or the type of vehicle or stand when a detachment fires. The modifiers shown on the *Epic Battle Modifiers Table* apply to both weapon tables. Note that there is no longer a +1 to hit modifier for first fire orders. When firing at a detachment of enemy vehicles or infantry stands, always use the closest visible unit in the detachment to determine the range and any to hit modifiers for cover.

HITS ON VEHICLES & INFANTRY

Hits made upon a detachment should be randomly distributed amongst units that were visible to the attacker. Any units that are hit must then make a saving throw or they will be destroyed (note that critical hit rolls are not made against vehicles when using this system).

The saving roll for an infantry stand or vehicle is shown on the data sheet, and is modified by the saving roll modifier for the weapon or unit that scored the hit.

For example, a Rhino is hit by a shot from a detachment of Land Raiders. The Rhino has a save of 4+, while the Land Raiders have a saving roll modifier of -1. Therefore a 5 or 6 must be rolled in order to save the Rhino from being destroyed.

HITS ON TITANS

Each void shield will absorb one hit and then go down, as in the normal rules. For each remaining hit, the Titan must make a saving roll to avoid damage. The saving roll for all Titans is 3+, modified by the saving roll modifier of the attacking weapon or unit, as above.

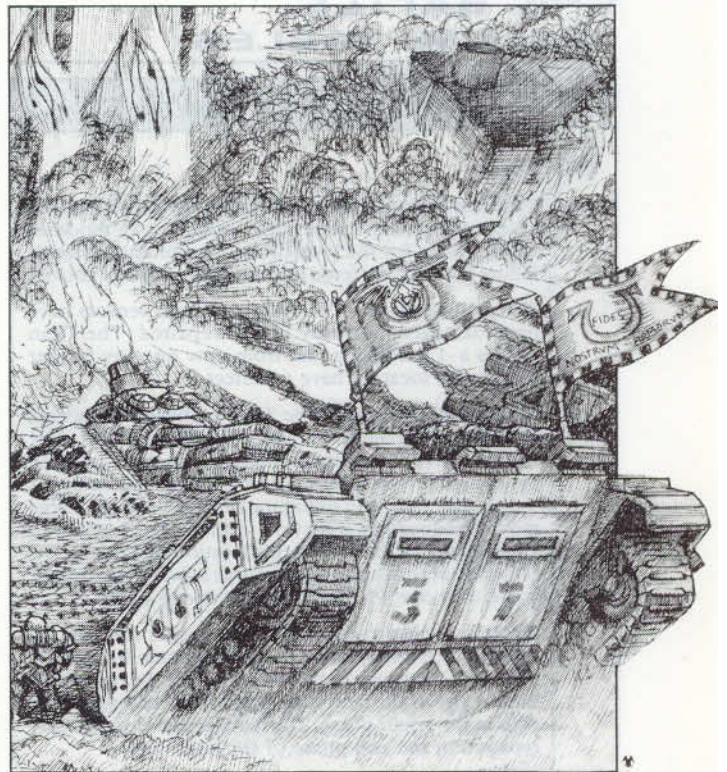
THE DAMAGE TABLES

If a volley causes *any* real damage to a Titan (ie at least one hit that wasn't saved), it is necessary to roll on the damage tables. Note that only *one* roll is made per volley, regardless of the number of hits.

Roll a D6 and refer to the *Level of Damage Table*, modifying the score by the *Level of Damage Modifiers*.

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1-6	Roll <i>once</i> on the <i>Minor Damage Table</i>
7-9	Roll <i>once</i> on the <i>Major Damage Table</i>
10+	Roll <i>once</i> on the <i>Catastrophic Damage Table</i>

LEVEL OF DAMAGE MODIFIERS	
Target's armour rating	+/- AR
Each successful hit from volley	+1
Each systems failure suffered by target	+1
Attacker has Markmanship skill	+1



EPIC BATTLE DAMAGE SYSTEM

VEHICLES RAMMING TITANS

The rules given in the *Space Marine* rulebook for a vehicle ramming a Titan are changed as follows:

If the scores are tied or the Titan's score is higher, the vehicle is destroyed and the Titan suffers no damage.

If the vehicle beats the Titan's score by 1-2 points, the vehicle is destroyed and the Titan suffers a *Movement Systems* hit (see *Minor Damage Table*).

If the vehicle beats the Titan's score by 3 or more points, the vehicle is destroyed and the Titan suffers a *Crash* hit (see *Catastrophic Damage Table*).

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll one the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE MODIFIERS TABLE

Target is vehicle in cover	-1
Target is infantry in soft cover*	-1
Target is infantry in hard cover	-2
Target's armour rating	+ AR
Target has fall back orders	-1
Attacker has charge orders	-1

* Infantry with first fire orders that are in the open count as being in soft cover.

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE

D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for <i>each</i> systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn, apart from making <i>repair rolls</i> in the repair phase. The damage is <i>automatically</i> repaired in the end phase of the next turn.

MAJOR DAMAGE TABLE

D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed - All the Titan's void shields are destroyed, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

CATASTROPHIC DAMAGE TABLE

D6 Roll	Result
1	Mind Burn - The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash - There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown - When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

EPIC BATTLE DAMAGE SYSTEM VEHICLE & TITAN TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	36	72	5+	6+	0
Las-cannon	30	60	4+	6+	-1
Multi-launcher	36	72	4+(B)	6+(B)	0
Multi-melta	12	24	5+	6+	-1
Heavy Plasma Gun	36	72	4+	6+	0
Defence Laser	72	-	3+(B)	-	-3
Macro-cannon	72	-	3+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-1
Pulse Laser ¹	30	60	3+	5	-1
Distortion Cannon ²	16	32	5+	6+	NA
Vibro-cannon ³	36	-	2+	-	-
Gut Buster ⁴	72	-	3+(B)	-	-2
Eldar Artillery	30	60	4+	6+	-1
War Buggy, Land Speeder	12	24	5+	6+	-1
Rapier, Wartrak	30	60	4+	6+	-1
Tarantula	60	-	6+	-	+1
Land Raider	30	60	3+	5+	-1
Predator	36	72	4+	5+	-1
Whirlwind	36	72	4+(B)	6+(B)	0
Vindicator	18	-	3+	-	-1
Ork Battlewagon	36	72	5+	6+	0
Falcon Grav-tank	30	60	2+	5+	-1
Sentinel	60	-	6+	-	+1
Light Imperial Walker	36	72	5+	6+	0
Any Other Walker	30	60	4+	6+	-1
Marine Tactical, Avenging Warriors	36	72	5+	6+	0
Marine Assault, Swooping Hawks	12	-	5+	-	0
Ork Warboss	30	60	3+	5+	-1
Ork 'Eavyboyz	12	-	5+	-	0
Any Devastator	30	60	3+	5+	-1

1 Attack versus Titans causes D6 hits.

2 Destroys vehicles automatically (no save). Causes major damage vs Titans with no void shields.

3 Note move penalties from rules. Target suffers 3 hits per V-cannonb over one locked on in the end phase.

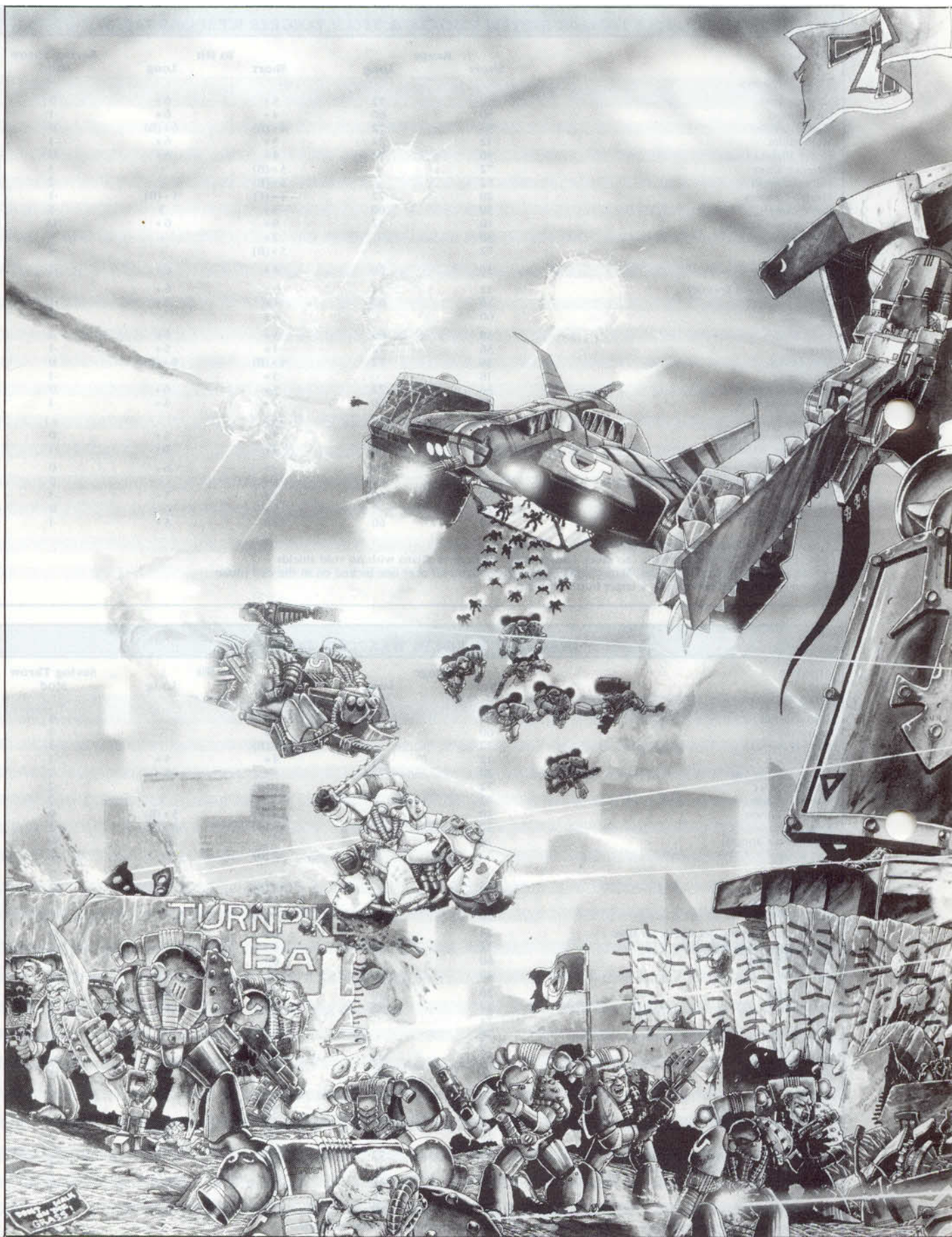
4 Note that the Gut Buster uses a larger burst template.

INFANTRY TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	72	-	5+	-	-1
Las-cannon	60	-	6+	-	-1
Multi-launcher	72	-	5+(B)	-	-1
Multi-melta	12	24	4+	5+	-1
Heavy Plasma Gun	20	72	4+	5+	-1
Defence Laser	72	-	4+(B)	-	-2
Macro-cannon	72	-	4+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-2
Pulse Laser	30	60	5+(B)	6+(B)	-1
Distortion Cannon ¹	16	32	5+	6+	NA
Gut Buster ²	72	-	3+(B)	-	-2
Mole Mortar	6	48	-	5+	0
Thudd Gun	36	-	5+(B)	-	0
Eldar Artillery	60	-	6+	-	-1
Ork Artillery	36	-	5+(B)	-	0
Motorbike, Warbike, Jet Cycle, Jet Bike	24	-	6+	-	0
War Buggy, Land Speeder	12	24	4+	5+	-1
Rapier, Wartrak	60	-	6+	-	-1
Tarantula	20	60	4+	5+	0
Land Raider	20	60	3+	6+	-1
Predator	24	72	4+	5+	-1
Rhino	24	-	6+	-	0
Whirlwind	72	-	5+(B)	-	-1
Vindicator	18	-	4+(B)	-	-2
Ork Battlewagon	20	72	3+	5+	-1
Falcon Grav-tank	20	60	3+	6+	-1
Sentinel	20	60	4+	5+	0
Light Imperial Walker	72	-	5+	-	-1
Heavy Imperial Walker	24	60	5+	6+	-1
Any Other Walker	20	60	4+	6+	-1
Marine Tactical, Avenging Warriors	24	72	4+	5+	-1
Marine Assault, Swooping Hawks	12	-	3+	-	-1
Ork Warboss	24	60	3+	6+	-1
Ork 'Eavyboyz	12	24	3+	5+	-1
Any Devastator	24	60	4+	6+	-1

1 Destroys infantry automatically

2 Note that the Gut Buster uses a larger burst template.



A Firewasps Titan looms above the battlefield, shadowing the hard-pressed Ultramarines and Thousand Sons Marines below



DESIGNING IMPERIAL TITANS

Adeptus Titanicus provided data cards for some of the many Warlord variants that saw service during the Horus Heresy, along with simple rules for designing your own Titans. However, Titan design and weapon mixes are more complex matters than they may have first appeared. The rules in this section give you a more realistic system for designing and equipping Imperial Titans.

The basic principle of this system is extremely simple: you buy an unarmed Titan hull and then add weapons and devices as desired, up to the design limits of the hull.

THE TITAN HULL

The hull, or chassis, of an Imperial Titan is a complex piece of machinery. In its chest, a plasma reactor provides power for the Titan's void shield generators, weapons and other systems. The size of the hull determines how many weapon locations or *hard points* the Titan will have, as well as its speed. Larger hulls can carry more weapons, but are slower due to the increased weight. In addition to the Warlord Main Battle Titan hull, the Reaver Medium Battle Titan and the Warhound Scout Titan have been fielded in great numbers. Relevant details of all three hull types and their most common variants can be found on the *Hull Data Table* at the end of this section.

It was night. They had been falling back all day, turning to fight brutal skirmishes when the Rebels got too close. Now Marnoc was bone-weary. He brought the *Fortunata* to a halt. The place, a boiled out crater that once had been a sculpted lake, looked safe. For a moment, still linked to the Titan, he dozed.

His dreams merged with those of the Titan, becoming strangely vivid. Down the years many Princes had sat in his command throne and each had left a part of himself imprinted on the Titan's long memory. He drifted into their timelost experiences.

He soared over the Forge World. He saw the Titan being commissioned, witnessed the Tech-Priests chanting the ritual that would activate its blank savage brain. He saw First Prince's Kask, hooking himself in, felt the struggle for supremacy, after which the *Fortunata* acknowledged its first master. He saw the procession of Princes and Moderati who had followed down the years of endless warfare.

He took part in battles under strange skies with green-skinned savages who rode enormous, oil-belching monstrosities. He danced deadly pavaues with elegant Eldar giants through the ruins of ancient cities. He mowed down Traitor Marines with fire from his plasma guns.

All the time he felt the *Fortunata* grow, acquiring new tricks from each Princeps, having its personality subtly moulded by these strong-willed men and, in turn, altering them. He saw himself at last, felt the Titan assessing him, was made aware of his initial weakness and latent strength.

He thought he sensed a grudging, partial respect in the *Fortunata's* mind, but when he awoke he was unsure. He wondered if he would ever know for certain.

WEAPON GRADE

In *Adeptus Titanicus*, we spoke of a weapon having a number of *barrels*. It is more accurate to use the term *grade*, since Titan weapons invariably have a single barrel - the mention of barrels is a common, but rather misleading, piece of Divisio Militaris jargon. For example, a grade 2 las-cannon as fitted to a Titan is the equivalent of two vehicle-mounted las-cannon in terms of firepower. Throughout *Codex Titanicus*, we shall refer to Titan-mounted weapons as having a grade rather than a number of barrels.

Titan weapons are designed differently to weapons used on vehicles or by infantry stands. They are designed to last, to sustain damage that would destroy an Imperial Land Raider and still keep on working. This makes them much larger and heavier than weapons used by other troop types. The firepower of a Titan's weapons is also related to the size and power output of its plasma reactor. All these factors are taken into account in a weapon's grade, and the effect on the game is exactly the same as if the weapon did have a number of barrels equal to its grade number; a grade 3 weapon has 3 dice to hit, just like 3 separate grade 1 weapons.

All Titan weaponry is interchangeable, and a weapon can, for example, be taken off a Warlord and mounted straight onto a Warhound. However, a weapon's effectiveness (ie its grade) will change according to the size of Titan it is fitted to. For example, a las-cannon fitted to a *Nemesis* Titan will be grade 4; if it is removed and fitted to a Warhound - a smaller Titan with a smaller reactor - the weapon's grade is reduced to 2.



WEAPON CONFIGURATIONS

The mixture of weapons that a Titan carries into battle are known as its *weapon configuration*. Titans are designed so that weapons can be changed between battles, allowing a Titan to be equipped to suit the mission it has to accomplish. As mentioned above, a Titan hull has a number of hard points to which weapons may be fitted. The categories of weapons which may be fitted depend on the hard points; for example, the hard points on a Warhound class Titan cannot mount very heavy weapons or missile mounts.

STANDARD VARIANTS

Adeptus Titanicus provided data cards for several different Warlord Class Titan hull variants, namely Nightgaunt, Eclipse, Death Bringer and Nemesis. In practice, the number of hull variants in use are quite limited. The most commonly used are referred to as *standard variants*, and they generally account for over 90% of the machines in their class. The standard variants of the Warlord, Reaver and Warhound Class Titans are provided on the *Hull Data Table* at the end of this section, but you can still equip and use any of the other variants used by the Imperium.

RARE VARIANTS

The Warlord class is by far the most numerous Titan ever to have seen service. In some theatres of the Horus wars, it has been the only Titan available, and has had to fulfil a wider range of roles than its designers ever intended. It says much for the soundness of the Warlord design that it has proved versatile and adaptable enough to meet these demands.

The Warlord was designed as a main Battle Titan, but such are the exigencies of war that it is pressed into service in medium support and even scouting roles, where Reaver and Warhound Class Titans are not available. Stopgap measures are often necessary, and such were the origins of the Nightgaunt and Eclipse variants. They were only ever used in the early years of the heresy, when both sides had suffered considerable losses of equipment and disruption to their supply lines. They were a product of the occasions when the Titan Orders were effectively cut off, and their Grand Masters had to do as best they could with what equipment they had to hand and what they could salvage.

TITAN ROSTERS

Where *Adeptus Titanicus* uses data cards for various Warlord Class Titans, these rules use *Titan Rosters*. Each player will need a copy of the Titan roster for each Titan in his force. You will find a blank Titan roster sheet in the back of this book, for you to photocopy and use in your own games.

A Titan roster contains the following information:

Titan ID: This tells you which of your Titans the roster refers to. You can use a number, painted onto the Titan's base, carapace or banners; or you can record some identifying feature of the Titan, such as a personal emblem.

Data Table Information: Copy out the information from the *Titan Data Table* into the appropriate boxes on the roster. Decide on which weapons the Titan will carry, and fill these in on the roster as well.

Rerolls: This space is only used in the campaign game. Record the number of dice rerolls (if any) available to the Titan's crew here. Don't forget to reduce the number as the rerolls are used up during the game.

Skills: This space is only used in the campaign game. Record any skills available to the Titan's crew in this space.

Damage: Record any damage to the Titan in this section. Any damage that is repaired should be erased or crossed out.

Kills: Record the Titan's kills here. This is especially important in the campaign game.

While the massed congregation of the Order chant the *Prima Incubatoria*, a senior Tech-Priest sprinkles the Titan with sanctified oils. An honoured apprentice swings a censer containing purifying herbs to ward off any evil influences. A slain Grox, chosen for its ferocity and strength, provides the Deathbringer's first taste of blood. The spirit of the Titan is roused by the ritual. The will of the Emperor is done.

As the blood of the slain is
laid upon you so may you
lay the enemy's blood at the
feet of the Emperor.

*Lay blood at the
Emperor's feet.*

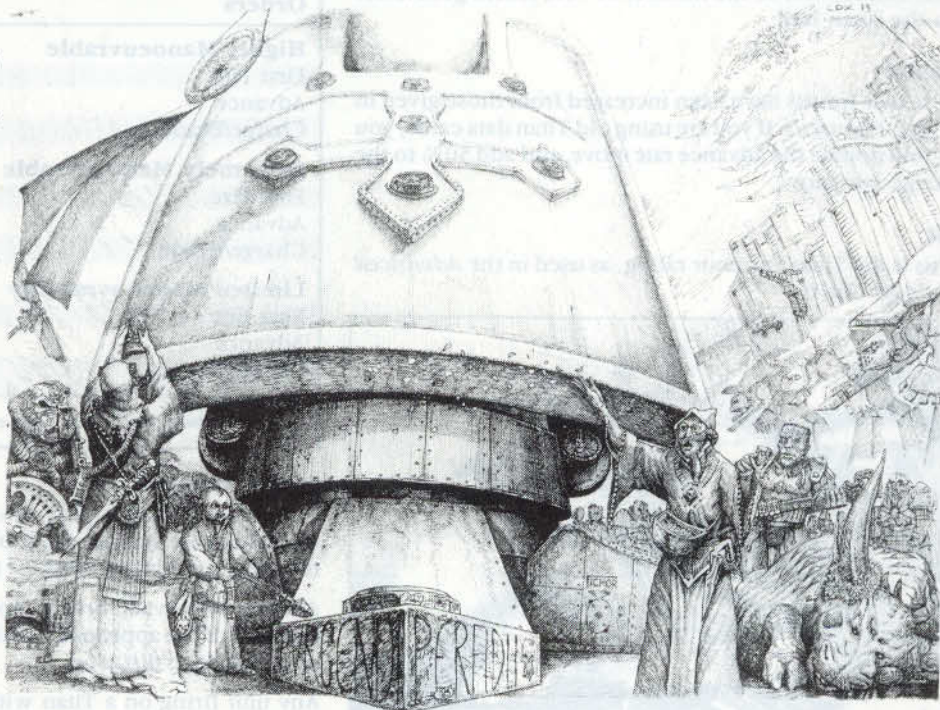
As the rune of protection is
inscribed upon you, so may
the litanies of protection
ward your soul.

*May your soul be guarded
from impurity.*

As the warriors within you
guide your weapons, may
you, in your turn, guide
their lives.

*Stand true against the trials
of war.*

The *Prima Incubatoria*.



HULL DATA TABLE

STANDARD IMPERIAL TITANS								
Class/Variant	Carapace	Left Arm	Right Arm	VSG	Speed	AR	Battle Rating	Mvr.
Scout Titans								
Warhound	None	2/0/D	2/0/B	2	24/36	+1	360	EM
Battle Titans								
Reaver (Hun)	None	4/0/B	4/0/B	4	20/30	0	700	HM
Reaver (Goth)	3/1/A	3/1/B	3/1/B	4	16/24	0	750	
Warlord (Death Bringer)	2 x 3/1/C	3/1/B	3/1/B	5	14/21	0	1000	
Warlord (Nemesis)	2 x 4/1/A	4/1/A	4/1/A	6	12/18	0	1340	LM

NOTES ON THE TABLE

HARD POINTS

The three-digit code for hard points is arranged as follows: the first number is the grade of any heavy weapons fitted there, the second number is the grade of any very heavy weapon fitted there, and the letter tells you which weapons may be fitted to the hard point, as follows:

- | | |
|---|---|
| A | Any |
| B | No very heavy weapons or missile mounts |
| C | No las-cannon or multi-launchers |
| D | No weapon forbidden by B or C above |

Note also that carapace hard points may never hold close combat weapons, and arm mounts may never hold missile mounts. Each hard point may only hold one weapon.

VSG

This column shows the number of void shield generators on the Titan hull.

SPEED

Note that speeds have been increased from those given in *Codex Titanicus*. If you are using old Titan data cards, you should double the advance rate move, and add 50% to the charge rate move.

AR

This is the Titan's armour rating, as used in the *Advanced Damage Rules*.



BATTLE RATING

Note that the Titan's battle rating remains the same no matter what weapons are fitted to it.

MVR

This column is used for any notes on the Titan's manoeuvrability. EM = extremely manoeuvrable, HM = highly manoeuvrable, LM = limited manoeuvrability.

CLOSE COMBAT WEAPONS

Close combat weapons are always grade 2 heavy weapons.

MANOEUVRABILITY

As shown on the *Hull Data Table*, some Titans can be highly manoeuvrable, extremely manoeuvrable or have limited manoeuvrability. This affects the number of 45° turns the Titan can make during a move as follows:

MANOEUVRABILITY TABLE	
Orders	No. of Turns
Highly Manoeuvrable	
First Fire	1
Advance	4
Charge/Evade	2
Extremely Manoeuvrable	
First Fire	1
Advance	6
Charge/Evade	4
Limited Manoeuvrability	
First Fire	0
Advance	2
Charge/Evade	1*

*Turn must be made at end of move

EVADE ORDERS

Titans which are highly manoeuvrable or extremely manoeuvrable may use evade orders. Evade order counters may be found in the back of this book.

A Titan with evade orders moves and fires in the charge segment of the appropriate phases, but may only move up to its advance distance.

Any unit firing on a Titan with evade orders suffers a -1 penalty to hit. The evading Titan itself suffers a -1 modifier to hit, as for charge orders.



DESIGNING TITAN VARIANTS

Using this system you can recreate any of the Warlord variants in *Adeptus Titanicus* and draw up your own *Hull Data Table* for them, or you can design your own all-new Titan classes and variants.

THE HULL

The first stage in designing a Titan variant is choosing the size of its hull. There are three sizes to choose from, corresponding to the three main classes of Titan.

HULL SIZE TABLE				
Hull Size	Max Weapon Grade	Max VSGs	AR	Basic Hull Cost
Scout (eg Warhound)	6	2	+1	70
Medium Battle (eg Reaver)	12	4	0	140
Main Battle (eg Warlord)	20	6	0	220

DESIGNING YOUR OWN HULL

Using this system, it is quite possible to design new hull types and add them to the *Hull Size Table*. You can choose the hull's maximum weapon grade and maximum number of VSGs, but the AR of the hull may never be greater than +1 or less than -1. The hull cost is equal to:

(Maximum Weapon Grade x 5) + (Maximum VSGs x 20)

HARD POINTS

Next, write down the number and location of hard points on the Titan, and give each hard point a heavy weapon grade and very heavy weapon grade (ie the first two digits of the hard point's configuration code, like those on the *Hull Data Table*). The following rules must be followed when designing a Titan's hull:

1. Heavy weapons mounted in the arms may never be better than grade 6, and very heavy weapons mounted in the arms may never be better than grade 2.
2. The heavy weapon grade for a hard point must be equal to *at least* three times the very heavy weapon grade.
3. No hard point may have a heavy weapon grade of less than 2.
4. The Titan's *total weapon grade* (see below) may not be greater than the hull's maximum weapon grade.

TOTAL WEAPON GRADE

The total weapon grade (TWG) of a Titan is equal to the sum of the heavy weapon grades of all hard points plus the sum of the very heavy weapon grades of all hard points. The TWG reflects the weight of the Titan, and affects its speed and manoeuvrability as shown on the *Titan Speed Table* below. Note that manoeuvrability depends on the Titan's AR as well as its TWG.

TITAN SPEED TABLE				
TWG	Speed	Manoeuvrability		
		AR +1	AR 0	AR -1
1-4	24/36	EM	HM	HM
5-6	24/36	HM	HM	
7-8	20/30	HM		
9-10	20/30			
11-12	16/24			UM
13-16	14/21			UM
17-20	12/18		UM	UM
21-30	12/18		UM	UM
31-40	10/15	UM	UM	UM
41-60	8/12	UM	UM	UM
61+	6/9	UM	UM	UM

VOID SHIELDS

Write down how many void shields the Titan has. It may have from 1 to the number shown on the *Hull Size Table*.

BATTLE RATING

Now work out the battle rating of the hull. The cost of the hull is equal to the total of the factors listed on the *Hull Cost Table*.

HULL COST TABLE	
Basic hull cost	from <i>Hull Size Table</i>
Per void shield	40
Per hard point	40
Hard point configuration	see below

CONFIGURATION COST

Each hard point must be given a configuration type. The cost for a hard point is equal to the heavy weapon grade for the hard point times the value from the following chart.

Type	Cost Multiplier
A	45
B	40
C	30
D	25

WEAPONS

The newly-designed Titan may be armed in accordance with the normal design rules presented earlier. Weapons add nothing to the Titan's battle rating.

DEVICES

Devices may be fitted as you wish. Each device that is fitted increases the battle rating by 15%. Note that jump packs may only be fitted to Titans with a TWG of 8 or less.

WAR GRIFFONS

Each Order of Titans has its own distinctive heraldry and colours, originated when the Order was formed. While there are some exceptions to the general pattern, most Orders follow the same basic scheme. Indeed, the War Griffons Order is one of those that conforms closely to the standard designs.

The War Griffons take their name from their forge world, Gryphon IV and use the Griffon as the basic symbol for most of their badges.

The Order Banner (shown below) also bears the Divisio Militaris eagle in the top left-hand corner. While the placement of this device is the same for most Orders, the eagle's form varies depending upon the Divisio to which the Order is attached. The Order banner is usually flown from both carapace mounts.



HONOUR BANNER

Mounted between a Titan's legs, the Honour Banner carries details of the Titan's origins, honours and kills. The emblem of the Order to which the Titan belongs is shown at the top of the banner, with the Order's forge world given directly below. The bottom of the banner is split into two vertical bands: the left displays the rank of the Princeps in command of the Titan with a representation of his rank badge, the individual Titan's honours, and a litany of deliverance from danger, while the right displays the Titan's kill markings.

HERESY BANNER

This banner is a recent addition to the Order's heraldry, and is flown by those War Griffons that have taken part in battles against Traitor Orders and units. It is flown from one of the carapace mounts, replacing an Order banner, and depicts the Order's claw symbol savaging the Eye of Horus, as well as citations and honours from the battles the Order has taken part in.

As a mark of the Order's loyalty to the Emperor, the banner also displays the Divisio Militaris Eagle and the purity seals which the Order has been awarded. The Order's campaign motto, Bellum Justum (lit. War of the Just), is also prominently displayed.



Titan crews' chest badge



TITAN CREW

Each crewmember's uniform follows the strict guidelines laid down in Imperial texts. Although the suit itself is made to be practical, and is of a standard design, variation is allowed in such details as the chest badge which bears the rank emblem - which is itself repeated on the left shoulder - and the Order badge on the right shoulder. This means that each Order's uniform is subtly different from any others.

The suit itself is made from rubberised plastic, and contains numerous bio-links which, along with the surgically implanted mind impulse or sighting links, mean that the crewman can interface with his Titan directly. The spinal link also contains the life support cables that are needed, and can be attached to a remote unit with which a Princeps can monitor his Titan's actions when he is not aboard.

Personal decoration of the suit is not uncommon, especially among Moderati who mark their kills on their left sleeves. It is also common practise for the Princeps to add his crew's honour marks to his uniform.



MODERATUS

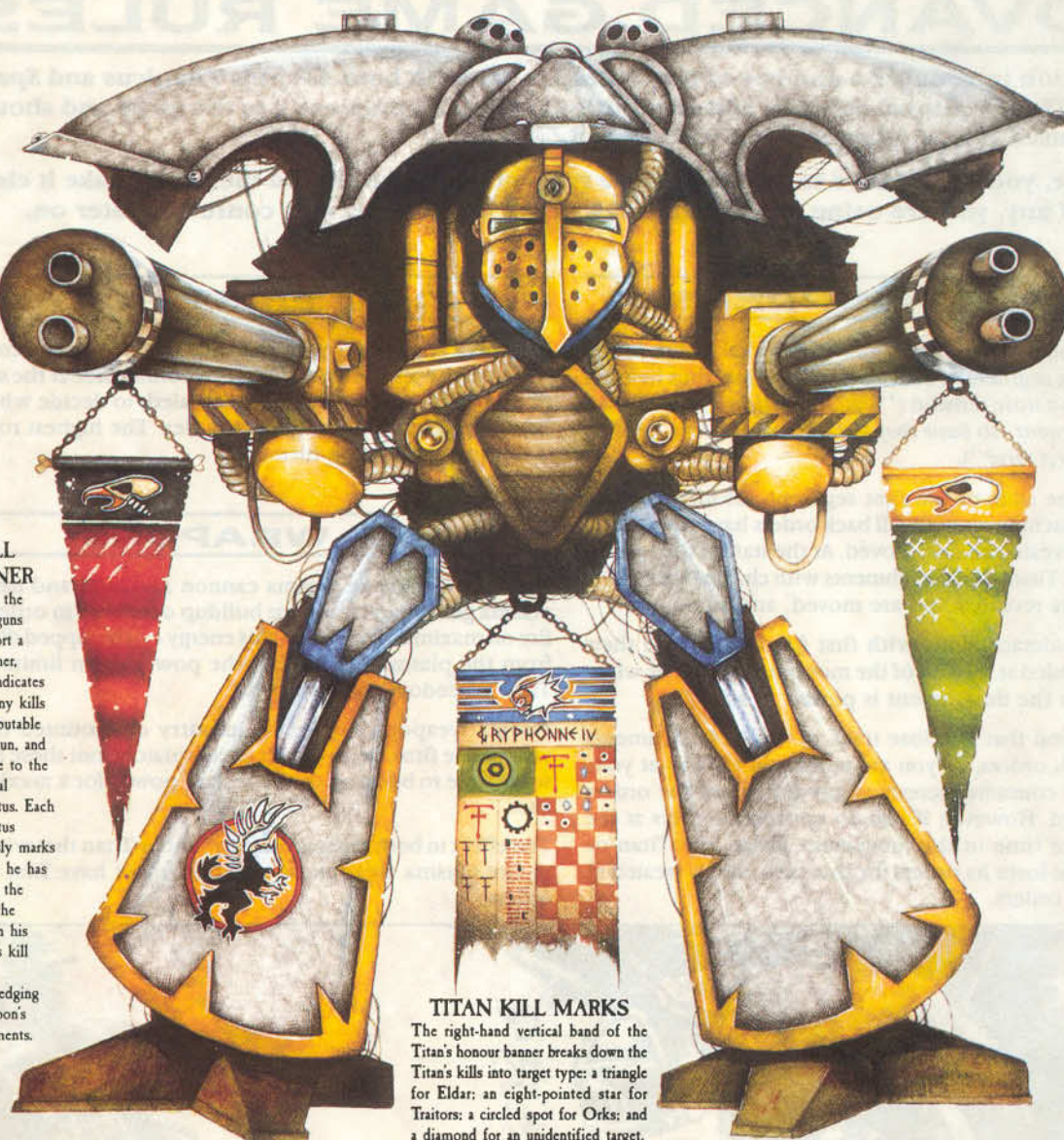
PRINCEPS SENIORES

MODERATUS

WARLORD

KILL BANNER

Each of the Titan's guns may sport a kill banner, which indicates how many kills are attributable to the gun, and therefore to the individual Moderatus. Each Moderatus religiously marks the kills he has made at the end of the battle on his weapon's kill banner, acknowledging his weapon's achievements.



TITAN KILL MARKS

The right-hand vertical band of the Titan's honour banner breaks down the Titan's kills into target type: a triangle for Eldar; an eight-pointed star for Traitors; a circled spot for Orks; and a diamond for an unidentified target.

PRAETORIAN RANK EMBLEM



This emblem, mounted on the Titan's right leg plate changes colour to indicate the commander's rank: the Princes and Princes Seniores are both blue with white heads and claws; the Princes Seniores emblem is distinguished by its white wing tips. A Praetorian emblem has a Griffon with a black body, white head and claws.



PRAETORIAN CREW INSIGNIA

This symbol is embroidered on the right sleeve of Moderati under a Praetorian's command.



WARLORD IDENTIFICATION MARK

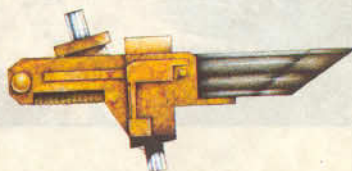
PRAETORIAN RANK BADGE

This appears as both an embroidered patch on the Praetorian's left sleeve, and as a medallion attached beneath his chest badge. It is similar to that worn by a Princes Seniores in that it bears twelve lugs; indeed it is the same badge, for when the Titan commander achieved the rank of Praetorian a laurel wreath was added to his old badge.



LAS-CANNON

It is common practise amongst Moderati to paint, name, and even bless their weapons: most believe that such a gun will have a higher success rate than one that is ill-treated.



SUPPORT MISSILE

Even though they are one shot, expendable weapons, missiles are also painted with bold, striking patterns: in the heat of battle they help identify the missile's type.



MACRO CANNON

Like all of the Titan's weapons, the macro cannon is designed to be easily removable: phased crystals provide the information link between Titan and weapon.

ADVANCED GAME RULES

This section introduces a number of new rules for use with both *Adeptus Titanicus* and *Space Marine*. These optional rules do add an additional level of complexity to the game and should only be used if both players agree beforehand.

Of course, you do not have to use all of these rules at once, and should therefore make it clear which, if any, you are using at the beginning of the game to prevent confusion later on.

REVEALING ORDERS

As an optional rule, you may prefer to reveal orders in the appropriate segment of the movement phase, thus helping to build up a little tension ('*Well, they didn't move in the charge segment - so have they got advance orders, or have they got first fire?*').

Thus, at the start of the first segment, all infantry and vehicle detachments with fall back orders have their order counters revealed and are moved. At the start of the second segment all Titans and detachments with charge orders have their orders revealed and are moved, and so on.

Titans and detachments with first fire orders have their orders revealed at the end of the movement phase, or when any unit in the detachment is picked to snap fire.

You may find that you lose track of which detachments have which orders, so you are permitted to look at your own order counters secretly at any time until the orders are revealed. However, if you do not reveal orders at the appropriate time in the movement phase, the Titan or detachment loses its orders for that turn, and is treated as having no orders.

RANDOM FIRST PLAYER

Instead of taking alternating turns as first player, you could heighten the tension of the game by rolling dice at the start of each turn, before orders are revealed, to decide who is first player. You should reroll any ties. The highest roller is first player for that turn only.

PLASMA WEAPONS

Plasma weapons (ie plasma cannon and light and heavy plasma guns) require a great buildup of energy in order to fire on maximal. For Titans, this energy can be tapped direct from the plasma reactor, but the power drain limits the Titan's freedom of movement.

Plasma weapons carried by infantry or mounted on a vehicle are fitted with power accumulators, but these take some time to build up the necessary power for a maximal shot.

The effect in both cases is that any unit or Titan that wishes to fire plasma weapon on maximal must have first fire orders.



CREW SKILLS

Adeptus Titanicus only allowed crew skills to be given to Ace crews in campaign games. The following rules add several new skills, and allow players to randomly generate crew skills for one-off games.

NEW SKILLS FOR TITAN CREWS

The following new skills may be added to the list given in the *Campaign Game* section of the *Adeptus Titanicus* rulebook. They are gained in the same way as other skills.

Sixth Sense: The crew has an almost uncanny ability to anticipate threats, and can react quickly to counter them. The Titan may make *one* extra 45° turn in the movement phase.

Pinpoint Gunnery: The crew are deadly gunners, placing shots where they count. All shots fired by this Titan have a +1 modifier to their critical hit rolls. When firing into a close combat this modifier is lost, but the chance of hitting a friendly Titan is reduced by -1.

Tactical Genius: The Princes of this crew is an exceptionally gifted commander, able to 'read' an enemy and react accordingly. This Titan may be given *two* order counters in the order phase, and the player may choose which set of orders to follow once orders for other Titans have been revealed.

Duckback: The crew's Princes has the uncanny ability to anticipate incoming fire, and dodge some of the effects. Whenever a shot hits the Titan, roll a D6 and consult the following table:

D6 Roll Result

- 1-3 Shot takes effect normally.
- 4-5 Shot dodged if Titan is in cover, otherwise normal hit.
- 6 Shot dodged - it has no effect.

Very Fast: The Titan's Princes is a very gifted pilot, able to coax that little extra performance out of his machine. The Titan gains an extra 4 cm to both its advance and charge movement rates.

Hipshooting: The Titan's Moderati are highly skilled at firing on the move, and discount the normal -1 modifier to hit while under charge or evade orders.

Kurtz coaxed the damaged Warhound towards the Imperial lines. He prayed that the field repairs he had chanted earlier would hold. It wasn't looking good. He was drifting in and out of synch with the Beast. One moment he was perfectly integrated, feeling its ferocious pressure against his mind, perceiving everything through its senses; next he was remote from it, groggy and numb.

Rubble crunched under the Beast's claws. In the distance he could hear the crackle of small arms fire. The ruined streets looked perfectly safe but he felt something was wrong.

The hair on the back of his neck rose and the nape-stud where he was linked to the Titan felt cold. He stopped. The Beast's head swivelled like a hound seeking a scent.

Sensing danger Kurtz wheeled the Beast around. Behind him the streets were full of rebel Marines.

MARKSMANSHIP

The effect of this skill is altered slightly when you are using the new Titan damage systems in this book.

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

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

RANDOM CREW SKILLS

For one-off games, roll 2D6 for each Titan at the start of the game to generate their experience level, number of dice rerolls and number of skills.

To generate a crew's skills (if any), roll a D66 on the *Skill Table* for each skill.

D66 ROLLS

D66 is a new dice code. It's not actually a 66-sided dice, but a new way to read two 6-sided dice. Roll one dice for the tens; so a score of 2 = 20, 4 = 40 etc. Roll the other dice for the units; so a score of 3 = 3, 5 = 5 etc. Then put the numbers together to get a score from 11 to 66. For example, if the tens dice rolls 4 and the units dice rolls 1, the total is 41.

If a skill is rolled more than once, roll the dice again.

EXPERIENCE LEVEL TABLE

2D6	Experience Level	Rerolls	Skills
2-3	Green	None	None
4-7	Experienced	1	None
8-9	Veteran	2	None
10	Elite	3	None
11	Ace	4	1
12	Ace	4	2

SKILL TABLE

D66	Skill
11-13	Sixth Sense
14-21	Tactical Genius
22-25	Very Fast
26-32	Hipshooting
33-41	Natural Leader
42-45	Duckback
46-52	Fast Reactions
53-54	Close Combat Attack
55-56	Close Combat Defence
61-62	Damage Control
63	Pinpoint Gunnery
64	Accuracy
65	Marksmanship
66	Very Lucky

RANDOM SKILLS IN CAMPAIGNS

When playing a campaign, Ace crews must generate new skills by rolling a D66 on the skill table instead of choosing as in the *Adeptus Titanicus* rulebook. A skill may not be acquired twice; reroll when the dice indicate a skill that the crew already has.

WARHOUND



WAR GRIFFONS
CARAPACE
COLOUR SCHEME

PRINCEPS RANK BADGE

Upon each promotion, the outer ring of the crewman's rank badge is replaced. Upon becoming a Princeps, the original ring - the plain circle worn by all Moderati - has four lugs added. Like the ring, they are made from the same metal ore as the Order's Titans, and are inscribed with a prayer of loyalty.



PRINCEPS CREW INSIGNIA

Those Moderati under the command of a Princeps wear this symbol on their right sleeve.



PRINCEPS RANK EMBLEM

Although normally found only on the Titan's right leg, the rank emblem may also be displayed on the right-hand side of the carapace - especially on Warhound Class Titans where the Princeps is the sole crewmember. Note that the Princeps version is blue with white head and claws.



WARHOUND IDENTIFICATION MARK

This symbol is the Warhound Titan identification mark and is painted on the lower portion of the leg plates where it can be easily seen by ground level troops.

ARMOURED VEHICLES

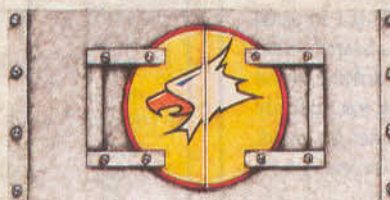
RHINO



The tops of the vehicles display the Order's vehicle recognition symbols, so that a Titan Princeps may see which sort of troops it contains. In many Scutarii regiments these identification marks are also derived from the Order's symbol. In many cases they determine the armour recognition symbols that the crew wear in terms of colour if not design.

ARMOURED VEHICLES

The Order's badge is also used as the insignia on all of its associated vehicles and troops. These troops are known as the Scutarii, and are levied from the Order's Forge World. They follow the normal Imperial Guard structure, but have much more rigorous recruiting procedures.



LAND RAIDER



The Order's badge is the most important part of Scutarii markings and appears prominently on all their armored vehicles, and uniforms.



INFANTRY RECOGNITION SYMBOLS

The infantry recognition symbols are worn on both sides of the helmet. Their colour depends on the type of unit: green for assault units; blue for devastator units; and red for both tactical and support, as they fight in conjunction. The colour of the shoulder emblem, shown right, also varies with the type of unit, following the same pattern.



ARMOUR RECOGNITION SYMBOLS

The three variations for the helmet flashes of Land Raider, Predator and Vindicator crewmembers are shown above. Like the infantry recognition symbols, their colour varies. Unlike the infantry symbols, they do not follow a preset pattern: they vary in line with the vehicle's own recognition symbol, painted on the vehicle's roof for the benefit of Titan crews.

REAYER



PRINCEPS SENIORES RANK BADGE

Like all of the other rank badges, the Princeps Seniores's contains a gem at its centre. The gem, in this case emerald, is a phased crystal, and is used as a key to the Titan's control room.

PRINCEPS SENIORES MODERATI

Those Moderati commanded by a Princeps Seniores wear a white winged Griffon on their left sleeve.



PRINCEPS SENIORES RANK EMBLEM

The Princeps Seniores rank emblem differs from that of the Princeps in its use of white on the wing tips and head. The addition of white to an emblem is commonly used to indicate a Princeps Seniores is in command.



REAYER IDENTIFICATION MARK

Each class identification mark, in this case the Reayer's, serves a dual purpose: they are awarded to each Titan upon leaving the Mars factories, and serve as a guarantee that the construction of the Titan conformed to an STC pattern.



THE CAMPAIGN GAME

During a campaign a force of Titans is, to all intents and purposes, a self-contained unit. It can rely on little support from its parent Order or from the Adeptus Mechanicus, and has to become more or less self-reliant. It is only after the campaign is over that the Titans are shipped back to the Forge World for refitting and redeployment. In the meantime, they have to rely on infrequent supplies from off-planet and what can be salvaged from the battlefield.

In these advanced campaign rules, you are in command of such a force rather than a complete Order - taking, if you will, the role of the Princeps Seniores who leads the unit.

BUYING TITANS

Armoury points are only used when setting up the initial unit of Titans. This represents the Princeps Seniores choosing and equipping his force for the task he has been given.

You have 10,000 armoury points, as before. However, you can buy only the Titans listed on the *Standard Imperial Titans* table, and you may not spend any points on support missiles. Any points you do not spend are converted into honour points, at a rate of 1 honour point for each 250 armoury points, up to a maximum of 4 honour points. Any remaining armoury points are *lost*, do not record them on the campaign roster.

Next you must fill out a *Titan roster sheet* for each Titan in your Order. You will find a blank Titan roster sheet in the back of this book; you have permission to photocopy this for your own use only.

As in the *Designing Imperial Titans* section, you must choose the weapons for each of your Titans and record them on the roster sheet. If you choose to have some missiles, record this on the roster; use the *Random Missile Selection* rules to determine which missiles you have. Keep track of the missiles on the campaign roster, not the titan roster.

Fill out the rest of the details on the campaign roster using the rules in the *Adeptus Titanicus* rulebook.

Marnoc knew that the enemy was close behind them now. He could pick up comm-pulses of several rebel Titans, almost within weapons range. There was no way the damaged Fortunata could take on so many. Even the Titan itself seemed to realise this. It ran unprotestingly before the advancing Traitors.

Marnoc had powered down the void shields so that they would not show up on enemy sensors. He knew that the buildings of Rogsburg would shield them from radar. He could only pray that they encountered no enemy scouts.

The area they passed through had obviously seen heavy fighting. A burned out Warhound lay across the street, the skeleton of a crewman visible through the sides of a shattered escape pod.

"Perhaps we should stop, Princeps. Scavenge parts."

"We can't stop, Toal. Enemy are too close."

They pressed on. Marnoc monitored the comm-pulses from around the sector. Rumours that the rebel blockade had been broken and that Imperial reinforcements were about to arrive flickered up and down the line. Marnoc hoped they were true.

CAMPAIGN SCENARIOS

These rules are more or less unchanged. Note that support missiles may only be mounted on Titans which are fitted with a missile mount, but that you are still allowed to choose which missiles you will use from the Titan's armoury.

The following optional rules can be used if all players agree to use them at the start of the campaign.

SIMULTANEOUS SCENARIOS

Battles are not always fought one at a time, and often your Titan's will be called on to fight two or three battles at the same time. To represent this, roll 1D6 and divide the score by two (rounding fractions up). The result is the number of scenarios that must be played before the next downtime sequence. Work out the BFL for each of the scenarios and allocate Titans as normal, but note that an individual Titan may only take part in *one* of the scenarios that have been generated - Titans can't be in two places at the same time! Having chosen forces, each of the scenarios can be played out, in any order the players choose.

SPACE MARINES

During a campaign, Titan forces can be called upon to support Space Marines, or vice-versa. When fielding a mixed force of infantry, vehicles and Titans, you can spend up to 50% of the BFL for the scenario on infantry and vehicle detachments.

DOWNTIME

The following modifications are made to the downtime section of a campaign.

EXPERIENCE PHASE

Experience points can also be earned by destroying infantry and vehicles. A Titan crew gains 1 experience point for every 750 battle rating points of vehicles and infantry that it destroys.

HONOUR PHASE

The rules for the honour phase are unchanged.

SALVAGE PHASE

Imperial forces may attempt to salvage from Eldar Titans and Ork Gargants. In both cases there is a -2 modifier to the salvage roll.

Only weapons may be salvaged, except for belly guns may not be used by anything other than a Gargant.

REPAIR PHASE

Because the Titans are often isolated while on campaign, some of the rules for the repair phase of the campaign sequence need to be amended.

SPARE PARTS

Salvaged spare parts may be used to repair damaged Titans, or to improve undamaged Titans, as normal.

STRIPPING DOWN

Titans may be stripped down to provide weapons and devices for other Titans as follows:

Void Shield Generators may be transferred from one Titan to another, as long as no Titan has more VSGs than is allowed on the *Advanced Data Table*.

Weapons may be transferred from one Titan to another as desired, subject to the rules on hard point configurations.

Hard Points may be stripped out of a Titan, or their weapon grade may be reduced. Hard points may *not* be transferred to another Titan. Stripping down a Titan's hard points will reduce its total weapon grade; refer to the section on *Designing Imperial Titans* to determine how this will affect the Titan's performance.

Historical Note. It has already been mentioned that the Nightgaunt and Eclipse variants on the Warlord hull were stop-gap measures, used to cover losses to both Titans and weapons. The rules for stripping down hard points allow the players to recreate this practice.

REQUISITIONING

The following rules replace those for requisitioning in *Adeptus Titanicus*. During the repair phase of downtime, a Princeps Seniores may attempt to requisition supplies. This reflects him sending pleas for new equipment to the Order's Forge World and to the Adeptus Mechanicus workshops.

A player may make up to ten *appeals* in each repair phase. For each appeal, the player picks *one* of the *Requisition Tables* below and rolls dice to determine the outcome. The player may spend one or more honour points to modify the dice roll, but must decide to do so before the dice is rolled. Each honour point spent adds +1 to the roll on the *Appeal Table*. Honour points that are spent are not lost (ie the Princeps Seniores' honour points total is not reduced), but the same honour points may not be used again in the same repair phase.

APPEAL TABLE	
D6 Roll	Result
1	Appeal Denied. Resources are strained to the limit, and the Titans get nothing. It may not make any more appeals in this repair phase.
2-5	Appeal Partially Granted. Resources are tight, but the Titans are too important to be ignored. The Titans get <i>something</i> , but not necessarily exactly what was wanted. Roll on the appropriate <i>Requisition Table</i> to see what they receive.
6	Appeal Fully Granted. The Princeps Seniores is either lucky, highly-respected, strategically important or very influential. The Titans get exactly what was requested - the player may choose <i>one</i> item from the appropriate <i>Requisition Table</i> .

REQUISITION TABLES

HULLS

2D6 Roll	Result
2-3	Nothing
4	Warhound
5	Warlord (Death Bringer)
6	Reaver (Goth)
7	Nothing
8	Reaver (Hun)
9	Warlord (Death Bringer)
10	Warlord (Nemesis)
11-12	Player may choose one hull

Hulls are supplied with void shields, but without weapons - see the section on *Designing Imperial Titans* in this book.

HEAVY WEAPONS

1D6 Roll	Result	1D6 Roll	Result
1	Nothing	4	Heavy plasma gun
2	Auto-cannon	5	Multi-launcher
3	Multi-melta	6	Las-cannon

Note that weapons will automatically be the correct grade for the hard point on which they are mounted.

VERY HEAVY WEAPONS

1D6 Roll	Result	1D6 Roll	Result
1	Nothing	4-5	Macro-cannon
2-3	Plasma cannon	6	Defence laser

CLOSE COMBAT WEAPONS

1D6 Roll	Result
1	Nothing
2-4	Choose any one close combat weapon
5-6	Choose any one heavy close combat weapon

SUPPORT MISSILES

1D6 Roll	Result
1	Nothing
2	One light support missile - roll once: 1 - Blind or Mine Dispenser*; 2 - Haywire or Plasma*; 3 - Warp; 4 - Plasma; 5 - Stasis; 6 - Vortex * player may choose
5-6	Two light support missiles - roll twice: 1 - Blind or Mine Dispenser*; 2 - Haywire or Plasma*; 3 - Warp; 4 - Plasma; 5 - Stasis; 6 - Vortex

Support missiles are supplied with a missile mount.

VOID SHIELD GENERATORS

1D6	Result	1D6	Result
1	1 VSG	4	4 VSGs
2	2 VSGs	5	5 VSGs
3	3 VSGs	6	6 VSGs

DEVICES

2D6 Roll	Result	2D6 Roll	Result
2-3	Nothing	8	Jump Packs
4	Cameleoline	9	COBRA
5	COBRA	10-12	Choose <i>one</i> device
6	Jump Packs		
7	RELAY		

A result of *Nothing* means the appeal produces no result.

ARMoured VEHICLES

The *Space Marine* rules cover three armoured vehicles: the Land Raider battle tank with its fearsome armament of four las-cannon and two heavy bolters, the lightly-armed Rhino APC, and the slightly heavier missile-armed Whirlwind variant. Diverse as these are, they all fall into the category of *armoured vehicles* because their passengers and crew are completely protected by their armour - they are not exposed to enemy fire. *Light vehicles*, whose crews are partially or wholly unprotected, are discussed in a later section.

THE PREDATOR

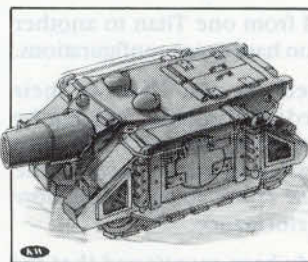


The Predator is a heavily-armed variant of the Rhino APC, developed as a light battle tank. With two swivel-mounted las-cannon and a turret-mounted auto-cannon, it packs almost as much punch as a Land Raider, although it does not have the space to carry troops.

Predators have seen action with most Space Marine Chapters, on both sides of the conflict.

The Predator is an armoured vehicle, and follows all the normal rules for armoured vehicles.

THE VINDICATOR



Like the Predator, the Vindicator is a variant on the Rhino APC chassis. It carries a single heavy weapon in a front swivel mount - a heavy assault gun known as the Thunderer. The Vindicator was originally designed by the Loyalist forces for fighting in built-

up areas, where range was secondary to the gun's effect against buildings and enemy armour. After its decisive role in the clearance of Stahlenburg during the Scouring of Rotstern I, the forces of Horus copied the design, and within months the Vindicator was in use by both sides.

Lexicanian Trask prayed the Rebel advance was faltering. Below him the Land Raider and Predator continued to fire on the Traitor Titan while the Ultramarines milled about trying to regain formation. Two Loyalist Titans raced forward on an intercept course. Trask upped the intensity of his magnoculars. Filters cut in to prevent him being blinded by plasma flare. He made out the insignia of the approaching allies; Warp Runners.

The enemy Titan loomed like gigantic skeletal death over the wasteland of twisted girders and broken buildings. Trask felt impotent and alone as far below his brother Marines fought to stave off the enemy advance.

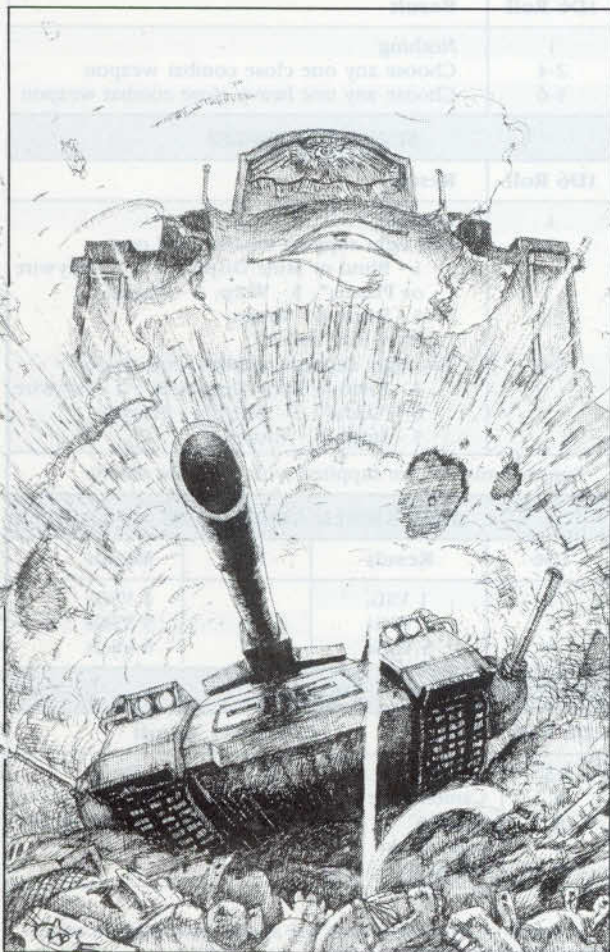
The battle teetered in the balance. Trask hoped the Warp Runners could stop the Deaths Head before it reached the Bromium Refinery. He knew that it would only take one unlucky hit to make the whole ammo dump go up like an out of control reactor.

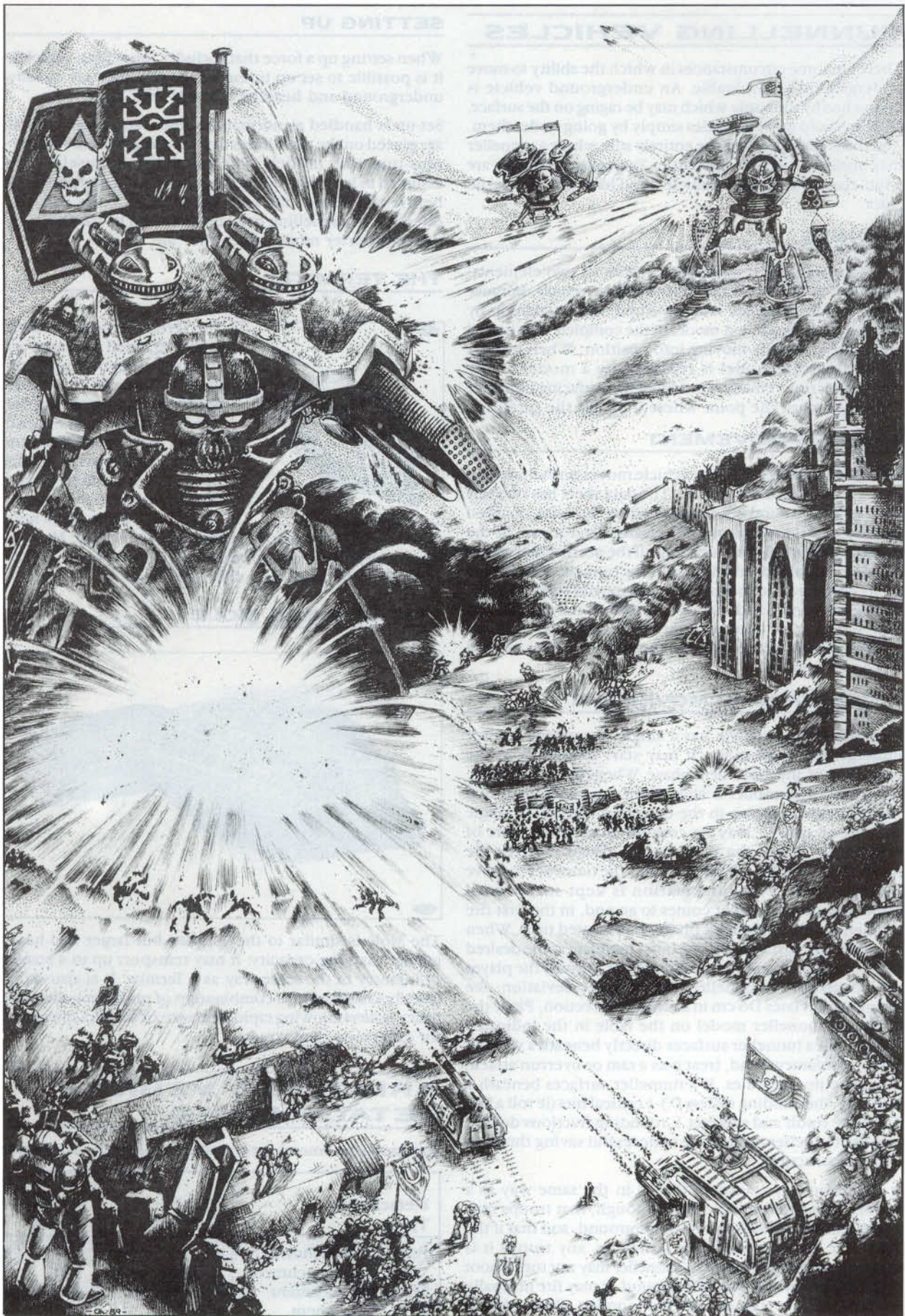
"Keep firing, brothers," Trask urged over his comm-link. "That last salvo almost overloaded the void shields."

The crews did not respond verbally but the intensity of their fire increased. Behind the vehicles squads of Ultramarines formed up for a desperate last stand.

A burst of fire from the leading Warp Runner caught the Traitor high on the carapace. Armour boiled and ran. The Deaths Head staggered closer; a doomed giant making one last effort to swat its tiny assailants. Once more Trask breathed a prayer.

It was going to be close.





Combined force of Ultramarines and Space Wolves hold their ground against heavy Traitor assault

TUNNELLING VEHICLES

There are some circumstances in which the ability to move underground is invaluable. An underground vehicle is untouched by the battle which may be raging on the surface, and can avoid most obstacles simply by going under them. And the enemy can never be entirely sure where a tunneller may surface to rejoin the battle. *Tunnelling Vehicles* are a sub-class of armoured vehicles, and have several special rules.

MODELS

A tunnelling vehicle normally consists of two elements: the tunneller itself and a surface transport vehicle. Because of this, each tunneller is represented on the tabletop by three separate models. A model of the complete unit is used when the vehicle is moving into position. When it starts tunnelling this model is replaced by a model of the transporter only. Finally, a model of the surfacing tunneller is used to mark the point where it breaks the surface.

SURFACE MOVEMENT

Before tunnelling starts, the vehicle moves on the tabletop as a normal armoured vehicle. The data sheet has two sets of movement numbers for tunnelling vehicles, marked *surface* and *underground*. The transporter moves at the *surface* movement rates, obeying all the normal movement rules for armoured vehicles. After the tunneller has started on its underground journey, the transporter is left behind. It may not move, and, being unarmed, it may not fire. It may, however, be used as cover by infantry, and it blocks movement and line of sight in the same way as a normal armoured vehicle.

UNDERGROUND MOVEMENT

Each tunnelling vehicle has a single movement rate for underground movement. It may start tunnelling at the beginning of any movement phase. When tunnelling starts, the transporter model is aligned on the tabletop so that the tunneller is facing in the desired direction - a single turn of up to 45° may be combined with the start of tunnelling. Then, the player notes down secretly the number of turns for which he wishes the tunneller to move underground. This information is kept secret until underground movement comes to an end, in the first fire segment of the movement phase of the stated turn. When the tunneller surfaces, place a burst template at the desired point, with the number 1 pointing back towards the player who controls the tunneller. Then roll for deviation: the tunneller deviates D6 cm in a random direction. Place the surfacing tunneller model on the table in the indicated position. If a tunneller surfaces directly beneath a vehicle, Titan or infantry stand, treat it as a ram or overrun attack, using the normal rules. If a tunneller surfaces beneath a building, the building suffers D3-1 critical hits (ie roll a D6, halve the result and subtract 1, rounding fractions down), and the tunneller must make a successful saving throw to avoid destruction.

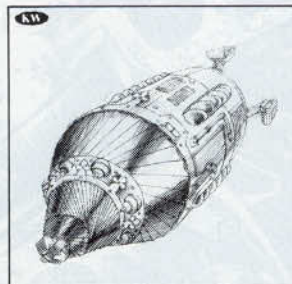
A tunneller may transport troops in the same way as a normal armoured vehicle. Note, though, that troops may not disembark while moving underground, and that if the tunneller is destroyed while surfacing, any troops it is carrying are also destroyed. A tunneller may not turn, shoot or be fired on while it is underground. It may fire normally in the first fire segment of each combat phase after it surfaces, but may not move after surfacing.

SETTING UP

When setting up a force that includes tunnelling vehicles, it is possible to set up tunnellers so that they are already underground and heading towards their target.

Set-up is handled as normal, but the transporter models are placed on the table instead of the complete transporter-plus-tunneller models. The tunnellers themselves are assumed to have been tunnelling for up to 3 complete turns before the battle starts on the surface. Note that the direction of tunnelling must be indicated by the facing of the transporter model when they are set up.

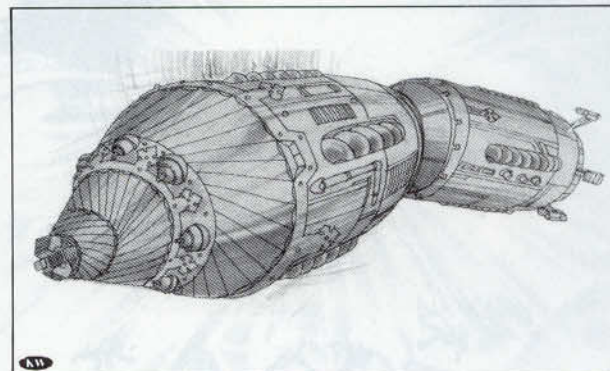
THE TERMITE



The Termite is a small assault tunneller, used to transport troops without exposing them to enemy fire. It can also be used for mounting surprise attacks, appearing behind enemy lines and causing maximum disruption. In this latter role, the vehicle played a decisive part in the capture of Abfall B, when the whole

of the first Company of the Imperial Fists Space Marines were transported underground into the heart of the Traitor stronghold by more than fifty Termites.

THE IMPERIAL MOLE

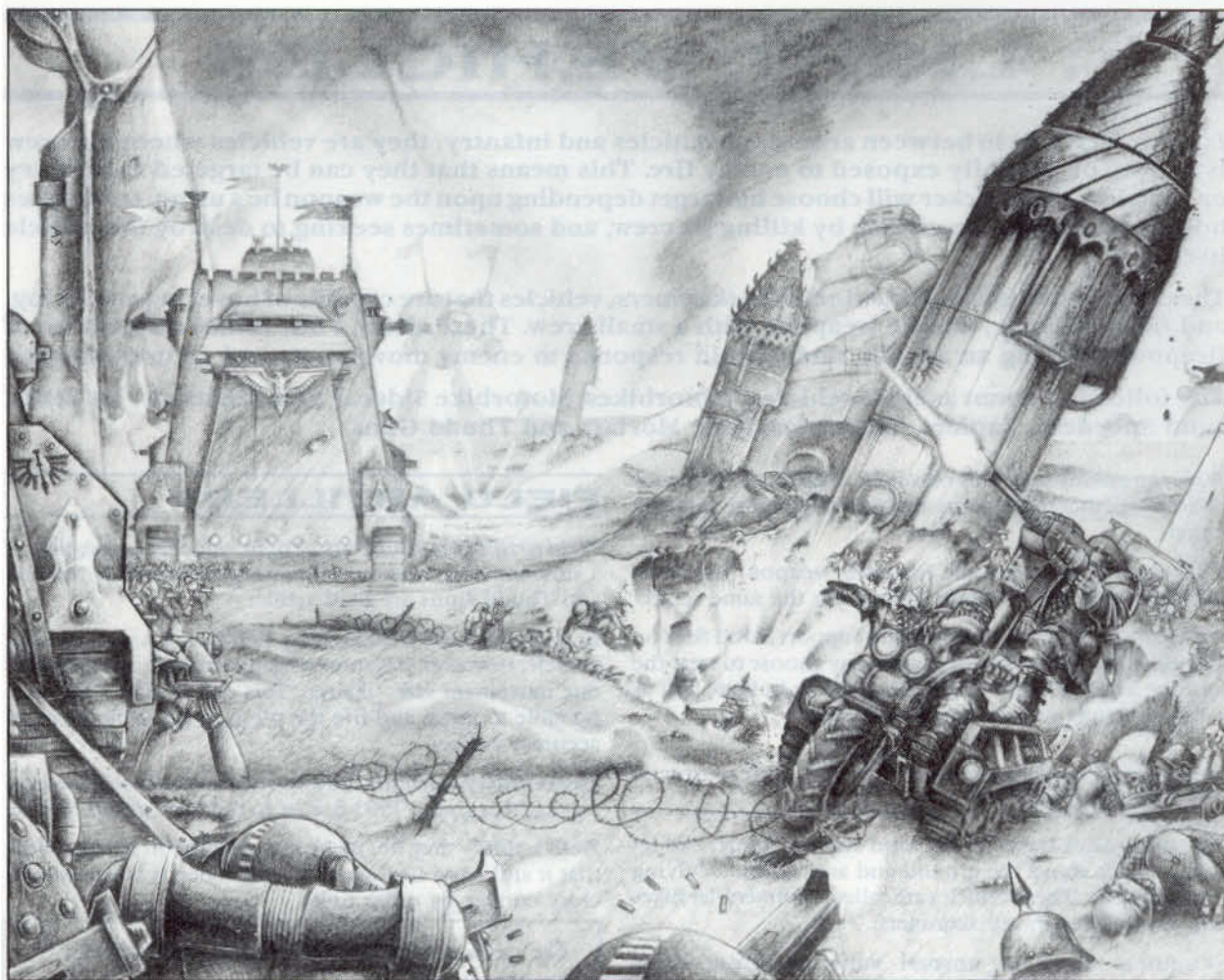


The Mole is similar to the Termite, but larger and has a greater carrying capacity. It may transport up to 4 stands of infantry in the same way as a Termite. It is also more heavily armed, with a combination of multi-launcher and heavy bolters allowing rapid clearance of the surfacing zone for safe troop deployment.

ARMoured VEHICLE DETACHMENTS

Standard detachments for armoured vehicles are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360



as

Brother Lucius ducked as a hail of bolter fire passed over his head. He threw himself flat on his stomach and brought his own weapon to bear. He drew a bead on the Orkish heads that appeared above the parapet line and opened fire. An Ork screamed and died.

From the distance he could hear the roar of engines as the Orks revved up their Warbikes preparatory to launching a counter-attack. The ear-splitting sound was audible even over the clanking of Behemoth tracks and the near-deafening thunder of the distant Gargants discharging their weapons.

From near at hand Lucius could hear the guttural sound of Orkish voices as they moved down the trench towards the threatened breakthrough point. Lucius sprayed the area with shells, hoping to pin them down. Several Orks leapt clear of the trench and made an insane charge towards him.

Lucius was taken by surprise. The Orks were so close that he could almost touch them before he opened fire, cutting them down.

He heard a scream beside him and saw Brother Trainor go down, explosive shells tearing chunks from his armour. Lucius looked for a medic but all he could see were the great mobile fortifications that were the Behemoths crawling slowly forward. Around them seethed companies of Marines attempting dispersal from their boarding ramps.

Lucius felt the earth tremble and turned his head to see an Orkish Warbike clear the defensive trench and come rumbling forward.

Its gunner was momentarily distracted as the bike bounced and his weapon discharged harmlessly skyward. Lucius tried a snapshot but his shells bounced from the armoured vehicle.

The ground shook far more than even the marching Titans should cause it to. As Lucius watched an Imperial transporter veered off, side-cannons discharging, till it was running parallel to the earthworks rather than directly towards them.

The rumbling increased and Lucius could make out the confused shouts of the Orks as they tried to work out what was going on. The whole Imperial advance had halted temporarily. The wave of Titans, transporters and troops had halted. The Orkish confusion gave way to jeers.

"Zoggin' humie yellerbellics," he heard one greenskin cry in badly accented Imperial. Lucius treated him to a shot and the Ork ducked once more below the parapet.

Suddenly the Orks were screaming with fear. From the earth behind their positions several Imperial Mole transporters erupted, soil spraying from the screws of their huge drills. They emerged smoothly, great towers looming over the tiny forms of the enemy.

The demoralised Orks milled about in confusion. The defensive fire slackened. The Imperial advance began once more and the Orks began to fall back.

"Forward, brothers," he cried. "Breakthrough has been achieved."

LIGHT VEHICLES

Light vehicles fit in between armoured vehicles and infantry: they are vehicles where the crew is wholly or partially exposed to enemy fire. This means that they can be targeted as infantry or vehicles - the attacker will choose his target depending upon the weapon he's using, sometimes hoping to disable the vehicle by killing its crew, and sometimes seeking to destroy the vehicle itself.

The category of light vehicles includes *skimmers*, vehicles that are capable of hovering and flying, and *field artillery*, mobile weapons with a small crew. These allow a fast initial disposition of firepower during an assault, and a rapid response to enemy movements and counter-attacks.

The following count as light vehicles: Motorbikes, Motorbike Sidecar Combinations, Jet Bikes, Land Speeders, Rapiers, Tarantulas, Mole Mortars and Thudd Guns.

When an enemy unit fires on a light vehicle, the firer may choose whether to treat it as a vehicle target or an infantry target.

This choice may be made for *each* weapon that fires, including different weapon types from the same stand.

For example, when a Space Marine Support Stand fires on a Jet Bike, the Space Marine player may choose to treat the Jet Bike as an infantry target when firing bolters, and as a vehicle target when firing las-cannon.

SKIMMERS

Not all vehicles travel on the land surface; some, like Jet Bikes, hover above the ground and are capable of flying over obstacles. These vehicles are called *skimmers*. Jet Bikes and Land Speeders are skimmers.

Skimmers move as normal vehicles under most circumstances. When a skimmer detachment is given charge orders, it is assumed to be flying high enough to ignore any obstacles 8 cm high or less. At the beginning and end of the move, however, the detachment is assumed to be at ground level. Thus, for example, a Jet Bike Detachment with charge orders may fly over a low building and drop down into cover behind it.

When a skimmer attempts a ram attack against a Titan, roll for the ram normally, then consult the following table:

SKIMMER AGAINST TITAN RAM TABLE

Titan has operating void shields

Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Titan has no operating void shields

Beats Titan's score by 3 or more: skimmer destroyed; Titan takes *Critical Damage*.

Beats Titan's score by 1-2: skimmer destroyed; Titan takes *Superficial Damage*.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Note that damage location is determined normally when a skimmer rams a Titan.

FIELD ARTILLERY

Field artillery is a subclass of light vehicles, consisting of a slow-moving weapon with a small crew. Mole Mortars and Thudd Guns are field artillery.

In most respects, field artillery behaves as a normal light vehicle. However, it is somewhat less mobile, and has only one movement rate - charge. This means that while it is possible to move and fire the piece in the same turn, its accuracy suffers.

Field artillery generally has a swivel forward (SwF) weapon mount; this gives a 180° fire arc to the front of the vehicle.

Field artillery may *not* make ram or overrun attacks. Note that it still has a CAF score for use when it is attacked in close combat by other units.

The speeders drifted slowly above the grey buildings of Rogsburg, the soft whine of their engines barely audible above the deep thumps from the battlefield some two hundred feet below.

Brother-Captain Dornal ordered the speeders to hover, sixty sleek machines in a huge V-formation, waiting for the bikes to show themselves. He slammed a line of shells into an alleyway, hoping to flush the Space Wolves out. To Daral's amazement, the six bike detachments, now down to sixty men, raced from a warehouse to the left of the street.

"Damn 'em. They must have doubled back." He cursed himself. It was the oldest trick in the section commander's book. Dornal would have done the same if their positions had been reversed.

The bikes had the advantage of surprise. They thundered beneath the speeders, spraying upwards with multi-meltas. Speeders fell like fiery meteors. Dornal saw a blazing gunner trying to leap clear, to a clean death. He heard a long whoop as a pilot guided his crashing machine into the column of motor-bikes. One cycle exploded. With a screech of tyres, the remaining Space Wolves slewed round the collision.

Dornal ordered the speeders to attack. There was a sickening lurch as his craft went into a steep nose dive. Multi-melta fire burst about them and they jinked to avoid it. To the left a speeder became a ball of flame. Shrapnel pattered off the speeder's armour. Dornal felt pain sear his cheek. He dabbed at it and felt blood. The wind roared in his ears and he felt his scarf whipping out behind him.

The street was pock-marked with explosions as the speeders opened up, turning the bikes to mangled scrap. Dornal smiled as a wounded Marine, crawling from the wreckage, flashed across his sights.

He vapourised the man where he stood.

"That's one for the Warmaster. You should have joined us when you could, brother," he whispered.

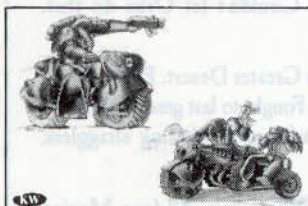
G-force tugged at his cheeks as the pilot pulled the speeder's nose up. His limbs felt heavy as they rose skyward faster than a hawk in flight. Dornal twisted his head to look back. Below him the streets were filled with running men and blazing machines. Great clouds of oily smoke belched skyward. Space Wolves scuttled frantically about searching for cover that was not there. Momentarily Dornal felt sorry for his former brothers.

He saw a bike screech into a U-turn and skid to halt.

A medic was helping one of the wounded over to it. Dornal raised his hand in salute to the bravery of the cyclist. Then he ordered his flight back to the attack.

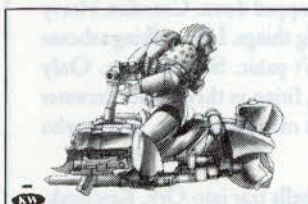
'You should have run when you could, Wolf', he thought, 'for we will show you no mercy.'

MOTORBIKE



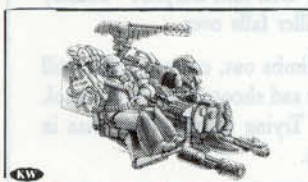
Motorbikes are widely used by the Space Marines to provide fast and mobile troop detachments. The bikes are fitted with a forward-firing bolter, and are also used in a two-man sidecar combination with an additional swivel-mounted support weapon - commonly a multi-melta.

JET BIKE



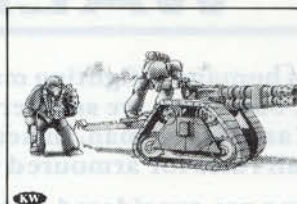
The Jet Bike is a popular vehicle for advance and scouting purposes, and is used as standard by all Space Marine Chapters. It mounts a single forward-firing bolter, but mobility and speed are its main weapons. Many rapid deployment close assaults have been won due to the presence of Marine Jet Bike Detachments.

LAND SPEEDER



The Land Speeder is a heavy skimmer, with a two-man crew and heavier armament than a Jet Bike. It is used for a wide range of scouting and fast ground-attack functions. Land Speeders are usually armed with a forward-firing melta-gun and a turret-mounted multi-melta, and have a crew of two Marines.

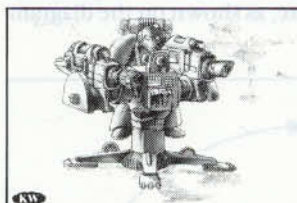
RAPIER



Rapier requires a crew of two.

The Rapier is a tracked mobile weapon mount, widely used in a heavy anti-personnel role. The typical armament is a multi-laser, making the Rapier very effective against infantry and light vehicles. The

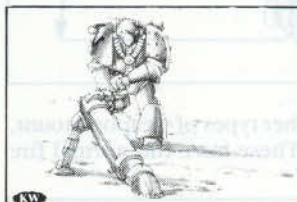
TARANTULA



Tarantula requires a crew of one.

The Tarantula is another mobile weapon mount, with a gravitic base which allows it to traverse rough ground easily. It mounts a pair of support weapons; las-cannons are the most common armament. The

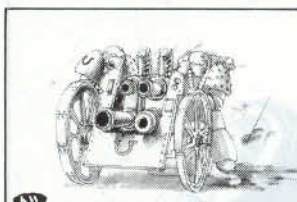
MOLE MORTAR



The Mole Mortar requires a crew of two.

The Mole Mortar, as its name suggests, consists of an angled tube which fires a drill-equipped shell down into the ground. The shell burrows its way to the target, exploding under the ground or slightly above it.

THUDD GUN



The Thudd Gun is a quad-mounted mobile weapon firing high-explosive shells similar to those used in an auto-cannon. Thudd Guns saw wide service during the Heresy, even being used inside the Imperial Palace on Terra to defend strategic corridors against the defending Traitors. The Thudd Gun requires a crew of two.

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LIGHT VEHICLE DETACHMENTS

Standard Imperial light vehicle detachments are as follows:

Detachment Type	Number and Type	Battle Rating
Bike Detachment	6 x Bike	150
Sidecar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120

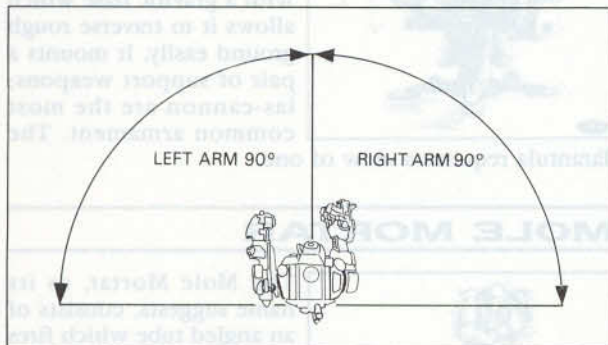
WALKERS

Walkers are more-or-less humanoid fighting machines which travel on legs rather than wheels, tracks or gravitic drives, but which are smaller than Titans. Most walkers are no more than two to three times the size of an infantryman. In nearly all respects, walkers behave in the same way as armoured vehicles. Full rules for armoured vehicles can be found in the *Space Marine* rules.

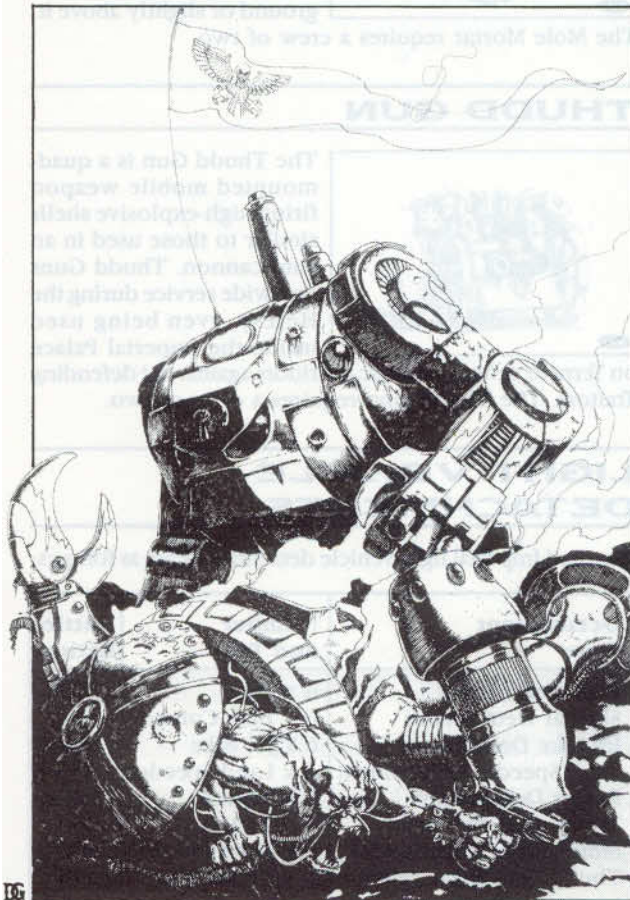
Two basic types of walker are considered here: *Dreadnoughts* and *Robots*.

WEAPON MOUNTS

Walkers are often fitted with arm-mounted weapons, using the weapon location codes LA (left arm) and RA (right arm). These mounts have a 90° fire arc, as shown on the diagram below.



In addition, walkers may use other types of weapon mount, such as fixed forward (FxF). These have the normal fire arc for the type of mount.



CLOSE COMBAT

In close combat, walkers are treated as vehicles, and use the appropriate sections of the *Close Assault Table*.

Walkers may not make ram or overrun attacks. When a vehicle makes a ram attack against a walker, the vehicle adds +1 to its dice roll.

A walker may make a close combat attack against a Titan in the same way as an infantry stand. When attacking a Titan in close combat, the player controlling the walker rolls a D6, adding +2 if the Titan cannot move for any reason. On a roll of 1-5 the walker is destroyed, while on a roll of 6 or more the walker may fire its heavy weapons.

Say one thing for Orks. Brave. Stupid but brave. Remember Stromhelm 2. Bad place. All rocks except for the desert. Desert all sand. Only Orks could want place. Probably ate rocks, drank sand. Killed colonists. Couldn't let Orks do that. Marines sent in.

There six weeks. Fought across Greater Desert. Pushed back Orks. Wouldn't give up though. Fought to last greenskin. Every time. Plenty of work for dreadnoughts chasing stragglers, looking for survivors.

So there we were. On patrol. Whole unit. All four. Moving in diamond pattern over rockland. Well jacked in. Lifting boulders. Throwing them and shooting them for target practise. Problem with suits. Feel so strong. Get carried away. Fool around. Feel invulnerable. Get careless.

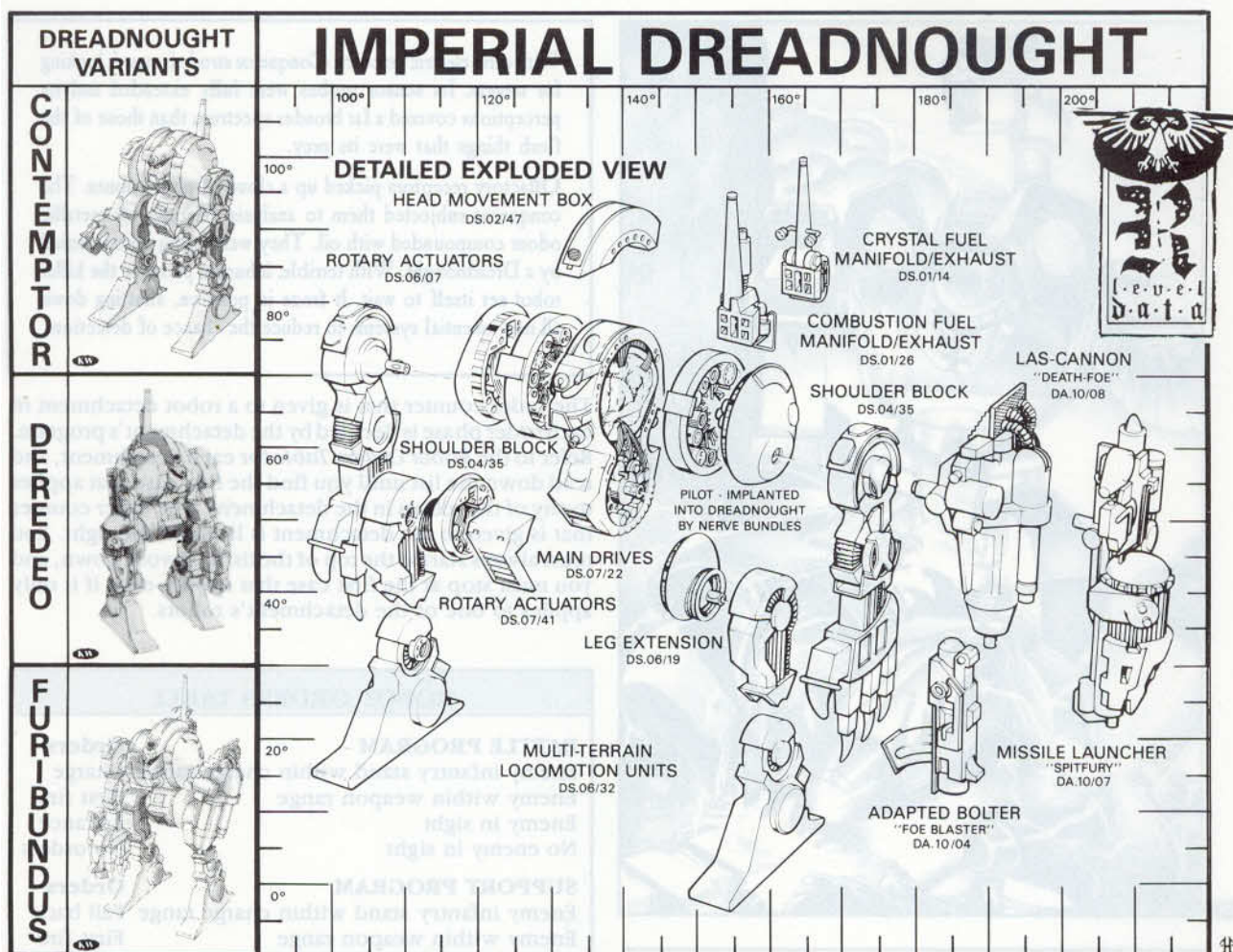
Ambushed. Grant on point. Chopped down. Crossfire. Heavy Bolters. Orks in Killer suits. Big things. Like walking ashcans with claws. And bolters. Didn't panic. Scanned area. Only two bushwackers. Closing fast, firing as they come. Brewster down, legs gone. Erhardt peels off towards one. Guess who get's other?

Take careful aim. Open fire. Shells tear into Ork. Kerchunk. Bolter jammed. Not so good. Have to do it the hard way. Close combat. Will be touch and go.

Suits clash. Only one chance. Get inside reach of claw. Duck and weave. Ork tears into arm. Feel it go numb through feedback circuits. Get mad. Smash into Ork suit. Surprise - shoddy workmanship. Rip it apart. Killer falls over.

Doesn't stop Ork though. Climbs out, control cables still attached. Starts shouting abuse and shoots at me with pistol. Like I said brave. But stupid. Trying to argue with man in dreadnought suit. Stood on it.

Brother-Sergeant Tyler Hayes, Dreadnought Leader.



DREADNOUGHTS

Dreadnoughts have a one-man crew, and combine the form and movement of a suit of powered armour with the protection and firepower of an armoured vehicle.

Imperial Dreadnought pilots are attached to their machines by a spinal link which splices into their own motor nervous system to control the machine; often, they will develop a psychological dependence on their Dreadnoughts, and they are often regarded as a race apart by their Space Marine comrades. Other races, such as the Orks and Eldar, have their own manned walkers which fulfil the same functions as Dreadnoughts; these are described in the appropriate sections of this supplement.

IMPERIAL DREADNOUGHTS

Each Space Marine Chapter has its own force of Dreadnoughts, and hundreds of thousands of Dreadnoughts have seen action on both sides during the wars of the Horus Heresy.

There are many classes and variants of Imperial Dreadnought, but of them all, only three main types have been used in any numbers.

These were the Contemtor, a twin-bolter anti-personnel variant, the Furibundus, armed with a bolter and a missile launcher, and the Deredeo, with a las-cannon and bolter. Data for these three Dreadnought types can be found in the back of this book.

COMBAT

Since a Dreadnought has only one crewman, it may only select one target at a time; it may not fire on more than one target in a turn.

IMPERIAL DREADNOUGHT DETACHMENTS

There are two standard Dreadnought detachments, as follows:

Detachment Type	Type and Number	Detachment Battle Rating
Mutilator	2 Contemtor 1 Deredeo 1 Furibundus	160 points
Destroyer	2 Deredeo 2 Furibundus	200 points

Like armoured vehicles, Dreadnought detachments must observe the 6cm separation rule.

We need more Dreadnoughts! The Traitors have got us completely pinned down...we don't stand a cha...

The last communication
of Captain Ved Forgiss
during the Battle of Halithon



KW

ROBOTS

Robots differ from dreadnoughts in that they rely on a *program* rather than a crewman. This means that they behave in a unique way on the battlefield.

ROBOT PROGRAMS

Each robot detachment (not each individual robot) must be given one program for the duration of the game. Place a *program counter* beside each detachment at the start of the game. The program counter may *not* be changed once the game has started. Program counters may be found in the back of the book.

The following programs are available:

Battle Program: This is a general-purpose program, which makes the robot detachment seek out and engage the nearest enemy.

Support Program: As its name suggests, the support program makes the robot detachment avoid close combat with the enemy, while laying down supporting fire for friendly units.

Defensive Program: This program is used when a robot detachment is used to defend a point on the battlefield. The robots will fire on any enemy units within range, and charge into close combat with any enemy infantry that comes too close.

Take & Hold Program: This orders the detachment to advance to a nominated point and defend it.

With eerie electric grace the Conqueror strode forward, looking for targets. Its sensor probes were fully extended and its perceptions covered a far broader spectrum than those of the flesh things that were its prey.

Olfactory receptors picked up a cloud of pheromones. The conqueror subjected them to analysis. Marines. A metallic odour compounded with oil. They were being accompanied by a Dreadnought. With terrible, inhuman patience the killer robot set itself to wait. It froze in position, shutting down all non-essential systems to reduce the chance of detection.

The order counter that is given to a robot detachment in each order phase is decided by the detachment's program. Refer to the *Robot Orders Table* for each detachment, and read down the list until you find the first case that applies to any of the robots in the detachment. The order counter that is given to the detachment is listed to the right. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's robots.

ROBOT ORDERS TABLE

BATTLE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
SUPPORT PROGRAM	Orders
Enemy infantry stand within charge range	Fall back
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
DEFENSIVE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	First fire
No enemy in sight	No orders
TAKE & HOLD	Orders
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First fire
Any other situation	No orders

Charge Orders: Charge nearest enemy infantry stand - the robots must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Take & hold* - see below).

First Fire Orders: Fire on nearest enemy.

Fall Back Orders: Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the fall back move would take the detachment into another stand's charge range), the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.

No Orders: The detachment remains stationary. If the enemy move with weapon range later in the movement phase, the robots fire at the nearest enemy during the advance segment of the combat phase.

TAKE & HOLD

Take & hold programs require an objective. Use an objective counter to mark the objective for a detachment. The objective counter may be placed anywhere on the table, including areas that are not currently with the robot's line of sight. The counter *may not* be placed on a Titan base, a vehicle or an infantry stand - it is used to mark an objective location, not a target.

Take & hold program counters and objective counters have a number, so you can tell which objective counter applies to which detachment. For example, the robot detachment with the Take & hold 1 program will advance towards objective 1.

Robots with take & hold programs that have advance orders must move towards their objective counter. The only deviations they may make from a direct path is in order to avoid obstacles. This does not stop them changing direction to charge infantry along the way.

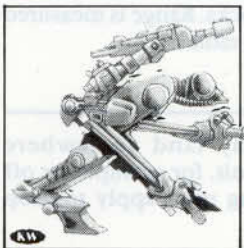
An objective has been reached when any robot in the detachment moves within 2cm of the objective counter. The counter is then removed from the table.

IMPERIAL ROBOTS

Imperial battle robots are maintained by the Legio Cybernetica, which is a fighting arm of the Adeptus Mechanicus in the same way as the Collegia Titanica. They are assigned to Space Marine forces for battlefield duties, but are not part of the Legiones Astartes.

Robots have seen service in just about every campaign of the Horus Heresy so far. Perhaps one of the most famous robot-vs-robot action took place in the Eastern Industrial Sector of Myrdinn City during the Scouring of Entessian, when a small but well-programmed force of Traitor robots held off a small force of Firebrand Titans supported by dreadnoughts and robots for almost an hour, causing considerable disruption to the planned flanking sweep.

The majority of Imperial robots which have seen service in the Horus Heresy belonged to the following five classes:



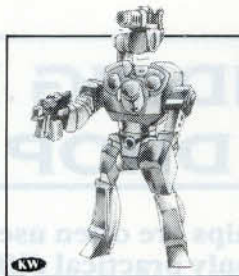
Crusader: The Crusader class was designed for speed and agility, and has been most successful in close assaults against infantry and other walkers. It has also been effective in the role of tank-killer, thanks to its speed and the firepower of its back-mounted las-cannon.

The cautious tread of the advancing Imperials mingled with the measured pacing of the Dreadnought. Soon it came into view.

The robot ran its final recognition checks. The patterns painted on the side did not match those of any friendly units. The Conqueror opened fire, cutting the Dreadnought down.

It stepped forward and briefly examined the wreckage. Bolter fire from the Marines pattered off its armour. Slowly, unhurriedly the Conqueror turned eyes that held neither fear nor hate on them. The Marines halted, still firing.

The robot walked among them and the killing began.



Colossus: The Colossus was developed as a siege robot, but has proved itself sufficiently versatile to take on a wide range of battlefield roles, including support and close assault.



Cataphract: This is one of the heaviest of the Imperial battle robots, designed for a general-purpose role with the accent on versatility and durability.



Castellan: The Castellan class is a heavy assault robot, slower than the Crusader but more heavily armoured. The most common configuration concentrates on anti-personnel weapons.



Conqueror: The Conqueror is very effective against infantry, and its broad range of weapons suit it for every situation from support to close assault.

ROBOT DETACHMENTS

Robot detachments, or *maniples*, consist of four robots of the same type. They may be used by Traitor or Imperial forces.

Note that the battle rating for a robot detachment is equal to 75% of the combined battle rating of its robots - it is three times the battle rating of an individual robot, not four. This is because the robots' programming imposes certain restrictions upon them by comparison with dreadnoughts.

The five types of robot detachment are as follows:

Detachment Type	Number and Class of Robot	Battle Rating
Castellan maniple	4 x Castellan	105 points
Cataphract maniple	4 x Cataphract	165 points
Colossus maniple	4 x Colossus	120 points
Conqueror maniple	4 x Conqueror	120 points
Crusader maniple	4 x Crusader	165 points

Like armoured vehicle detachments, robot maniples must observe the 6cm separation rule.

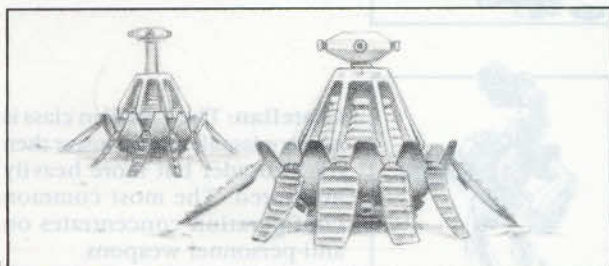
LANDING PODS AND DROP SHIPS

Landing pods and drop ships are often used to deploy forces onto the battlefield from orbiting spacecraft. The only practical difference between them is the size of the force they can carry, and the following rules apply to both types equally.

LANDING PODS

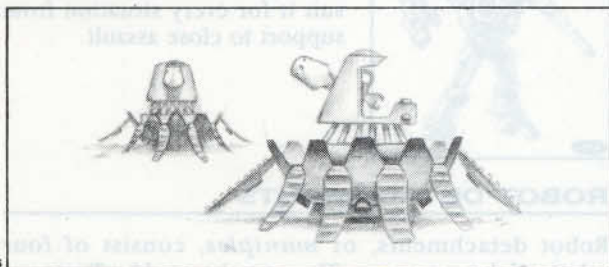
There are several distinct types of Imperial landing pod, used for different tasks. The most common types are as follows:

ASSAULT POD



The assault pod is the type most common type of landing pod. It is capable of carrying up to two infantry stands or four Dreadnoughts, and is armed with a heavy plasma gun to provide light support.

SUPPORT POD



The support pod is used to provide heavy support for troops landed in assault pods. It is armed with a plasma cannon, and has no remaining space to carry troops.

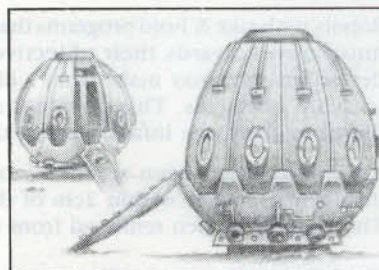
DEATHWIND POD



The Deathwind Pod is designed to land amidst heavy concentrations of enemy troops. It does not carry troops, but is equipped with a Deathwind Multi-launcher. If it survives the landing, it fires this weapon; the multi-launcher rotates at high speed, firing all its ammunition in a devastating volley, and the pod then self-destructs.

MAKING THE DROP

If a player has any landing pods, he must write down when they will arrive two turns in advance. Therefore, the player must write which landing pods will arrive on the first and second turns before the battle begins. In the end phase of the first turn, the player can write down which pods will arrive on the third turn (if any), and so on.



Landing pods arrive on the table during the order phase of the stated turn, after orders have been placed, but before they are revealed. To drop a detachment of pods take one *drop marker* for each pod (noting down which marker refers to which pod, if the pods are different) and stack all the markers on a burst template. With the other hand, hold the range ruler vertically, with one end on the table at the target point. Hold the burst template level with the top of the range ruler, and then turn it over sharply, so that the drop markers fall onto the table. Wherever a marker lands, that is where you place the pod which it represents.

Enemy forces with first fire orders may fire on pods during the drop. They fire in the order phase, and these attacks are resolved as normal snap fire attacks. Range is measured to the pod's landing-point on the table.

MISHAPS

Sometimes, a drop marker may land somewhere unfortunate: on top of an enemy unit, for example, or off the table altogether. The following rules apply to drop mishaps:

A pod is automatically destroyed if it lands off the table, on a Titan or on a Titan's base. If a pod lands on a Titan (including the base), the Titan loses one void shield if it has void shields operating, or suffers one automatic critical hit otherwise.

If a pod lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any weapons other than small arms. If this attack fails to destroy the pod, then the enemy unit is destroyed as the pod lands on top of it with retro-rockets blazing. The pod itself always survives intact.

If a pod lands on top of a building, its retros will not have slowed it enough for a safe landing. The pod and anything it contains is automatically destroyed, and the building takes D3 critical hits (ie roll 1D6 and halve the result, rounding fractions down).

THE MOVEMENT PHASE

The pod will *deploy* in the first fire segment of the movement phase. Replace the *drop mode* model with the *deployed mode* model. The pod's cargo moves out immediately; place the appropriate models on the table within 2 cm of the pod.

THE COMBAT PHASE AND THEREAFTER

Neither the pod nor any troops or vehicles deploying from it may fire in the first turn (with the exception of the Deathwind Pod - see below). In successive turns, they are given orders, move and fire normally. Pods are always assumed to have first fire orders.

DEATHWIND POD

Unlike other landing pods, the Deathwind *is* allowed to fire on the turn it lands. Place the 12cm burst circle used for the Gargant Long Tom gun over the pod at the start of the advance segment of the combat phase with the pod at the centre. Any infantry or vehicles under the burst circle, whether wholly or partially, must make an unmodified saving throw or be destroyed. Titans under the burst circle take 3 automatic hits; each hit will knock down one void shield or power field. Titans without any operating void shields or power fields will suffer superficial damage from each hit.

After the Deathwind has fired once, remove it from play.

Marnoc looked across the plain. The sky was bright with dropships. Assault pods drifted down like armoured spores. When they hit the ground they burst open and Ultramarines leapt forth to secure their dropsite. Marnoc raised the Fortunata's fist in welcome and was rewarded by a cheer from the battle-brothers.

Reinforcements had arrived. Marnoc believed that they were enough to turn the tide of battle and drive the Rebel's from Rogsburg for the third time.

We can win, he thought, exulting as he watched hundreds of pods touch earth.

Suddenly a hail of fire tore through the Ultramarines. Those who had not got clear of the landers were mown down. Assault pods were caught at their most vulnerable, while airborne, and burst into flames. Marnoc wheeled the Titan and spotted three Death's Head Warlords.

He let out a low moan. The rebels had enough firepower to end the beachhead before it was established. He felt his mouth go dry with fear but he swiftly reached a decision. He opened the comm-link to the Moderati.

"There's only one thing to do," he told them. "We've got to protect the Marines."

The Moderati knew it was certain death. They didn't hesitate. "Go and get them, Princesps," said Toal.

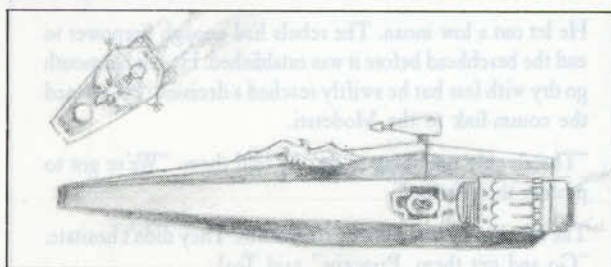


Marnoc wheeled the Fortunata easily. It no longer seemed to fight him.

Functioning as a team they raced towards the Death's Heads, weapons blazing. Marnoc concentrated fire, bringing the targeting icons to bear on a Warhound. It tried to evade but was too slow. The plasma cannon gnawed away at its void shields till they flared out. Toal put a burst from the defense laser into its reactor. It halted.

The enemy returned fire. Pain seared Marnoc as he concentrated on maintaining his own shields. He bounded forward while the Moderati blasted away. Then they were on top of the Rebels. From below him he heard Hazan shouting abuse at their foes as the powerfist tore and ripped.

DROP SHIPS



Drop ships are huge vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, of which the most common is the Thunderbolt.

A drop ship can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more drop ships; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

- 2 Dreadnoughts or Robots = 1 infantry stand
- 2 light vehicles = 1 infantry stand
- 1 armoured vehicle = 2 infantry stands

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!

MAKING THE DROP

Drop ships do not enter the battlefield in the same way as landing pods. They glide onto the battlefield with limited manoeuvre control, which means that their landing sites must be very carefully selected.

A drop ship lands in the orders phase of the turn, after orders are assigned to units but before they are revealed. First, the controlling player selects a *landing site*, where the ship will come down, and places an *entry point marker*, where it crosses the table edge. The straight line between these two points is the *glide path* - the importance of this is explained later. The landing site must be at least 6 cm away from the nearest building or other obstacle, and there must be no buildings between it and the entry point.

With its limited manoeuvre control, a drop ship may not land exactly where it is supposed to. After nominating the landing point, the player controlling the drop ship rolls for deviation to discover where the drop ship *really* lands. This is the *final landing point* - mark it with a deviation template. Once it touches the ground, the drop ship skids forward for another 2D6 cm before coming to a halt - this is called the *skid path*.

FIRING AT INCOMING DROP SHIPS

An incoming drop ship may be fired on by any model which fulfils the following conditions:

- firing model is within range and LOS of any part of the glide path (even if the drop ship will ultimately collide with the firing model)
- firing model has first fire orders

This fire takes place in the order phase, but does not affect where the drop ship lands. The drop ship counts as a vehicle target.

COLLISIONS

It is quite possible that a drop ship will collide with something while making its approach and landing. A collision will happen under the following circumstances:

- if the deviation template used to mark the final landing point covers any infantry stands or vehicles.
- if any part of the glide path, including the deviation template marking the final landing point, touches a building, Titan, Gargant or other obstacle.
- if there is any building or model of any kind on any part of the skid path.

The effects of a collision are as follows:

Collision with infantry or vehicles: place a burst template where the collision takes place. All infantry and vehicles wholly or partly under the template are automatically destroyed, with no saving throw. The drop ship and its cargo are unharmed.

Collision with buildings: both the building and the drop ship are automatically destroyed. Place the 12 cm airburst template where the collision takes place - any infantry or vehicles wholly or partly under the template must make a normal saving throw or be destroyed by flying and debris. Each stand and vehicle in the drop ship must make a normal saving throw or be destroyed; survivors may be set up within 2 cm of the collision site, but not in base-to-base contact with any enemy stands, vehicles or Titans.

POWER FIELD BANKS

Drop ships are protected by a bank of *power fields*, as noted on their data card. A power field bank (PFB) can absorb one hit and is then destroyed, in the same way as the power fields on an Ork Gargant. You will need to keep track of which drop ships still have operating PFBs on a piece of scrap paper.

DETACHMENTS

Because of their battlefield role, landing pods and drop ships are not organised into standard detachments. Individual pods and ships are bought as the player requires. Remember, though, that you can't drop *part* of an infantry or vehicle detachment - it's all or nothing!



as

The world burned. Buildings blazed and toppled. A pall of soot and smoke hung over everything as the sun hid its face from the slaughter. All was fire, and the heat was like that of the desert.

Presiding over the carnage like renegade gods were the Titans. Huge Warlords incinerated hundreds with fusion fire. They loomed out of the smoke of battle and where they walked there was destruction.

They illuminated the sky with flickering energies as they duelled with weapons of light. Void Shields were their armour. Reactors gave them strength. Angry Warhounds stalked in their wake, seeking prey.

Like insects swarming out to defend their hive, Marines surged forward. A hundred thousand voices were raised, crying loyalty to the Emperor or to the Warmaster. Ten thousand men moaned as they died.

Their comrades fought on round their corpses. Some had no time to scream or pray or plead. They vanished in expanding clouds of super-heated steam as the plasma bolts of the Titans fell among them. Bolters rattled and chainsword clashed with armour. Death walked at every man's shoulder and in our hearts we knew it.

Rhinos and Land Raiders ploughed through the manswarm like ships through spumy sea. They left red wakes. Like great beetles they scuttled among the ant-like men. Like beetles they were crushed under foot by the towering Titans.

Under a sky of fire and ash we fought with the fury of brothers betrayed. For we were Marines, once united in loyalty to our Emperor. Now because of the treachery of the Warmaster, thrice accursed Horus, we battled. No quarter was asked, no quarter was given. Hatred drove us. Hatred and fear.

Aye, fear. For we were the finest warriors in the universe, elite among elites, the chosen of humanity. Once we had acknowledged no foe as our equal. Now we must - for were not these men the same as ourselves? Spawned from geneseed, trained by masters, armed and equipped with the best from humanity's realm. Finally we faced a foe worthy of fear, a mirror image of ourselves and all we believed in. It was a nightmare, brother against false brother, to the death. Is it any wonder we knew fear?

We fought like tigers but were met with equal ferocity. We shot accurately. Our eyes were like those of hawks. Yet equal numbers fell from our ranks. We met at close quarters. Weapons flashed and gouged but who was to say which was faster? For every Traitor who fell, so fell a loyal brother.

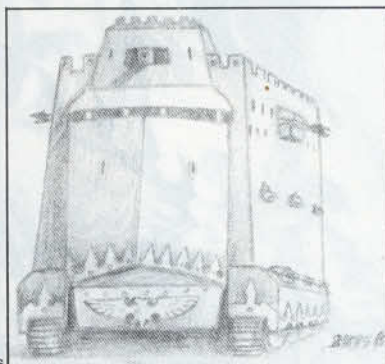
The battle surged back and forth till in the end true faith prevailed and we had the mastery. Yet we were slaughtered. But one in ten survived. The city was dust.

Thus it was at the scouring of Tallarn. I know, for I was there and saw it with my own eyes. I will not forget.

Lexicanian Elisar Trask, Ultramarines.

IMPERIAL TRANSPORTS

Imperial transports are huge tracked vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, but most are almost as big as a Titan, and capable of carrying large forces.



One of the larger Imperial transports, the Behemoth, is almost as heavily armed as a Battle Titan, and is protected by two banks of power fields. With its heavy armour and powerful weaponry, the Behemoth is able to move

Marines to the front in relative safety, protecting them from barrages and long-range attacks as they chant their battle litanies in preparation.

Imperial transports sometimes have a battlefield role, deploying their forces and then taking up supporting positions where they act almost as semi-mobile

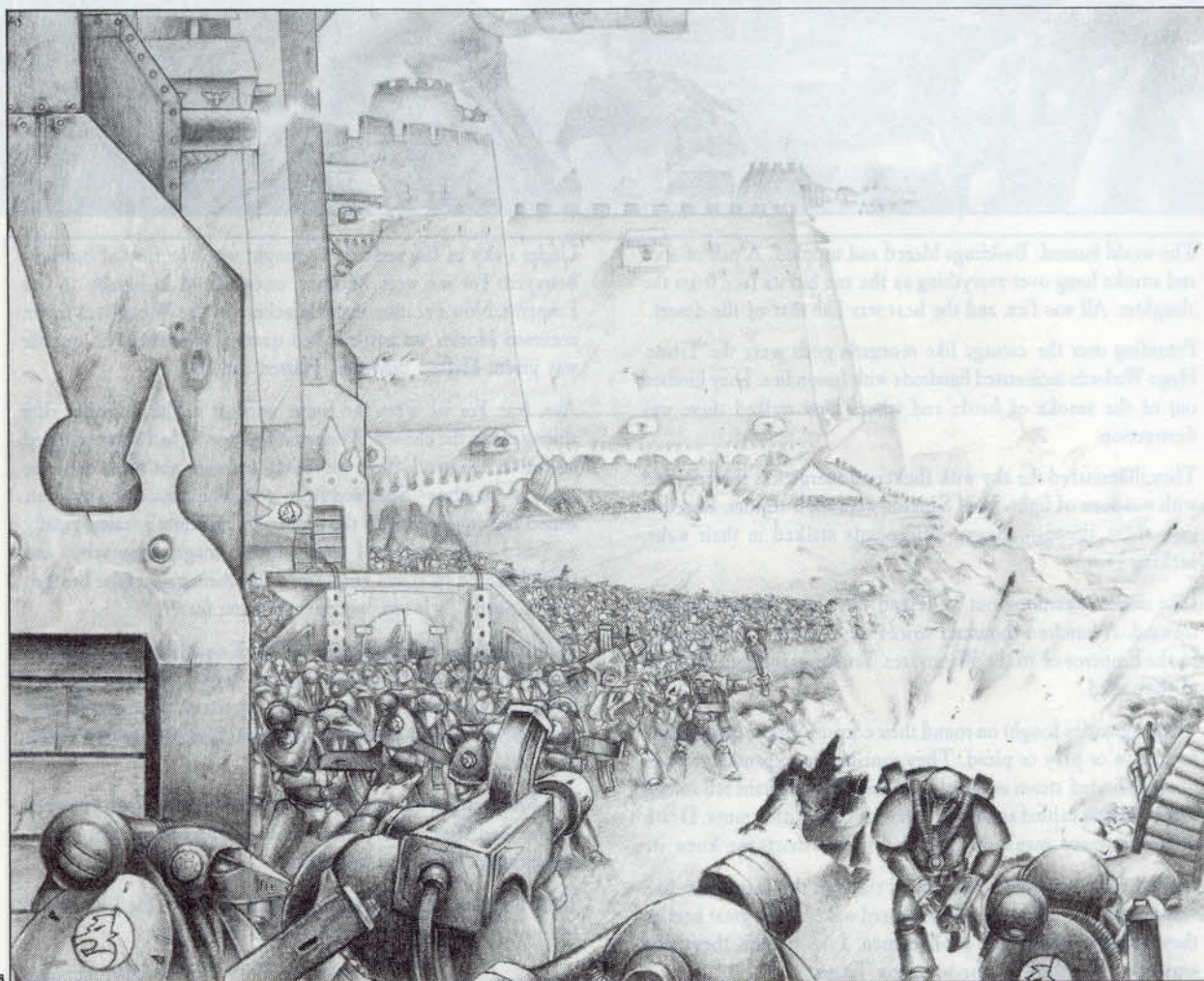
fortifications. Most Imperial transports carry some defensive armament, and some variants can mount almost as much firepower as a Titan.

An Imperial transport can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more transports; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

- | | |
|--------------------------|---------------------|
| 2 Dreadnoughts or Robots | = 1 infantry stand |
| 2 light vehicles | = 1 infantry stand |
| 1 armoured vehicle | = 2 infantry stands |

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!





Slowly Marnoc walked towards the bonfire. He felt growing sadness as he watched the ritual continue. So many dead, he thought. Reports were coming in from across the sector. It looked like casualties numbered in the hundreds of thousands. The scale was too great for him to comprehend. The figures were so large as to be meaningless.

All he could do was put individual faces to a few of those statistics: Toal, Hazan, Warden, scores of scorched and bullet-riddled strangers. Some of them he had killed himself. He would remember them all till the day he died.

There was a crackling sound as another rebel banner was thrown on the fire. He watched it crumble and burn. The great eye was slowly eaten away by flames. Sparks floated skyward like the souls of the departed.

"As this banner burns and is forgotten so let the Chapter who bore it be forgotten. In death their shame is as nothing. Their betrayal is forgotten," said the man who was conducting the ceremony. Marnoc recognised him as Trask, an Ultramarine Librarian. He wondered why a mere Lexicanian was conducting the service. Perhaps all the Chaplains were dead.

He knew it was possible. The rebels had fought like rabid wolverines once the blockade was broken, and their last desperate offensive was thrown back. They had asked no quarter and given none. He had heard it said by Terminator Marines, seasoned

veterans of centuries of warfare, that Tallarn was the bloodiest campaign in living memory. He did not doubt it.

"Let us remember our brothers, who by their courage honoured us all," said the Lexicanian as two Marines added another unit insignia to the blaze. Marnoc saw Kurtz, the scout ace, who had hunkered down by the fire, rise up and spit disgustedly on the banner. The Marines muttered that this was disrespectful. Kurtz didn't seem to care. He stalked off into the night, to return to his beloved Warhound.

Trask's voice never faltered even though he noticed the scout's action. "Let us take heart from their example. And hope that when our time comes our courage matches theirs."

The Princeps understood how Kurtz felt. Marnoc had lost his crew and his Titan defending the Ultramarines' dropsite. He had barely managed to crawl from the wreckage, carrying the dying Hazan. The last words the little man had spoken were, "thank you, father."

He had no sympathy for those who followed Horus. They had cost him too much by their betrayal. He wanted only to see the war ended. Watching the banners burn he felt a mixture of sadness, hope and renewed determination.

Curse you, Lord Horus, he thought. Curse your treachery and your rebellion. Well, you started this war but we're going to finish it. He turned and looked at his new crew, fresh-faced boys, he thought, but they'll do.

ELDAR



Iyanden was going to war. Grav-tanks sped forward, leading the way for the Titans. Four Phantoms wore the green and gold of Lirithion, with the heart and thorns on their banners. Behind the Titans came an army of Walkers, and above them hovered a swarm of jet bikes, buzzing like angry hornets. Gracefully, the Titans picked their way through the infantry that milled around their feet.

The leading Titan bore the sigil of Lord-Phoenix Fiallathandirel. Wall against Evil. In its head, a domed mass of Carrecenad soul-stone held the essence of the Eldar who had borne that name. The living crew - blood-relatives of the Lord-Phoenix - reclined on couches around the stone. Each wore a headband of polished metal, set with a smaller brother of the stone on the floor. Their eyes were empty; their minds were one with their Ancestor. They had become Fiallathandirel.

The crew's eyes saw nothing; it was the mind of the Titan that beheld the Orks through the sensors that were his eyes and ears. There were many foes: hideous Gargants towered above Buggies and Battlewagons. Here and there among the mass of troops could be seen the squat, brutal Dreadnoughts. Orks covered the ground like a poisonous green mould.

Iolavai Firmamaid! The battle-cry came from all places and from nowhere. It flew from the throats of the living, and echoed round the silent stones. Time for the killing.

Grav-tanks leapt forward, spitting bright laser-fire. Artillery added many voices to the song of war. Dreadnoughts and Walkers loped forward and behind them, with shorter strides, ran the battle-suited Avenging Warriors.

The Phantoms leapt ahead, swift movement and bright laser-bolts weaving a tapestry of death. Fiallathandirel led, dancing in a storm of refracted colour as defensive screens broke up his image. Missiles flashed from the Phantom's wing, and his pulse laser traced a line of fire across a Gargant's shields. Swift Badbaltrilas raced forward, Lady Double-Armed With Swords Of Light, and a Gargant died. One of her pulse lasers destroyed its shields, and the other broke its oily heart in a gout of fire.

Missiles and laser fire rained down on the Ork infantry. Spirit Warriors brought Wartraks and Buggies fiery doom. But the Orks were taking their own toll. From a score of positions, las-cannon picked off Dreadnoughts and Walkers.

Fiallathandirel saw Rash Lantillifieth, Bright Slayer Of Darkness, rush forward through a storm of enemy shells. Before he could fire, his pulse laser was destroyed and bright blue sparks showered from one wing. The crippled Phantom swerved violently and his power fist tore into the head of a Gargant.

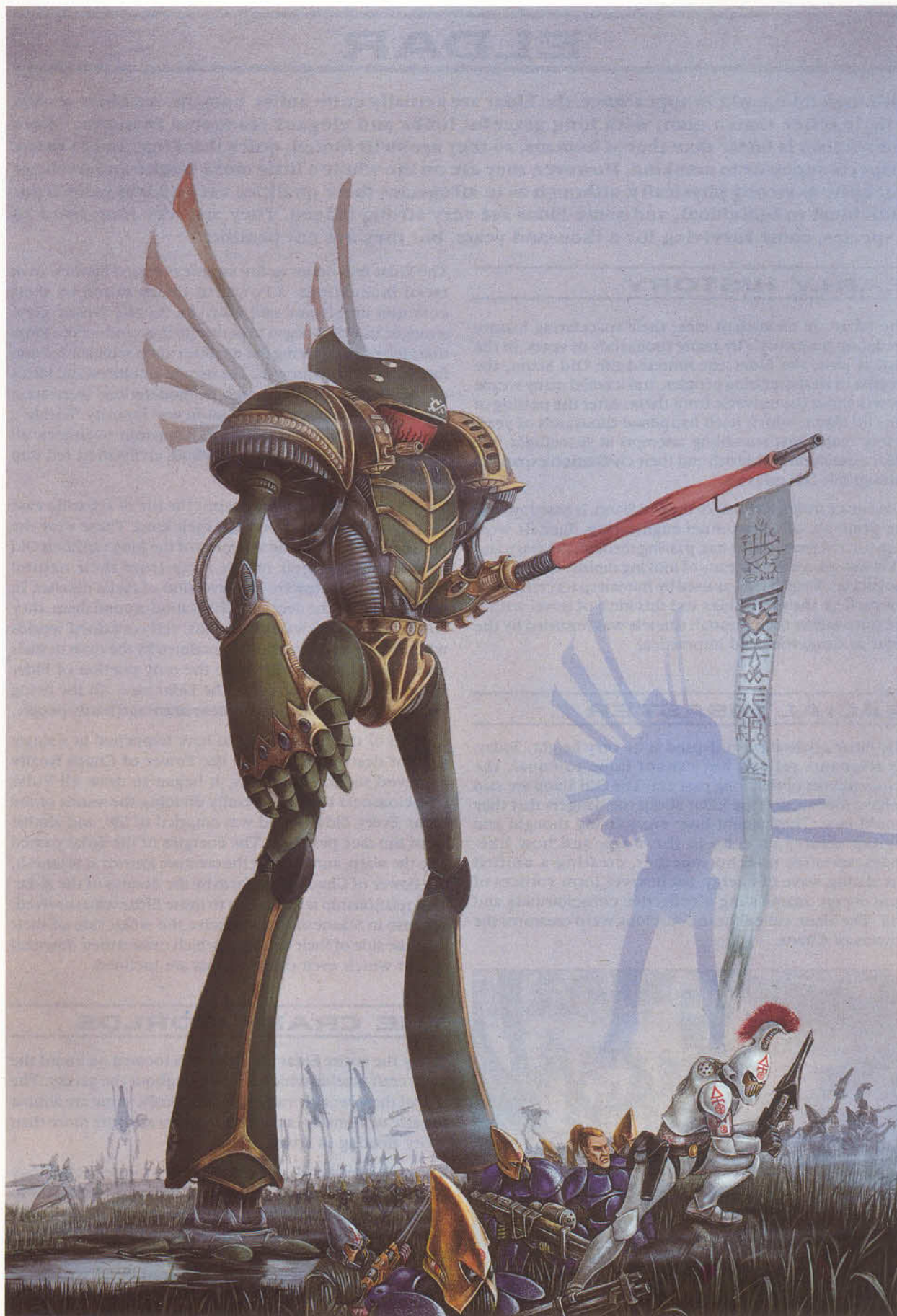
Far off to the left, another Gargant died. Caught in a web of fire from the Walkers and artillery, it began to pour smoke and settled on its broad haunches. One of its turrets rattled briefly, and Dreadnoughts fell like grass in the wind.

Away to the right, a haze of colour solidified into brave Brylidassian, Opener Of The Gates Of Doom. The Phantom stood like a statue as a vortex of light swirled out from his D-cannon. The last Gargant toppled and crushed the troops beneath. Half its right side had simply vanished. The Phantom was lit up with fire - his pulse laser turned to slag. Before he could seek safety in movement he was destroyed. Fiallathandirel was saddened; another Spirit-Brother would dance no more.

The Orks were wavering; their charge had been brought to a standstill. Here and there pockets of infantry dug in, and hails of bolter fire greeted the advancing warriors. This was the Fate-time; the moment at which all would be lost or won.

Suddenly, the air was filled with the scream of flight packs. Like a storm of meteorites, the Fian Silspeiraigh plummeted into the heart of the Ork infantry positions.





ELDAR

Although humanoid in appearance, the Eldar are actually quite unlike humans. An Eldar stands a little taller than a man, with long graceful limbs and elegant elongated features. Their metabolism is faster than that of humans, so they are swift footed, quick thinking, and in many respects superior to mankind. However, they are on the whole a little more fragile and perhaps not quite as strong physically, although as in all species these qualities vary enormously from individual to individual, and some Eldar are very strong indeed. They are very long lived as a species, some surviving for a thousand years, but they are not prolific.

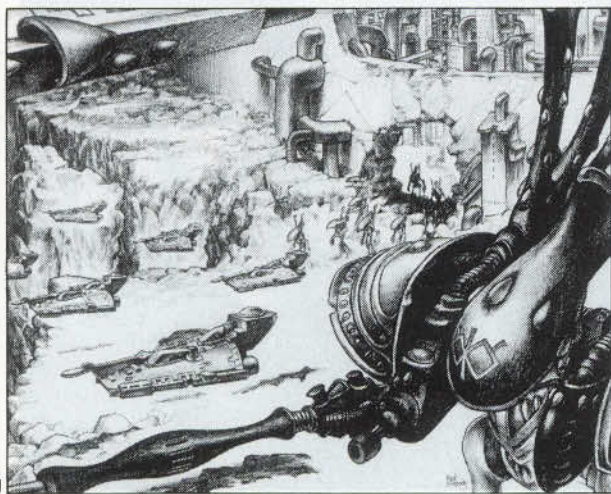
EARLY HISTORY

The Eldar are an ancient race; their spacefaring history predating humanity's by many thousands of years. In the distant past, the Eldar encountered the Old Slann, the greatest of all spacefaring peoples, and learned many arcane secrets about the universe from them. After the passing of the Old Slann, which itself happened thousands of years before man's first stumbling attempts at spaceflight, the Eldar continued to flourish and their civilisation expanded throughout the galaxy.

Eldar space travel, like that of the Old Slann, is based around the principle of warp-tunnel engineering. Tunnels were constructed from star to star, passing through the warp and allowing spacecraft a means of moving rapidly throughout the galaxy. Warp drives, as used by human spacecraft, were not used by the early Eldar and this kind of travel within the warp rather than through tunnels was regarded by the Eldar as dangerous and impractical.

RACIAL DISASTER

The Eldar civilisation collapsed at its very height. Today, its remnants reflect, but cannot hope to equal, the achievements of that long past era. The Old Slann are said to have forewarned the Eldar about the dangers that they would face. They taught how every living thought and feeling creates an echo in the warp, and how like-characteristics re-echo together, creating a unified circulating wave of energy. Such waves form vortices of pure energy manifesting a collective consciousness and will. The Slann called these conscious warp creatures the Powers of Chaos.



The Eldar fell victim to the monster created by their own racial inclinations: a Power of Chaos raised by their common ambitions and motives. As the Power grew stronger, its echos began to permeate the minds of the Eldar themselves, reinforcing the qualities upon which it fed and furthering its own growth. The natural ambitions and ideals of the Eldar, healthy enough in moderation, were soon reinforced to a point of obsession and insanity. Within a few generations the extremes of behaviour overthrew all other considerations and the whole civilisation fell into madness and decay.

Only a few Eldar rebelled against the life of sybaritic ease now almost universal amongst their kind. These were the few that had heeded the warnings of the long vanished Old Slann, turning their minds away from their natural inclinations and towards the aversion of racial disaster. In order to escape the decaying civilisation around them, they constructed many vast spacecraft, self-contained worlds where they could live wholly untainted by the mass of their race. These craft worlds were the only portion of Eldar society to survive the fall of the Eldar race. All the living Eldar are the descendants of these brave and hardy people.

The fall of the Eldar is said to have happened in a single orgy of destruction. When the Power of Chaos finally achieved sufficient energy, it began to draw all Eldar consciousness to itself, literally draining the minds of the Eldar. Every Eldar world was emptied of life, and almost all of the race perished. The energies of the Eldar passed into the warp, and became the creature known as Slaanesh, the Power of Chaos given form by the dreams of the Eldar. This relationship is important to those Eldar who survived, because in Slaanesh they perceive the worst side of their race, the side of their character which caused their downfall and to which even the survivors are inclined.

THE CRAFT WORLDS

Today the entire Eldar civilisation is located on board the giant craft worlds which float throughout the galaxy. The size of these worlds varies tremendously, some are almost the size of a small planet whilst others are little more than a city floating in space.

The craft worlds still preserve the warp tunnel technology of the Eldar, and every craft world has many entrances to warp tunnels inside it. Some warp tunnels are large enough only to admit a single Eldar, others are large enough to drive a substantial vehicle through. The largest of all are located outside the craft worlds, either contained within or suspended in space nearby. They are virtually invisible of course, little more than a patch of darkness, but they allow

whole spacefleets to move between the different craft worlds, and from craft worlds to solar systems throughout the galaxy. In this way the Eldar can move easily and quickly through the galaxy.

THE INFINITY CIRCUIT

While the Old Slann taught the Eldar about the dangers of the warp, they also taught them about its many positive aspects. They taught how the mind of a living creature passes upon death into the warp, where it may, if the individual mind has achieved power, remain whole and immortal as a spirit in the warp. The Old Slann believed that the object of life was to perfect the mind, and thereby achieve conscious immortality as a spirit in the warp. Once created an immortal spirit could reincarnate as a living creature, and would always return to the warp as a whole spirit upon death. However, the Old Slann also warned that such an existence was impossible if an individual's own thoughts were too close to those of a Power of Chaos, for when that happened a diseased consciousness would be devoured by the greater Power, losing its identity and melting into it.

Today the Eldar know that upon death their consciousness will not survive, but will be devoured by Slaanesh and further invigorate that which is the eternal shame of their race. They can have no immortal life as a spirit, and in death can only hope to serve the creature they regard as their most potent enemy. It was as a response to this fate that the Eldar developed the Infinity Circuit.

The Infinity Circuit is a repository of Eldar minds, a collection of objects called Spirit Stones. The consciousness or spirit of one or more Eldar is preserved in each Spirit Stone. Of course, a consciousness is not quite like a living mind, so many Eldar minds can occupy a single Spirit Stone manifesting a collective consciousness, or pool of knowledge. Although Stones are individual repositories, all share the energy of the entire Infinity Circuit, and are linked by that energy flowing between them. When an Eldar dies his spirit passes into a small temporary spiritual repository called a Way Stone. The Way Stone can only hold the spirit for a limited time, during which the Eldar's spirit must be transferred to a Spirit Stone for it to survive. All Eldar wear a Way Stone, a small stud or decorated emblem which will hold their spirit if they die, usually on their breast.

Each craft world has its own Infinity Circuit, spread over many Spirit Stones where the consciousness of its past citizens resides. The craft world's Infinity Circuit represents a vast repository of wisdom and experience, and it is treated with ultimate respect by the Eldar who live upon that craft world. Every Eldar knows that his fate is to join his forefathers in the Infinity Circuit when he dies. If an Eldar dies before his spirit can be gathered, this is regarded as a great loss and a terrible fate. The Infinity Circuit of the craft world is regarded in many respects like a living creature, which in some ways it is, contributing its own undying wisdom to the government of the living.

There are many small Spirit Stones containing one or only a few collective minds. These smaller Spirit Stones sometimes lie at the heart of machines, spacecraft, or other mechanical devices in such a way that the consciousness they contain can cojoin and harmonize with the minds of living Eldar. The relationship is a useful one to the surviving Eldar, and one which has grown to be entirely natural for them.

The ultimate examples of Eldar meshing with Spirit Stones is that of the creatures called Avatars. Every craft world has a number of Avatars, battle-suits built around a Spirit Stone housing the idealised spirit of an Eldar principle. Such stones contain only the parts of consciousness which most embody an aspect of the Eldar character. An Eldar who becomes an Avatar melds his own personality with the idealised spirit of a racial principle, becoming a living manifestation of that attitude of the Eldar character. Once an Eldar has donned the suit of an Avatar, he and the Spirit Stone are united until he dies, the Eldar simply forgets he has his own personality and becomes enmeshed within the single-minded thoughts of the Avatar. Upon death, the Eldar's own spirit passes into the stone and awaits a new Avatar. The Avatars are important to the Eldar, they are living virtues, the embodiment of what they see a worthy about their race. The Avatars are the most important occupants of a craft world.

A further example of this melding of Eldar and Spirit Stone is the Phantom Titan, where the minds of its living crew meld into the Spirit Stone of the Titan itself, and are governed by its vast fighting experience. Unlike the Avatar the melding is only temporary, but it still enables the crew to fight with all the battle-wisdom and ferocity embodied by the spirit in the stone.

THE LAST HOPE

Although very long lived, Eldar are not a prolific race. This may be one side-effect of their spiritual fall. As a result most Eldar populations are in a state of slow decline, and many craft worlds are all but deserted. The Eldar nurture one last hope. They believe that when the Infinity Circuits hold all the spirits of their race, all of the craft worlds will unite into one Infinity Circuit, and the collective spirits of the Eldar will join to form a new Power of Chaos that will battle and subdue Slaanesh, so that Eldar spirits may once more be able to merge with it and form a single, balanced entity. By doing so, if such a thing is possible, they hope that this will allow the Eldar race to be recreated in a better form. Meanwhile the Avatars of the craftworlds must guard the Spirit Stones from harm and continue to survive, so that all Eldar can see and form in their own minds a concept of the Eldar virtues that will enter along with their spirits into the Infinity Circuits.

FIR LIRITHION CLAN BANNERS



ELDAR

PHANTOM

Phantom armed with power fist (right arm) and pulse laser (left arm).



FIR DINILLAINN (PROTECTORS OF THE FALLEN)

Since Imperial records began the Eldar Phantoms of the Saim-Hann Craft World have been known as the Fir Dinillainn - the Protectors of the Fallen. Yet on their own time scale, this name is but a recent acquisition, earned by an act of outstanding courage and selfless service to another clan many thousands of years ago. Lord Amthillon, leader at the time, sacrificed a third of his force to protect the dying warriors of the Fir Linithion clan - his companions in the field - so that their spirit-stones could be retrieved. By that single act of self sacrifice, the Fir Linithion - the Knights of Purpose - were renamed the Fir Dinillainn.

Since that day the Phantoms of the Saim-Hann Craft World have astonished even Imperial forces with their selfless heroism.

FIR DINILLAINN INFINITY SYMBOL



CLAN SYMBOL

The clan symbol of the Protectors of the Fallen. Appears on the crew's jackets and in an abstracted form on the Titan's banners.



FIR FARILLECASSION (WATCHERS OVER ANCIENT WRONGS)

It is widely-rumoured among the few Eldar unaware of the truth that the true location of the Black Library - said to hold the Eldar codices that concern themselves with the worship of Chaos and tell of the Eldar's downfall - must be the Biel-Tann Craft World. Although this is certainly untrue, the Phantoms of Biel-Tann do display an unparalleled hatred of Chaos. The driving force behind this hatred is a fervent wish that no other race should suffer the terrible downfall that befell the Eldar.

Inquisitor Trant tells of his journey to Truan IX to destroy a Khormate coven. However, Trant arrived too late - upon reaching the surface he found that virtually the entire population had been wiped out. In the rubble of the western continent's capital city he found a half-burnt banner bearing the symbols of the Fir Farillecassion - the Phantoms of Biel-Tann. They had arrived before him.

FIR FARILLECASSION INFINITY SYMBOL



CLAN SYMBOL

Like all Eldar clan symbols, the Fir Farillecassion clan symbol appears on both the Phantoms' banners and their crews' jackets.



D-CANNON

An awesome weapon particularly favoured by the Eldar that exposes its victims to the ravages of the warp.



FIR IOLARION CLAN SYMBOL



FIR IOLARION INFINITY SYMBOL



FIR IOLARION (EAGLES BORN OF FIRE)

The Fir Iolarion - Eagles Born of Fire - were almost completely destroyed four centuries ago when they lost control of the warp gates onboard their craft world, Lugannath, allowing the Daemons of the warp to enter and attack them. For many years the clan drifted helplessly in space while they laboured to make the necessary repairs; stranded, and with their numbers severely depleted by the creatures in their midst, they were reduced to being one of the weakest Eldar clans.

Over time however, thanks only to their own unrelenting and steadfast efforts, they have not only regained the power they once had, but have exceeded it tenfold. Their almost total obliteration is now regarded by their leaders as a baptism of fire.

CLAN BANNER

The top of the banner shows the spirit seal: the personal rune of the spirit stone inside the Phantom. It often contains elements of the clan badge.

Next down is a runic version of the clan symbol. It is this rune that the Phantom's crew print on their coats and trousers.

The bottom section of the banner has a runic representation of the Phantom itself, which varies according to the armament the Phantom is carrying.

V CANNON

A weapon unique to the Eldar that literally vibrates its targets to pieces.



PULSE LASER

A highly sophisticated laser cannon that amply demonstrates the Eldar's consummate skill in constructing laser weapons.





An Eldar Phantom crewman is immediately recognisable by the Spirit Stone he wears upon his forehead. Upon becoming a Titan crewman, a ceremonial band is wrapped around the Eldar's head; almost immediately, the band bonds to his skull and sends tendrils into his brain. The headband bears a small chunk of Spirit Stone taken from the Titan that the Eldar is to serve. Upon taking his place in the cockpit, each crewman psychically links with the Titan using the fragment of stone. In effect, the Titan and the crew become a single entity. The band may only be removed upon the Eldar's death.

Like all Eldar, a Titan crewman bears a Spirit Stone on his chest that, upon his physical death, will preserve his spirit for a short time. The shape of this stone often reflects the symbol of the Eldar's clan: the Fir Lirithion, for instance, have heart-shaped stones.

Because of the close links that are required between the Titan's crewmembers and the Titan itself, it is usual for each crew to consist of Eldar from one family. This affords them a great deal of respect within the craft world's hierarchy, as a family must be truly worthy to serve in a Titan clan.

When in battle, each crewman wears a close-fitting boiler suit that contains the life-support systems he needs. His boots are made of a slightly adhesive substance that is ideal for moving around the organic tubes and passageways that criss-cross the Titan. When outside the Titan, each Eldar wears either a jacket or a coat for warmth. Like the boiler suit itself, these topcoats bear the Titan's rune and victory symbols on the left shoulder, and the Eldar's clan symbol on the back.

FIR LIRITHION (HEARTS ARMoured FOR BATTLE)

The Fir Lirithion of the Iyanden Craft World have a most unusual attitude towards combat. This Eldar clan are slow to ire and they never go willingly to war; yet they are, once on the field, among the most fearsome of all opponents. To the Fir Lirithion, war is a cancer to be eradicated. They strive to cut out the disease but leave the body unharmed; to this end they will go to inordinate lengths to purge their enemies of belligerent leaders while leaving the unwilling masses unharmed.

This tactic of course, relies on the idea that the masses will be routed upon the death of their leaders. As a consequence, the first time the Fir Lirithion found themselves fighting Orks, they suffered the biggest defeat of their long and glorious history. They struck at the Ork command post with a lightning strike, killing all of the tribe's leaders in one fell swoop. Expecting the Orks to fall apart without leadership, they did not expect the retaliation they received, and were taken by surprise. Their losses were heavy that day.



FIR LIRITHION
INFINITY SYMBOL



CLAN SYMBOL

The Fir Lirithion clan symbol, like all clan symbols, is a graphical representation of the clan's name.



Phantom armed with power fist (right arm) and pulse laser (left arm).



The three banners to the left are taken from three Phantoms from the Fir Lirithion clan. Notice how the spirit seal becomes more complicated as you go from left to right, as the personality of the Spirit Stone in each becomes more complex. Also notice how the banner to the right is reversed out, signifying that this Phantom is a squadron leader; the infill design on the head of the Titan rune confirms this.



FIR LIRITHION (HEARTS ARMoured FOR BATTLE)

The Fir Lirithion are regarded as the surgeons of the battlefield by most observers. They have fought many highly effective campaigns, such as the rout of a Company of Emperors Children on the Moon of Balthos; a strike force of Phantoms went deep into the Valley of Envy and destroyed the Traitors' command centre. The leaderless and battered Marines were forced to withdraw to a savage feral world in the outer systems, where they were killed by a virulent plague that caused their Larraman's Organ to emit cells uncontrollably, terminally thickening their blood.

FIR IOLARION (EAGLES BORN OF FIRE)

In the months after their warp gate accident, the Iyanden Craft World sent Eldar troops to nearby systems to gather materials for repairs. On the Ork world of Gagnar they located a lake of liquid copper vital to the restabilisation of their warp gates. Although their operations to drain the lake were constantly hampered by attacks from Ork Gargants, the presence of the Fir Iolarion Phantoms meant that they were able to get the metal they required without sustaining heavy losses.



THE PHANTOM CLASS ELDAR TITAN

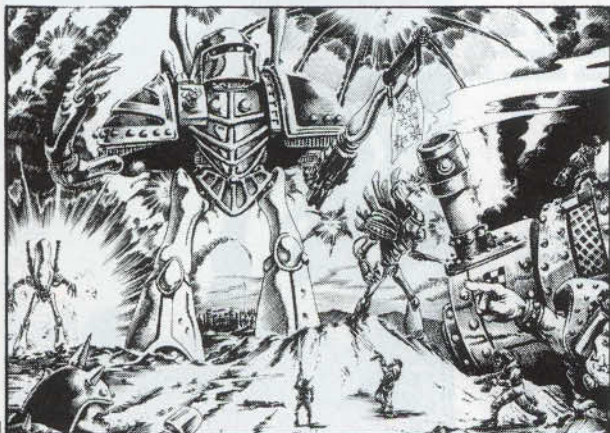
The Phantom, or *Finnadan*, is the most common class of Eldar Titan. As its name suggests, the Phantom is fast-moving and very agile, embodying the Eldar military philosophy which prefers speed and mobility to heavy armour.

Like all Eldar military vehicles, the Phantom is designed for beauty as much as function, and compared to an Imperial Titan it is very tall, slim and fragile-looking. This appearance is largely deceptive, for the Phantom is strongly built, and can absorb at least as much damage as a Human Warlord Titan.

Unlike Human Titans, however, Phantoms do not make use of void shields. Instead, they have a system of defensive screens called *datbedi* ('between colours'). The screens project a holographic disruption pattern, whose dispersion is linked to the Titan's movement. Thus, when a Phantom moves, its image seems to explode into a storm of tiny multi-coloured shards. The faster it moves, the more scattered its image becomes. When it stops, the cloud appears to coalesce into a solid shape.

Eldar defensive screens are designed to disrupt enemy targeting rather than stop incoming fire as void shields do. Compared to Imperial Titans, the Phantom is vulnerable to damage, but its screens make it more difficult to hit provided it keeps moving. While many Imperial Titan commanders see this as a weakness, it is entirely in harmony with the Eldar conception of war; hit-and-run tactics are normally employed, with the Phantoms using their speed and agility to manoeuvre into an opponent's blind side before firing.

The Phantom has a crew of four - three living Eldar and one Infinity Circuit. The Infinity Circuit is normally mounted in the centre of the crew compartment in the Titan's head, and the living crew - frequently blood-relatives of the Infinity Circuit - occupy couches around it. Unlike their Human counterparts, they do not have specific functions. Each crew member is equipped with a headband in which is set a fragment of the *carrecenad* stone; by means of this they merge their minds with the Infinity Circuit, forming a composite mind capable of handling multiple thoughts and actions. This mind is linked to the Phantom's mechanical systems by Mind Impulse Units which are far in advance of those used by the Imperium.



CH

The relationship between a Phantom's living crew and its Infinity Circuit is intimate and all-sharing; they know each other totally, and are marked by their ability to finish each other's sentences and thoughts out loud.

In any other Eldar, this would be unthinkable presumption, but Titan crews are known for the closeness they develop and the eccentricities that arise from it. To Eldar outside the Titan Clans, they are almost a race apart.

THE ORDER PHASE

The superior design of Eldar Mind Impulse Units, coupled with the composite mind formed by the crew and Infinity Circuit, makes the Phantom Class a very flexible Titan, able to react quickly to an opponent's actions.

Because of this, when Phantoms fight non-Eldar, the non-Eldar forces must choose *and reveal* their orders before the Phantoms choose theirs.

The normal rules for orders are used if Phantoms fight other Phantoms.

THE MOVEMENT PHASE

Because they are designed with a fast, mobile tactical approach in mind, Phantoms are always extremely manoeuvrable.

THE REPAIR PHASE

Co-ordinated by the shared consciousness of crew and Infinity Circuit, Eldar repair systems are highly effective in locating and repairing damage.

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

Seeing the Caurifellianaid was almost a shock after the stories Liafil had heard - they looked very like himself. He tried not to stare at the shifting red-and-black of soul-stone in their head-bands.

"It is my thought," said one, "that the Orks..."

"Agreed." The second interrupted. "But recall..."

"Very different terrain." A third voice. "However..."

"Luatheinn on the left flank can..."

"If necessary. We shall know more from this briefing."

Liafil was relieved to reach the briefing-chamber. The Caurifellianaid's constant interruption of each other made him very uncomfortable.

THE COMBAT PHASE

MAXIMUM TO HIT

The rule of one and six from the basic game rules is not used if Phantoms are being employed in a game. Instead, the *maximum to hit* rule is used. No matter what happens, a roll of 1 on the dice is *always* a miss. That doesn't change from the basic rules. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you have not necessarily hit. Roll again (this second roll is never modified by anything), and consult the following table.

Maximum to Hit Table	
Score Needed to Hit	Roll Required
7	4+
8	5+
9+	6

DEFENSIVE SCREENS

In addition to the normal modifiers to hit arising from the firer's orders, units firing on an Eldar Titan which is equipped with defensive screens suffer modifiers to hit according to the Eldar Titan's orders for the turn. These are given on the *Defensive Screen Modifiers* table below.

The Phantom Titan model has a base with a numbered wheel, like the Void Shield Wheel of Warlord and Reaver Imperial Titans. The wheel on a Phantom's base is called the *defensive modifier wheel*, and is used to keep track of modifiers to hit arising from its orders.

At the start of the game, set the wheel at '0'. When the Phantom's orders are revealed, move the wheel up or down by the amount indicated on the *Modifier Increment* column of the *Defensive Screen Modifiers* table, to display the modifier to hit for incoming fire that turn. The number showing on the wheel is subtracted from the rolls to hit for any attacks made on the Phantom. Note that this modifier may never be more than the *Modifier Maximum* given on the table (3 for evade orders, 1 for first fire and 2 for all other orders), and may never be less than zero.

Defensive screens may not be damaged, only destroyed. When a Phantom's defensive screens are destroyed, turn the defensive modifier wheel so that the red dot is displayed. The Phantom no longer gains any defensive modifiers, and its opponents' rolls to hit are modified only by cover and by their own orders.

DEFENSIVE SCREEN MODIFIERS		
Orders	Modifier Increment	Modifier Maximum
Evade	+2	3
Charge	+1	2
Advance	0	2
First Fire	-1	2
Damage Control	-2	1

WING-MOUNTED WEAPONS

The shoulder wings on Phantom Titans are used as weapon mounts. Wing-mounted weapons have the same arc of fire as carapace-mounted weapons on an Imperial Titan.

CLOSE COMBAT

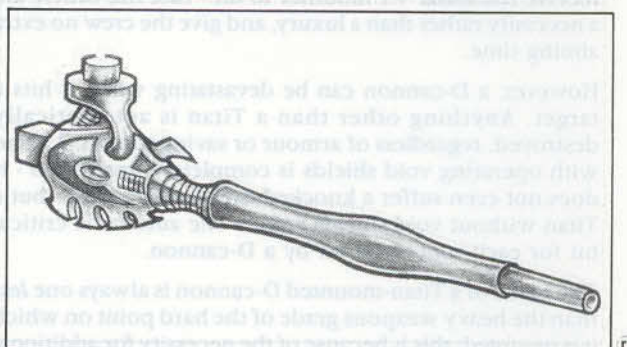
Because of their agility and fast reactions, Phantoms receive a +1 modifier to hit when attacking a non-Eldar Titan with close combat weapons.

When a Phantom is engaged in close combat, its defensive bonus becomes -1 for the duration of the close combat, and the defensive modifier wheel should be moved to display the number 1.

NEW WEAPONS

The Eldar use three distinctive weapons on their Titans: the pulse laser, the distortion cannon and the induction field projector. Details of these weapons may be found below.

PULSE LASER



The pulse laser, or pulsar, is used exclusively by Eldar Titans. No other race has the required level of technology to make such a weapon.

The pulse laser is a very heavy weapon. It fires a burst of rapid laser pulses. Roll to hit once; a successful roll to hit means that the target has been caught by a burst. Roll a D6 to see how many times the target has been hit. Separate damage level and hit location rolls are made for each damaging hit.

For example, a pulse laser hits an Imperial Titan with 3 void shields. The Eldar player rolls a D6 and gets a 5; the pulse laser has caused 5 hits. The first three hits knock down the Imperial Titan's void shields, while the remaining two hits inflict damage on the target, which is resolved in the normal way.

Pulse lasers may only be purchased for Eldar Titans.

PULSE LASER VS VEHICLES

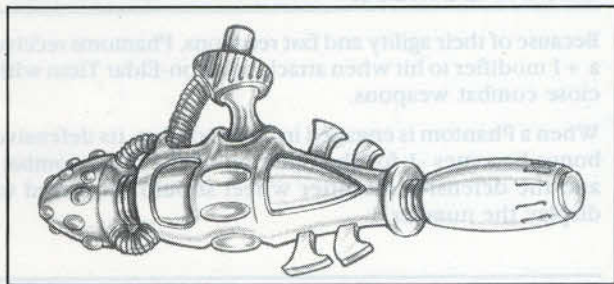
When firing on vehicles, Pulse Lasers offer two options:

- fire on a single vehicle, rolling once to hit and rolling a D6 to determine how many shots from the volley hit the vehicle;
- place the transparent 6cm burst circle where desired within the weapon's range and fire arc, and roll to hit each vehicle covered by the burst circle. Each vehicle may only be hit *once*.

PULSE LASER VS INFANTRY

When a Pulse Laser fires on an infantry target, place the transparent burst circle where desired within the weapon's range and fire arc, and roll to hit each infantry stand under the burst circle. Each stand may be hit only *once*.

DISTORTION CANNON



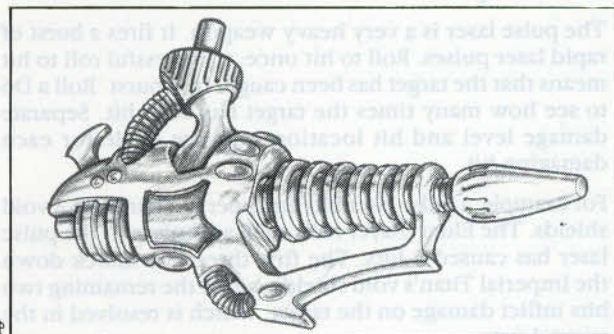
The distortion cannon, or D-cannon, is an exotic heavy weapon, particular to the Eldar. It operates using the same principle as a spacecraft's warp drive, displacing the target into warp space and then back again, usually with fatal results.

A D-cannon takes some time to set up and fire, and may only be fired with first fire orders. In addition, it does *not* receive the usual +1 modifier to hit - first fire orders are a necessity rather than a luxury, and give the crew no extra aiming time.

However, a D-cannon can be devastating when it hits a target. Anything other than a Titan is automatically destroyed, regardless of armour or saving throws. A Titan with operating void shields is completely unaffected - it does not even suffer a knocked-down void shield - but a Titan without void shields suffers one automatic critical hit for each successful hit by a D-cannon.

The grade of a Titan-mounted D-cannon is always one *less* than the heavy weapons grade of the hard point on which it is mounted; this is because of the necessity for additional stabilising equipment to keep the weapon still for firing.

VIBRO-CANNON



Commonly known as the vibro-cannon or V-cannon, the induction field projector is a very heavy weapon, which can only be fitted to Eldar Titans; it requires a very precisely-modulated power supply, which is beyond the capacity of Human plasma reactor designs.

The V-cannon causes a fluctuating electromagnetic field which induces powerful interference in heavy-duty power transmission systems. This is often compared to an electric current inducing muscular paralysis in a Human. When two or more are brought to bear on a single target the fields will interfere with each other. This interference is modulated to induce resonant vibration in the structure of the target, causing damage by literally shaking it apart.

The V-cannon can only be used with first fire orders. It has no effect on infantry. A roll is made to hit as normal, but void shields and power fields provide no protection; a hit always causes damage to the target.

If a hit is scored, the V-cannon is *locked on* to the target. It remains locked on until:

- The attacker chooses orders other than first fire for the unit operating the V-cannon
- The attacker decides to fire the V-cannon at another target
- The target moves out of the V-cannon's range, fire arc or line of sight
- The target is destroyed

Hits from a V-cannon cause damage in the end phase of the turn. The target suffers the following effects for *each* V-cannon locked onto it:

- movement is reduced by 4 cm, to a minimum of zero
- the target loses one 45° turn per movement phase, to a minimum of zero

When two or more V-cannon are locked on, the target also suffers one automatic critical hit for each V-cannon *apart from the first* that is locked onto it. If you are using the *Epic Battle Damage System*, all the V-cannon locked onto a single target count as one volley, which is treated separately from any other weapons being used by the same attacking units. For example, two Eldar Titans equipped with V-cannon attack a single Imperial Titan. The two V-cannon count as one volley, all other weapons on the first Eldar Titan count as a second volley, and all other weapons on the second Eldar Titan count as a third volley.

DAMAGE AND ELДАР TITANS

The new damage systems in this book can be used for Phantoms with little difficulty, provided that the following adjustments are made.

REPAIR

Because of the high degree of co-ordination afforded by having the crew in deep mental rapport, various functions are performed more efficiently than would be possible for a Human Titan crew. One such function is repair, and Phantoms gain a +1 bonus to all repair rolls.

DAMAGE TABLES

The following results are amended for Phantom Class Eldar Titans. These alterations apply to both the *Detailed* and *Epic Battle* damage systems.

Left and Right Carapace: For "carapace", read "wing".

Psychic Shock: Because the crew of a Phantom are in mental rapport, a *Psychic Shock* result will stun the whole crew for one turn, in addition to injuring *one* of them. The Titan may not attack, and may not be given any orders in the following turn. Longer-term effects depend on the number of crew members who have been injured - see *Crew Injuries* in the section on *Eldar in the Campaign Game*.

Knockout Blow: The only effect of this is to stop the crew ejecting or firing any anti-personnel weapons; damage does not affect the Titan's Infinity Circuit.

VSGs Destroyed: The Phantom's defensive screens are destroyed. Set the defensive modifier wheel at zero for the rest of the game.



USING ELDAR TITANS

Eldar Titan forces sometimes assist Imperial Loyalists against the Traitors; since their own race fell to Chaos from within, they will ally themselves with Humans to prevent the spread of Chaos. They will also fight Traitor Titans without assistance.

A force may be composed entirely of Eldar Titans, or may be a mixed group of Imperial and Eldar Titans. Any of the scenarios in the rulebook may be used with Eldar Titans making up some or all of one side's Battle Rating.

Eldar will not fight in the same force as Human Traitors or Orks.

WEAPONS

Phantom Class Eldar Titans may only ever use Eldar weapons listed in this volume and in the *Adeptus Titanicus* rulebook. Eldar do not use weapons designed and built by other races, as such items are far too primitive.

DEVICES

Phantom Class Eldar Titans may use any of the devices listed in the *Adeptus Titanicus* rulebook *except* cameleoline as this interferes with their own defensive screens.

DESIGNING PHANTOM CLASS TITANS

Eldar Titans may be designed using the rules from the *Designing Imperial Titan's* section earlier in this volume and the special rules given above. The most common Eldar Titan is the Phantom Class, which has two main hull variants: Spectre and Shade.

STANDARD ELDAR TITANS

Class/Variant	Wings	Left Arm	Right Arm	Speed	AR	Battle Rating	Mvr
Phantom/Spectre	2 x 2/0/B	4/1/A	4/1/A	16/24	0	1000	EM
Phantom/Shade	2 x 2/0/B	3/1/A	3/1/A	20/30	0	900	EM

ELDAR VEHICLES AND WALKERS

In addition to their Titans, the Eldar have a full complement of vehicles and walkers. The most commonly-used are covered in this section.

ARMoured VEHICLES

THE FALCON GRAV-TANK



The Falcon grav-tank (Eldar *Faolchú*) is the mainstay of the vast majority of Eldar forces, and fulfills a large number of battlefield roles, from troop transportation to reconnaissance.

It is armed with a shuriken cannon and a grade 2 las-cannon, and can transport two stands of troops in the same way as an Imperial Rhino or Land Raider in the *Space Marine* rules.

LIGHT VEHICLES

Eldar light vehicles obey all the standard light vehicle rules, as laid down earlier in this volume.

FIELD ARTILLERY



The term *Beithir* (an ambiguous word in the Eldar language, translatable equally as 'Thunderbolt' and 'Striking Serpent') is applied to a range of two-man mobile field artillery units. The most common

weapon is a las-cannon, but heavy plasma guns, D-cannon and scatter lasers are also widely used. The artillery unit is not fast-moving, and has only one movement rate - the charge rate. It may never be given advance orders. Eldar field artillery is often deployed from Falcon grav-tanks.



JET CYCLE

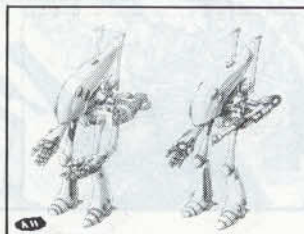


The *Ceifulgaitbann* ('Wind Rider') is the standard Eldar jet cycle, and fulfills the same battlefield role as the Imperial Jet Bike. It has a crew of one, and is armed with a shuriken catapult.

WALKERS

The *Scurathainn* walkers include machines which the Imperium would classify separately: the *Iarrascurath* ('Questing Warrior') dreadnought, the *Tannascurath* ('Spirit Warrior') Infinity Circuit robot, and the *Offigascurath* ('Striding Warrior') war walker. All machines in this category behave as dreadnoughts in all respects.

DREADNOUGHTS



Like the dreadnoughts of the Imperium, Eldar dreadnoughts are crewed walkers with a mixture of anti-personnel and anti-vehicle armament. The two most common variants are the Banshee Assault Dreadnought and the War Cry Support Dreadnought. Eldar dreadnoughts are equipped with jump packs as standard.

SPIRIT WARRIORS



The Spirit Warrior is generally considered as a robot by the Imperium, but to Eldar eyes it is very little different from a dreadnought. Instead of a living Eldar, it is crewed by an Infinity Circuit, but there the difference ends. Spirit Warriors do not require programming like imperial robots, and behave in every way as a dreadnought.

WAR WALKER



Despite the exposed position of the crewman, the War Walker is not counted as a light vehicle. The crew position is protected by an array of energy fields, giving the same protection as a dreadnought's metal skin. Its armament of a scatter laser and a las-cannon make it effective against both infantry and vehicles.

JUMP PACKS

Eldar dreadnoughts are fitted with jump packs, allowing them to make a special *jump* move if they have charge orders. A jump move allows the Dreadnought to move double its normal charge distance, but it may only make one 45° turn, at the start of its move.



Fiallir led his Wind Riders high over the battle. In the distance, four of the ugly, brutish Ork Gargants lumbered forward, contrasting grotesquely with the Phantoms of Fir Lirithion they faced. Grav-Tanks sped forward, weaving as they headed for the chosen artillery positions.

The Wind Riders left the Titans behind. Fiallir wondered briefly what it must be like to have a machine respond as if it were your own body. Then he laughed out loud. He knew. His Cycle rolled and swerved, sharing his laughter.

Far below him, the artillery was firing. Explosions appeared among the advancing horde of Orks. With the wild song of the Avenger keening through his veins, Fiallir led the Wind Riders to the attack.

"Iolavai Ceifulgaithann!" Six voices echoed the wacry as the Wind Riders swooped. Shuriken tore through steel and leather, flesh and bone. Orks scattered; Bikes and Wartraks swerved madly to avoid the onslaught. A Wartrak gunner died trying to bring his las-cannon to bear. Another was faster - Fiallir threw his Cycle into a tight turn as a laser-bolt grazed his front fairing. Behind him, Rhiadlior fell in a storm of bolter shells - now they were five.

Hugging the ground, the Jet Cycles screamed along the Ork lines. Grav-tanks hurried to reach the gap before it closed. Rubble flashed by, inches away - vital cover against the concentrated bolter fire of the Ork infantry. Five Orks died against the stump of a wall, but Mathlahir fell with them.

Dodging and weaving, the four Jet Cycles headed deeper into the Ork lines. Auto-cannon shells marched along a wall behind Fiallir's shoulder; he flung his Cycle sideways out of the line of fire, and swung round the building.

The Gargant came as a complete surprise. Fiallir swerved and climbed, almost rolling over in the effort to avoid the huge machine. Liassalath reacted an instant too late. A dozen Orks died at their firing-posts as the three Jet Cycles flashed past. The Gargant was behind them before the answering bolter fire started.

The Wind Riders bore down on the front line to find it awash with Avenging Warriors. The whole of the Ork centre had dissolved into small hand-to-hand skirmishes, and stalking Dreadnoughts sowed destruction along the flanks. A wrecked Gargant lay on its side, a makeshift fortress where a small group of Orks made a determined stand.

They took the Orks by surprise. A huge Ork stood bellowing orders - Fiallir's shurikens cut him in two, and the others fled. With Eldar infantry all around them and Jet Cycles attacking from behind, panic spread quickly. A few fired back, and Talission fell.

The two surviving Wind Riders made a low pass over the ruined Gargant, but there was no answering fire. Fiallir exchanged a wave with one of the Avenging Warriors, and headed back toward the Eldar lines.

ELDAR INFANTRY

The Eldar make use of two types of infantry force, whose roles Imperial commentators compare to Space Marine Assault and Tactical troops.

The Swooping Hawks (Eldar *Fian Silspeiraigh*) are an elite force of assault troops, specialising in troop drops to secure an area for other Eldar forces or to mount a devastating surprise attack. The Avenging Warriors (Eldar *Fian Dialcaman*) are the main Eldar line infantry who take various roles in the field depending on the pre-battle rituals they have undertaken. They are treated as normal infantry (see the *Space Marine* rules). The Swooping Hawks however, need special rules.

The Swooping Hawks are a highly mobile force, kept in a state of constant readiness. They are usually the first wave in an attack on a planet, capturing key points in lightning raids and preparing the way for the main assault. Once the more heavily equipped units have been deployed, the Swooping Hawks are ferried back to the craft world, where they can be deployed quickly to aid beleaguered units or staunch a breakthrough by the enemy. They are often used in support of Eldar Titans, dropping directly on the enemy front line, disrupting and distracting the defence while the Titans move into position for a devastating attack.

Swooping Hawks are ferried from the craft world to a planet's atmosphere in specially-designed craft known as *Rillistiddian* (Shooting Star). These are not technically drop-ships, for they do not land on the planetary surface. Instead, they enter the atmosphere briefly, and the troops they carry free-fall to the surface, using their jump packs to slow and control their descent. The troop carriers then return to the craft world. Because they spend very little time in the atmosphere, and because of the complex system

of cloaking devices with which they are equipped, all too often the first warning of a Swooping Hawk attack has been the sudden scream of jump packs overhead.

TROOP DROPS

Swooping Hawks are not set up on the table at the start of the game; they are assumed to be plummeting through the atmosphere in their troop-carrying ships. They enter play using the same drop procedure as *Landing Pods*.

Enemy units may snap fire on dropping stands in the order phase if they have first fire orders. These attacks are worked out in the same way as normal snap fire attacks made during the movement phase, with the range being measured to the point where the Eldar stand landed.

Swooping Hawks must be given charge orders on the turn that they land, and may move up to 16 cm using their jump packs. On the first turn they don't have to worry about formation restrictions - but from their second turn on the table, the normal formation restrictions apply.

SPECIAL CASES

Sometimes a stand will land on top of an enemy unit or in difficult terrain, or even miss the table all together! The following special rules apply in these cases:

A stand is *killed instantly* if:

- it lands off the table
- it lands on a Titan or on a Titan's base

If the stand lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any ranged weapons. If this attack fails to kill the Eldar stand, the two units count as being engaged in close combat. Neither stand may move, and they must fight a round of close combat in the close combat segment.

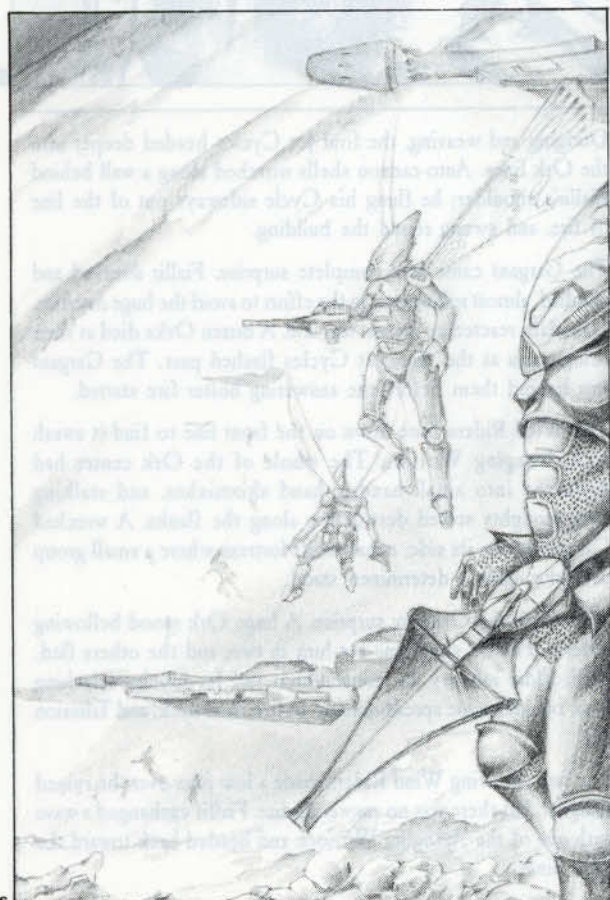
If the stand lands in difficult or dangerous terrain it must make a saving roll to avoid being eliminated. Stands that land on top of buildings must also make a saving roll; if they succeed they are placed beside the building at a point chosen by their controlling player.

JUMP PACKS

All Swooping Hawks stands are equipped with *jump packs*. Stands equipped with jump packs have a charge rate move of 16cm, and may move over difficult and dangerous terrain without making dangerous terrain tests.

TROOP IDENTIFICATION

Eldar stands should have different coloured bases to make identification easier. An Eldar Commander is given the same colour as the troops he commands; mount a banner on the stand to indicate his presence.



STANDARD DETACHMENTS

Standard detachments for Eldar forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Swooping Hawk Detachment	6 x Swooping Hawk Stand 2 x Commander	430
Avenging Warrior Detachment	6 x Avenging Warrior Stand 2 x Commander	580
Grav-Tank Detachment	3 x Falcon Grav-Tank	420
Field Artillery Detachment	3 x Field Artillery Unit	120
Jet Cycle Detachment	6 x Jet Cycles	180
War Cry Dreadnought Detachment	3 x War Cry Dreadnought	180
Banshee Dreadnought Detachment	3 x Banshee Dreadnought	180
Spirit Warrior Detachment	3 x Vampire Spirit Warrior	135
War Walker Detachment	3 x War Walker	270



NON-STANDARD DETACHMENTS

Eldar forces may be organised into non-standard detachments in the same way as Imperial forces.

Ralahir sat quietly in the hold of the Falcon, waiting for the Vengeance to begin. Around him sat nine others, all clad, like him, in the mask of The Avenger. Ten Eldar, one face. One mind. The Avenger's Song beat soundlessly through his mind, as he knew it beat through nine others - and across the battlefield, in thousands more. Two thousand minds, two thousand guns. One mind, one song, one spirit. So it was taught - that each was The Avenger, and The Avenger was all.

An explosion jolted the Grav-Tank, but it veered and regained its course. Ralahir was thrown against the straps of his harness and for a moment his concentration strayed. Then his mind became one with the song again; his spirit rose and fell in tune with two thousand others.

Through their mental song, with distant ears, he heard the dull crump of Ork weapons, and the voices of lasers and shuriken cannon. They blended somehow, forming bass and descant to the song of war.

The Falcon stopped abruptly, as a dancer stops at the end of a high leap. Ralahir loosened his harness and stood up in a single motion, holding his shuriken catapult in readiness. Doors swung open, and the Avenging Warriors went to war.

The Phantoms were almost with them, blurs of colour behind and to the right. Jet Cycles screamed overhead as the Falcon sped away with the rest of its group, to harry the Orks' left flank. In the distance, Gargants lumbered forward like mobile buildings, towering above the crowd of infantry and the hordes of wheeled and tracked vehicles. The air was bright with laser fire and the ground shook to the tread of the huge machines.

The heavy weaponry was already within range; soon it would be time for shurikens. The Jet Cycles sowed explosions along the Ork front line; one fell, like a shooting star. Ork vehicles lurched forward from the flame and smoke, spitting shells, plasma and laser fire. Dodging between ruins and rubble, the Avenging Warriors ran forward to meet them.

A gang of Wartraks thundered down on their position, spewing death as they bounced and jolted across the broken ground. Their lasers were answered with shurikens. The driver of the leading vehicle slumped across his handlebars; it swerved abruptly into one of its fellows. The surviving crews jumped clear of the wreck, drawing bolters. None lived long enough to fire.

The other Wartraks were past them now, heading deeper into the Eldar force to exchange fire with the Walkers.

Ralahir looked around; across the battlefield, the wave of vehicles had cut through the Eldar infantry. A few headed straight for the Phantoms, prompted by some suicidal bravery to attack the biggest target they could find. Meanwhile, the Ork infantry was closing.

Shuriken and bolter fire lit up the air with a deadly-bright hail as both sides dug in. The broken ground was a death-trap - whoever left cover first would die first.

Jet Cycles made a strafing pass over the Ork positions, but their fire would never be enough to break the deadlock. Ralahir thumbed his communicator into life.

"Iolavai Silspeiraigh! There is food for the Hawks here! Let us feast on the sorrows of our enemy!"

ELDAR IN THE CAMPAIGN GAME

The *Campaign Game* rules in the *Adeptus Titanicus* rulebook assumes that you are fielding a Human force - either Loyalist or Traitor. Some slight alterations are necessary when using Eldar in a campaign.

Eldar do not have Titan Orders like Humans - each of the vast Eldar craft worlds has a number of Titan Clans (Eldar: *Fir Caurifel*) which provide their Titan forces. Each Titan Clan is headed by a High Council (*Rhiaghlaidh Caurifel*) made up of the heads of the Families which make up the Clan, and the infinity circuits from all the Clan's Titans. A Titan force which is put into the field will come from a single Clan - invariably from a single Family within that Clan - and in the Campaign Game you will assume the role of the *Ardathricainn*, the head of the Family.

THE CAMPAIGN ROSTER

A campaign roster for Eldar Titan Clans is included in the back of this book, which you may photocopy for your own use only. It is broadly similar to the that in the *Adeptus Titanicus* rulebook, but does not have spaces for recording support missiles, which are used only by Humans.

CREATING THE TITAN CLAN

You have 10,000 points to spend on setting up your Titan Clan, and can spend it on Titans and equipment as you wish, subject to the restrictions listed in the section on *Designing Phantom Class Titans*. Crew experience and honour points are unchanged.

CAMPAIGN SCENARIOS

The rules for campaign scenarios in this book and in the *Adeptus Titanicus* rulebook are unchanged, apart from the following points:

CREW INJURIES

As has already been mentioned, the crews of Phantom Class Eldar Titans are structured differently from their Human counterparts, which means crew injuries work in a slightly different way. Use the following table for Phantom crews:

Injured crew	Effect
1	None. The Eldar Titan operates as normal.
2	The Eldar Titan must choose orders at the same time as non-Eldar Titans. All rolls to hit suffer a -1 modifier.
3	As 2, plus the Titan loses its +1 to hit modifier with close combat weapons and counts as being highly manoeuvrable instead of extremely manoeuvrable.

LONG-TERM INJURY EFFECTS

The procedure is the same as for Imperial Titans.

CREW DEATHS

The crew loses 25% of its experience points (rounding up) for each crew member killed. For each skill the crew has, roll a D6 and add the number of dead crew members; on a roll of 7 or more, the skill is lost.

Note that the infinity circuit in a Phantom always survives unless the Titan is destroyed.

EJECTING

Eldar do not eject from a Titan like Human Titan crews. Instead, the crew cabin of an Eldar Titan is fitted with a teleport mechanism which transports the crew to safety the instant it is triggered.

Using the teleport mechanism is treated as ejecting, and the same dice rolls must be made to see whether the crew gets out safely. Because of the complexity of the teleport mechanism, an Eldar Titan crew suffers a -1 penalty to eject rolls. However, if the crew teleports out before the Titan is destroyed, they never need to roll on the *Escape Tables* - once they are out of the Titan they are automatically home and safe.

DOWNTIME

This is unchanged from the *Adeptus Titanicus* rulebook, apart from the following points:

SKILLS

Ace Eldar crews gain their first skill at 10 experience points, and gain one skill every 10 experience points thereafter. This is because the members of the Titan Clans are brought up with Titans from their very earliest years, and develop a natural aptitude for working with the great machines.

SALVAGE PHASE

Eldar forces may attempt to salvage from Imperial Titans and Ork Gargants. In both cases there is a -2 modifier to the salvage roll. Only weapons may be salvaged, and belly guns may not be salvaged from Ork Gargants.

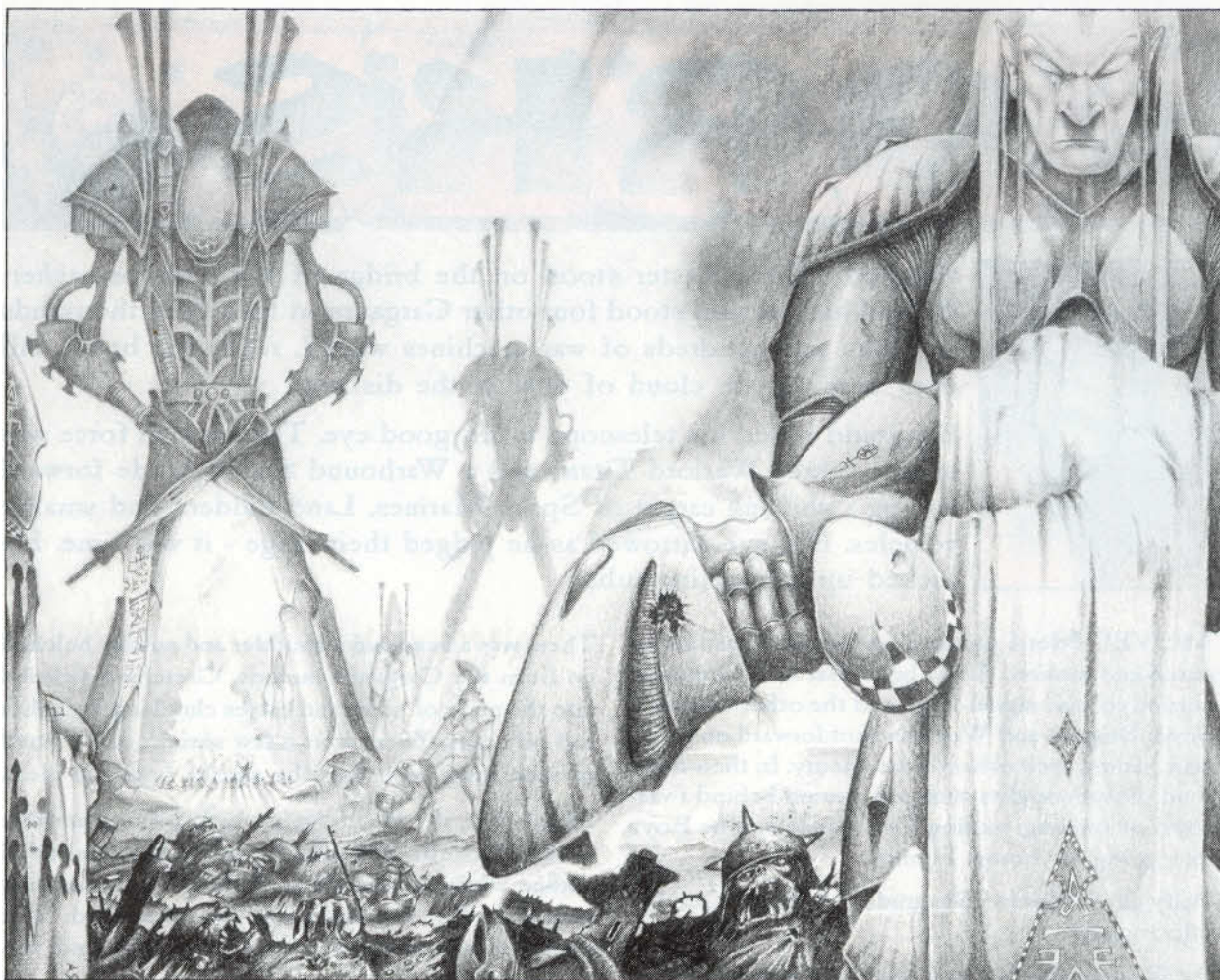
Eldar forces may salvage from Eldar Titans normally, with no penalties.

REQUISITIONING

This is handled in the same way as for Imperial Titan battlegroups; of course, the *circumstances* are slightly different - the *Ardathricainn* is approaching the Clan's High Council for supplies, using family connections and political influence, rather than sending requisitions to the Adeptus Mechanicus.

RECRUITING

Recruiting takes place as in the *Adeptus Titanicus* rulebook, but Titan families have a +1 modifier to the roll for crew experience, reflecting the fact that members of Titan families have close ties with the machines from childhood. However, there is no modifier for the Family's Honour score; they only recruit from within the Family, and do not use their reputation to attract outside crews.



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The battlefield was silent. Corpses were strewn across the ground, their weapons as broken as their bodies. Vehicles lay smoking, overturned, their dead crews sprawled on and around them.

But among the death, there was movement. Grim graceful figures glided from ruin to ruin, from wreck to wreck. Slowly, silently, the Eldar took back their dead.

At the centre of the field, where the fighting had been fiercest, six great pyres were lit. The Orks were ignored, their bodies left to feed the carrion-beasts which already scuffled and chittered among the rubble. Not for them the rites of Tienesporath; no remembrance for the enemy.

Liathair turned his back on the pyres for the fourth time, and went back toward the ruined building. A jet bike passed him, the normal scream of its engine lowered to a mournful hum as its rider brought back a fallen comrade. Further away, he could see a group of searchers carrying bodies into a Grav-Tank. To his left, a Banshee strode towards the pyres, holding the body of an Avenging Warrior in its great hands like a broken doll.

It was late now, and the dead were truly lost; earlier, a few had been saved into the spirit-stones of the Lords-Phoenix. Now, the slain were beyond saving, their spirits sucked into the void, into the great abomination which the Eldar must bear, of which only the Harlequins speak.

Inside the building, Liathair kicked an Orkish carcass aside, and gently lifted the last of the Eldar bodies in his arms. For the fourth time, he made the journey back to the place where a fresh pyre was being built. The mask of the Avenger snarled up at him from the helmet: my life was sold dearly.

He laid the corpse on top of the growing pyre. He did not look behind the mask, to see who it was; it was irrelevant. All the dead had died in the spirit of the Avenger, their other selves forgotten. No names, no faces - just snarling masks and blazing shuriken catapults.

Pain is ours, and sadness at your parting,
Never to taste of our victory's joy.
The fires are lit for you, those who live weep.
Not enough Orks exist to atone for your lives.

The dirge rose over the communications network, stately and measured. Though the lost had no names, still they were lost. He had found the four dead from his coillinear, and performed the marcarath which the living owed the fallen.

A great shadow fell over the unlit pyre; one of the Phantoms now towered above it. A huge pulse-laser reached down, with something like gentleness - a flash, a crack, and the pyre was lit. The Titan stood over the pyre as it burned, arms crossed and head bowed in mourning.

ORKS



Shagrudd Deathblaster stood on the bridge of the *Stompsmasher*. Behind his flagship stood four other Gargants; at their feet, thousands of Orks and hundreds of war machines waited, ready for battle. All eyes were on the cloud of dust in the distance.

Shagrudd raised his telescope to his good eye. The Human force was strong - three Warlord Titans and a Warhound Scout strode forward among a shifting carpet of Space Marines, Land Raiders, and smaller vehicles. His eye narrowed as he judged their range - it was time. He picked up a speaking tube.

"MOVE!" Metal groaned as the *Stompsmasher* heaved into motion. "Left a bit an' flat out!" Gretchins scurried to raise signal-flags, and the other Gargants stirred. Buggies and Wartraks shot forward on either flank, racing each other to the enemy. In their dust-cloud, Dreadnoughts stumped onward behind a vast crowd of running, yelling Ork warriors. The Boyz were going to stomp Humie.

"Belly gun!" Howled Shagrudd. "Airburst! Get that little zogger!"

The Gargant shook, and a huge explosion shrouded the Warhound. Only the stumps of legs remained. Shagrudd grinned - first shot, first kill. Even above the din of the moving Gargant, he could hear the Boyz cheering.

The Wartraks and Buggies began firing. A few shots fell short, but satisfying explosions appeared along the lines of Space Marines. Land Raiders rushed to help their comrades, firing as they came. The *Stompsmasher* crushed one underfoot in passing, as shells from its turret guns traced a flaring line across a Warlord's shields. To Shagrudd's left, the *Deathstomper* lost a turret and started belching smoke.

The *Stompsmasher* was rocked by a series of explosions - the power fields were gone, and the *Stompsmasher* was starting to suffer damage. But one Warlord was weakened - the shells from Shagrudd's guns stopped flaring off its shields and started to smack against its hide.

"CHAINSHOT!" The Mega-Cannon roared, and the huge chain wrapped itself around the legs of the unshielded Titan in a whirling blur. The Warlord stood stock-still for a moment, and then toppled like a felled tree. A Company of Space Marines failed to get out of its way.

There was a bang and a shudder and smoke belched up from the Gargant's innards. Gretchins scurried into the maze of pipes and cables clutching wrenches and oily rags. There were a few shrieks and a smell of scorching flesh, but the smoke began to clear.

Meanwhile, the *Headcrusher* had rammed another of the Warlords. The jaws of its Snapper shredded a knee while its chain fist delivered a devastating uppercut. But the fight was not one-sided. The *Deathstomper* burned fiercely now, and the *Corpsegrinder* had run out of control across the battlefield, crushing both sides in an infantry skirmish before finally embedding itself in a building.

Shagrudd signalled the *Bigripper* to circle round the last Warlord. Humie couldn't face two ways at once. The Titan turned all its weapons on the *Stompsmasher* in a tremendous volley, and Shagrudd was thrown across the bridge. When he regained his feet, he could hardly see for choking black smoke. Three of the four turrets were out, but the belly gun was still working.

"SHELL!" He howled down the speaking tube. Simultaneously, the Warlord was caught in an airburst from the *Bigripper*, blowing both its arms off and showering sparks from its carapace.

Below, Maniks charged howling at a building where a few Humans still held out. Shagrudd looked back up at the Warlord. It was advancing unsteadily.

"WURZ THAT ZOGGIN' SHELL?" he bawled. As if in answer, there was a mighty explosion. For a moment Shagrudd thought the *Stompsmasher* itself was hit, but then he saw that the Warlord had ceased to exist. All that remained was a crater, filled with bubbling plasma.





ORKOIDS

The Orkish race is savage and brutal, and relish in war. Orks themselves are a warrior elite who lord it over their smaller cousins, Gretchins and Snotlings. Orks dominate their society because they are the biggest, toughest and meanest. Orks are muscular and robust, and a typical specimen stands about man height, but would be taller if he stood up straight. Gretchin are smaller and less developed, but they have alert and cunning minds. By nature they are cheerful, furtive, sneaky and fatalistic. Most Gretchins are owned by Ork masters as personal servants and the Orks depend on them for most of the day-to-day running of their society. The smallest Orkoids, Snotlings, are mischievous and wilful but can be trained to do various tasks. Their main role in Ork society is harvesting Squiggly beasts and fungus for food.

ORK REALMS

As a result of the erratic progress of Ork space travel, and their urge to seek adventure wherever it may take them, Ork communities tend to be scattered throughout the universe. They travel in warfleets of hijacked space hulks, patched up and made airtight by simple power-field technology.

Each community considers itself to be either a tribe or a confederation of tribes united temporarily under a great warlord. A tribe may be wandering in space, settled on a planet, isolated from other races or at war. Every tribe will include a motley collection of Ork clans and castes.

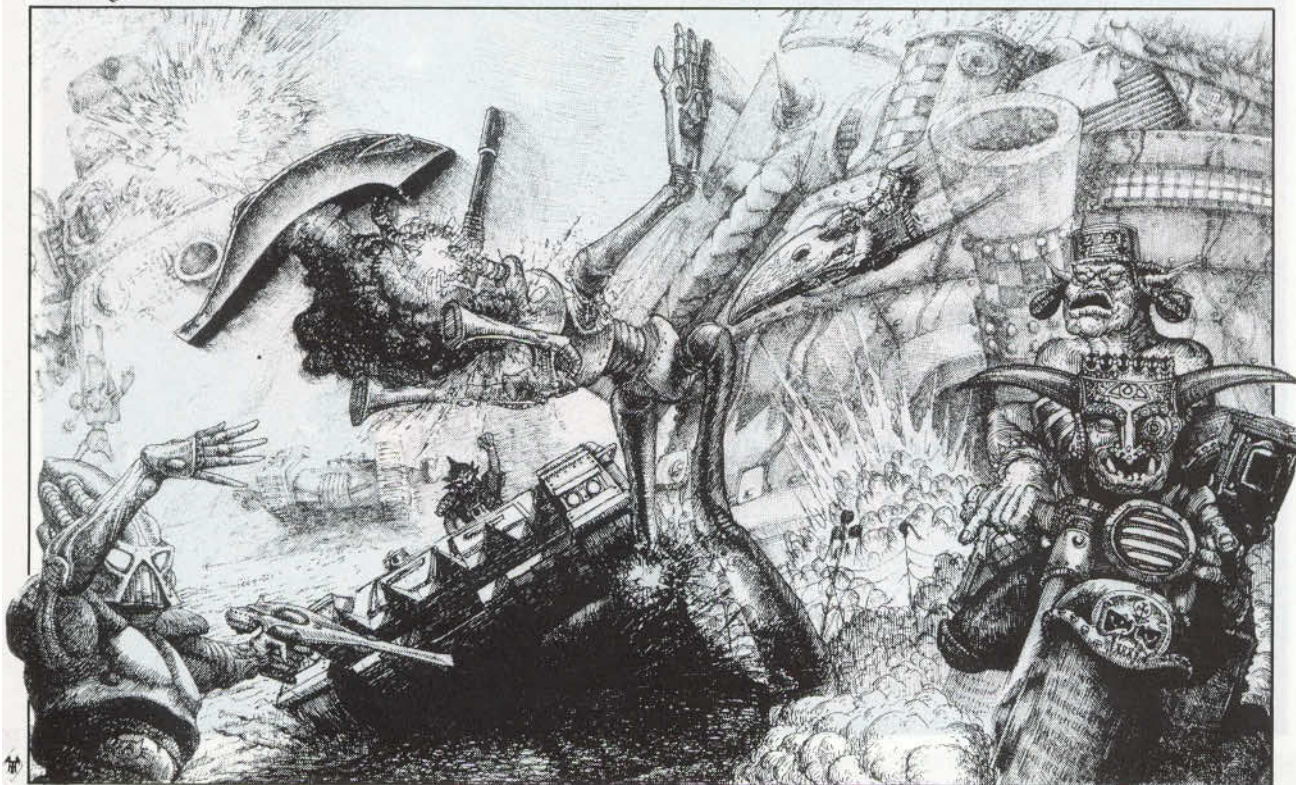
Orks are a very successful race, and they seem to be able to survive, expand and prosper almost effortlessly compared to struggling humanity. On the whole, they have a more pragmatic attitude to life than many other races, and seem better able to cope with the realities of a harsh universe. The secret is that they just don't care. Orks simply follow the natural life they were intended for: wild adventure, warfare, raiding and early death. Their remarkable progress has been achieved mostly by trial and error, without pausing to count the cost or question the meaning of it all.

CONQUEST AND TRIBUTE

Orks need a regular supply of armaments and technology if they are to stand up to their enemies. The Meks do a good job, but its not enough on its own. The only solution is to conquer and enslave industrial communities, mount raids or exact tribute. Often this will be an arms-length transaction with Ork space hulks turning up periodically to demand goods. Sometimes a planet will be subjected to occupation, with the Orks ruling it as an uncouth warrior aristocracy and forcing the population to manufacture arms and equipment for them.

BUILDING GARGANTS

Ork raids are a constant hazard for all the intelligent races of the galaxy. Every two or three centuries the frequency of raiding increases, closely followed by Ork invasion and wars of conquest. This is known as the time of Waa-Ork. It is the root cause of Ork migrations and responsible for the rise of great empires. The focal point of the Waa-Ork is the construction of the mighty Ork Titans, known as Gargants.



Waa-Ork is a spontaneous happening. It can begin in the mind of a single Mek, who forms the vision of a colossal war machine in his mind, shaped in the image of the Ork war gods. From that moment on he becomes obsessed by giving real mechanical form to this dream. He immediately begins work, assisted by his Gretchins and slaves, and Mekboyz drawn in from the surrounding area, inspired by the same idea. Soon the word spreads and the psychic call is heard by Orks all across the galaxy. More and more Meks with their entourages gather at the site, which now reverberates to the clanging of hammers on metal. Slowly the scaffolding is erected and within the cradle of steel the great metal hulk that will become a Gargant takes shape.

Gradually the Waa-Ork gathers momentum, as the scene is repeated throughout Orkdom. Each tribe, realm or empire is engrossed with the construction of its own Mob of Gargants. In a process which can take up to three hundred years to reach its peak, the whole of the Ork race will become agitated, disturbed and dynamic. Waa-Ork is a time of tribes coming together, of great works, of migrations, wars and conquests. Orks throughout the universe take to the warpath.

The gigantic Titans known as Gargants stride at the core of the Waa-Ork. Each Gargant is a huge towering war machine of awesome destructive power. It is also a mechanical, fighting, fire-belching idol in the image of the Ork war gods. The machines are served by a living crew of Orks and Gretchins, stoking the boilers and loading the guns in the Gargant's turrets. The construction of a Gargant is in itself an act of god worship, and stands for all that is Orkish.

Eventually the Waa-Ork reaches fever pitch. The Gargants are near completion, and the armies of the warlords have been mustered. When the Gargants are ready, the scaffolding is pulled away and the great boilers are stoked for the first time. A cheer rises as the great beasts belch smoke and move forward. Then the Ork armies go off in all directions, wherever fate and fortune may take them, and war comes to every corner of the galaxy.

ORK SOCIETY

The Ork Household is the basic element in their social and military organisation, and is typically led by the toughest and most respected Ork, known as Da Boss. Several inter-related Households form a Family. The head Household in each Family is at least twice as big as any of the other Households.

An Ork clan includes all the Families and Households which claim descent from one of the original clans of the ancient Ork homeworld. Known clans include the *Goffs*, the *Bad Moon*, the *Death Skull*, the *Evil Sunz*, the *Snake-Bites* and the *Bloody-Axe*.

These clans are now widespread throughout the universe, and wherever Orks are present, one or more of these clans will be represented. Clans are distinguished by their traditional styles of clothing, war-panoply and customs, and include members of the various Ork castes.

A gathering of Ork clans either on a world, or roaming space aboard a hulk, form a tribe. An Ork tribe implies no common links in terms of kinship; it is simply a great horde of Orks including various clans and castes. Such tribes are welded under the leadership of great warlords.

The rank and file of Ork armies are Da Boyz. Their war-

gear is usually a flak jacket adorned with a backplate bearing the insignia of their clan. Ork nobles, called Da Nobz, are wealthy Orks who can afford prestigious war panoply. Nobz can be found in positions of command or in units of their own.

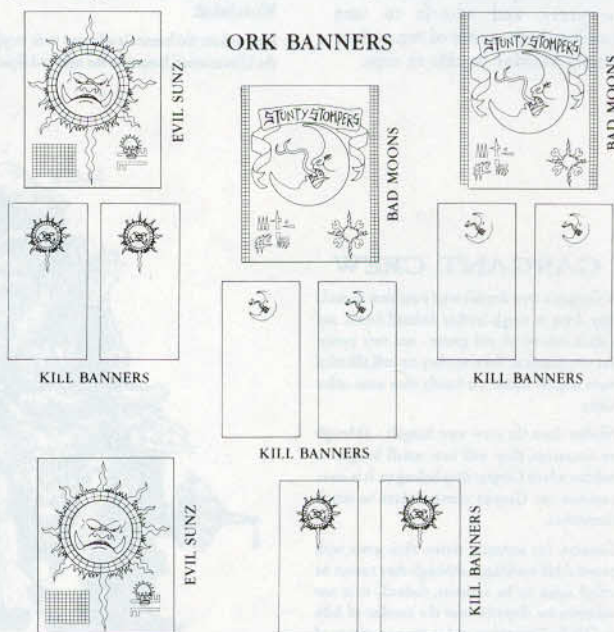
Stormboyz are young Orks full of militaristic fervour. They take a pride in their equipment and believe in strict martial discipline, drill and fighting prowess. They form their own distinct units and aspire to a smart, soldierly appearance; as disapproving elders say, they "go ooman".

Mekboyz are the technical engineers and master mechanics of Ork civilisation. Their understanding of technology is crude, and they are often as mystified as to why their creations should work as anybody else, but work they do. Somehow Meks have an instinctive talent with mechanics. Inquisitiveness, experimentation and willingness to hammer the parts until they fit are the key to their success. Consequently they construct ingenious and unlikely devices which defy the laws of science and frequently break down. Meks build and maintain the amazing array of Ork vehicles including Warbikes, Wartraks, Battlewagons, War Buggies and all kinds of ramshackle custom-built karts.

There are a few Orks who are more psychic than the rest, and are known as Wierdboyz. They can act as a focus for the psychic energy of other Orks, which can then be directed against the enemy as destructive spells. When an Ork warband goes into battle, chanting, shouting insults and stamping feet, the psychic pulse builds up and can be unleashed through the Wierdboyz. The unfortunate Wierdboyz don't enjoy this experience much since there is a good chance that the massive surge of psychic energy could literally blast their minds apart.

Snotlings and Gretchins, known as Runtz, are bred and raised by the caste of Runtherdz. Snotlings can be trained to do simple tasks and are used for mine-clearance or massed wave attacks. Snotlings are also a last resort for the Orks when the food runs out.

The most battle-crazed of the Orks are the Madboyz. As soon as they get on the battlefield and hear the thunder of the guns, the chanting and feet-stamping of Da Boyz and the ground being ripped up by shells, they lose all traces of rational thought. Nothing can restrain them - they just want to wade into the fray, biting their weapons and gnashing their fangs in battle-fury.



ORKS

Ork Gargants are remarkable machines, packed full of all manner of machinery. Each one is a stunning piece of engineering, with the multitude of whirling gears, pumping pistons, hissing pipes, clunking levers and thundering boilers seeming to hold together with little more than the Mekaniaks' willpower. It comes as no surprise that only an Ork would ever consider getting inside one, or even getting close to one.

However, there seems to be no shortage of Orks, Gretchins and Snotlings willing to crew these monstrous machines. Indeed, each Gargant depends upon a huge number of Orkoids to remain active, with each one having his own, specific duties to fulfill. The most important members of the crew, the Kaptin and his Mate, the Gunboss, the Flagboss, the Top Gunboy, and the Boss-Mek, are Orks. The rest of the crew, with the exception of the Ork Boyz riding into battle on board the Gargant, are Gretchins and Snotlings. The large number of smaller Orkoids is necessary simply because of the cramped conditions. There are over two dozen Orkoids in command of a single Gargant.

Although on the surface the idea of having such a large crew appears rather strange, it does have a sound basis in reason. Given the insane complexity of a Gargant, it is far too difficult, if not impossible, for less than twenty crewmen to operate it. Ork technology could never be described as easy to use. With so many levers to pull, buttons to press, and wheels to turn simultaneously, a crew of two or three simply wouldn't be able to cope.

GARGANT CREW

A Gargant's crew doesn't wear a uniform as such: they dress in tough leather, hobnail boots, and a thick coat of oil and grease - not very pretty, but very practical. Even so, they are still afforded more respect within the family than most other Orks.

Neither does the crew wear insignia - although on occasions they will bear small badges to indicate which Gargant they belong to. It is more common for Gargant crewmembers to tattoo themselves.

Gunners, for instance, tattoo their arms with personal kill markings - although they cannot be relied upon to be accurate. Indeed, it is not unknown for disputes over the number of kills an Ork has attained to end in the amputation of the arm with the bogus kill markings.



EVIL SUNZ BATTLE BANNER

This battle banner is flown from those Gargants that belong to the Evil Sun clan. The central image is a blood-red Ogryn face grinning out of a sunburst - the clan's totem symbol.

While the central sun motif is common to all Gargants within the clan, the motifs that are added to it show a huge amount of variation. The checkered patch on the left hand-side of the banner for instance, is taken from the personal heraldry of the Kaptin that commands the Gargant, one Morgoth Bonafist, while the symbol on the right is that of the Mekaniak in charge of the Gargant's construction, in this case Kargdor Wrenchskull.

Notice how the banner is adorned with trophies from past victories, like the Ultramarines' banner on the right and Space Marine armour on the pole.



GARGANT HEAD

This Gargant's head clearly shows how an Ork family's warpaint is echoed in the paint scheme of the clan's Gargants. The design of the warpaint in this case - a red face with three vertical black stripes - is the traditional family design of Bolgol Fangtrak, the Mekaniak in charge of the Gargant's construction: the chief Mekaniak's warpaint is most commonly used simply because he is in charge of the painting operation. In many cases however, the Kaptin who takes control of the Gargant has it repainted with the design of his own family's warpaint, especially if he is to be the leader of a Gargant Mob.

Note how the head is modelled into a likeness of the Orks' gods; in fact, each Gargant is treated as an idol by the whole clan. Gargants often take their basic design from a vision that the head Mekaniak had, and they are designed to epitomise Orkishness.

The fact that they enter battle riding within a personification of their god earns a Gargant's crew a tremendous amount of respect within their family. To serve aboard a Gargant is a great honour.



KILL BANNER

Like Imperial Titans, Gargants have kill banners slung beneath each of their guns. After each battle the gun's crew force a Gretchin Rigger to scale the side of the Gargant and paint one skull onto the banner for each of the gun's kills.

Kill banners usually have the clan totem as their central motif, so that the enemy know "whoze gunz is shootin' at 'em!"

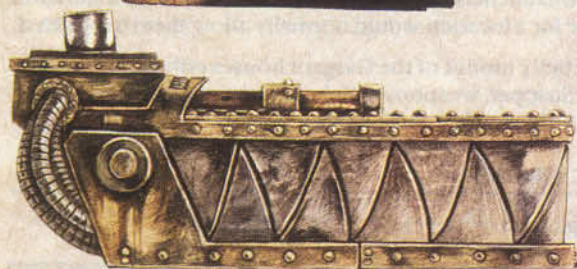
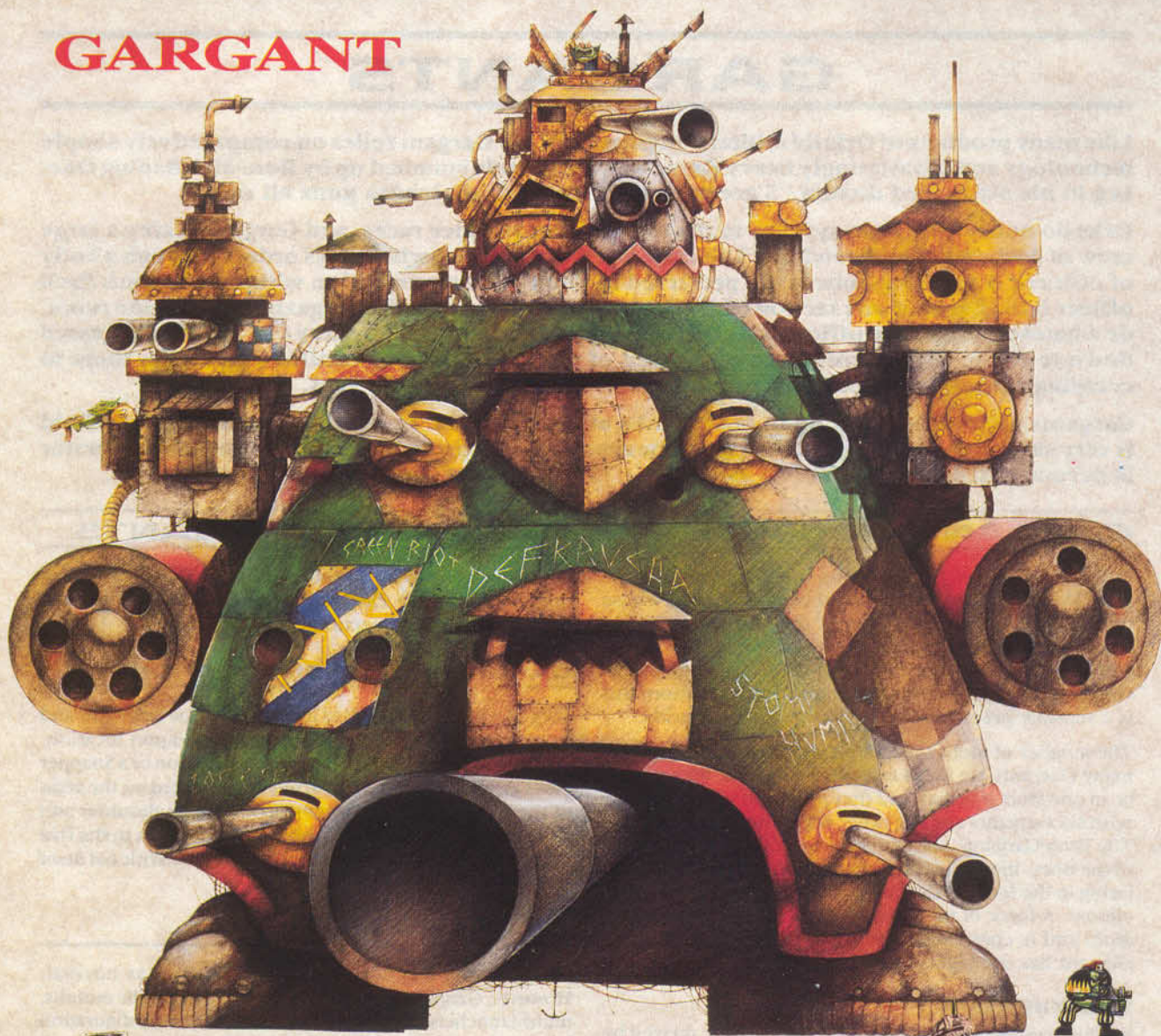


Each Gunner tattoos his arm with his personal kill markings

GRETCHIN RIGGER

Each Rigger bears the Boss-Mek's brand on his left shoulder

GARGANT



GARGANT SNAPPER

The Snapper is a powerful belly-mounted weapon used to chew the legs off enemy Titans that stray too close: the vicious jaws can easily bring their victim crashing to the ground. A Gargant's belly mount may also be used to bear the Gut Buster mega-cannon, a huge device capable of firing a wide number of specialised ammunitions.

ORK MOB

Ork Gargants take to the field in Mobs: groups of Gargants up to six in number. The Kaptin of the largest Gargant is given command of the whole Mob and is known as the Mob-Boss. His commands are passed on to the other members of the Mob using semaphore or heliograph signals. Because of this simple method of communication, it is not unknown for the whole chain of command to break down if a single Gargant strays out of range and misinterprets his orders.

The Orks' first solution to this was to 'make bigga flagz, wot can be seen from furva away'. Given that the larger the signalling flags, the more difficult they are to move, this solution didn't prove too successful. Further experiments took place with torches, but these proved dangerous as they set light to the Gargant's banners if they were dropped.

On the whole, the Orks have found that the simplest solution is to stick closer together.



KILL BANNER

The night-black Bad Moon kill banners are unusual in that they mark the gun's normal kills with crossed bones instead of skulls: skulls are reserved for Squat kills, which are deemed to be more important than normal kills.



BAD MOON BANNER

The Bad Moons' banner shows a grinning moon-face and bears a motto that reveals their animosity towards Squats. In the right hand corner of the banner is the chief Mekaniak's personal motif, while on the left is the Gargant Kaptin's name in runic script - Graglug Grimgadab.

GARGANTS

Like many products of Orkoid military engineering, the Gargant relies on comparatively simple technology and devastatingly heavy firepower, an attitude summed up by Boss-Mek Badlug One-Leg in his oft-quoted dictum "S'gorra be dead shooty, wiv loadza gunz all over."

Orks do not rely on auto-systems to the same extent as other races, and Gargants carry a large crew of both Orks and Gretchins. The crew is led by a Kaptin, who relays orders through a body of officers. A speaking-tube is the preferred method of communication within a Gargant. Each officer is in charge of one section of the Gargant, be it a weapon, the magazine, the engine room, or whatever. Under the officer is a crew of Orks and Gretchins who carry out the orders passed down to them. Repair crews are composed of Gretchins, whose smaller build suits them to crawling through cramped spaces armed with wrenches and oily rags.

Gargants are protected by up to eight banks of *power fields*. In practical terms, a power field is very similar to a void shield, but cannot be repaired - when a hit is absorbed, one field generator is permanently destroyed.

GARGANT MOBS

Gargants operate in flotillas of up to six known as *Mobs*. Each Mob is under the command of a Mob-Boss, whose orders are relayed to the rest of the Mob by means of semaphore or heliograph signals. The Mob-Boss always commands the strongest Gargant in the Mob - given the Orkoid predilection for infighting and assassination, this is a sensible precaution as well as a matter of pride.

The number of Mobs the Ork player has depends on how many Gargants are in his force. If he has 1-6, they will all be in one Mob, if he has 7-12 they will be in two Mobs (one with six Gargants and the other with the rest), and so on. The Boss-Gargant - the Gargant used by the commander of the Boss - must *always* be the one with the highest battle rating in the Mob. In the event of a tie, the Ork player may choose. A force of more than one Mob is known as a *Big Mob*, and is commanded by the Mob-Boss whose Boss-Gargant has the highest battle rating.

MOB COHERENCY

Because commands from the Boss-Gargant are relayed by semaphore and similar primitive signalling systems, a Mob of Gargants needs to stay reasonably close together so that orders are not missed or misinterpreted. Because of this, all Gargants in the Mob should attempt to stay within 24 cm of the Boss-Gargant. A Gargant which is not within 24 cm of the Boss-Gargant in the order phase is *out of command*, and must roll on the *Out of Command Orders Table* (see *Command Radius* in the *Order Phase* section).

DESIGNING GARGANTS

Ork Gargants can be designed using the advanced Titan design system (see *Designing Imperial Titans*) and the details given in this section.

GARGANT WEAPON LOCATIONS

Gargants have five standard hard points; one *belly gun* and four *turrets*. The belly gun is a special weapon location, used to house either a Gut Buster mega-cannon or a Snapper close assault weapon. The turrets are mounted on the arms of the Gargant, with an *upper turret* on the shoulder and a *lower turret* at the end of the arm. In addition to the five standard locations, some Gargants have an additional *head turret*.

WEAPON CONFIGURATION

Orks use the weapon configuration rules as normal. However, Gargants may *never* be fitted with missile mounts, multi-launchers or defence lasers, even if the configuration code for a location would normally allow them to be fitted.

The belly mount of the Gargant houses either a Gut Buster or a Snapper, weapons which are unique to the Orks. These are fully detailed later in this section.

DEVICES

Gargants may never be fitted with devices.

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets		Lower Turrets		Head Turret	Power Fields	AR	Battle Rating
		Left	Right	Left	Right				
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

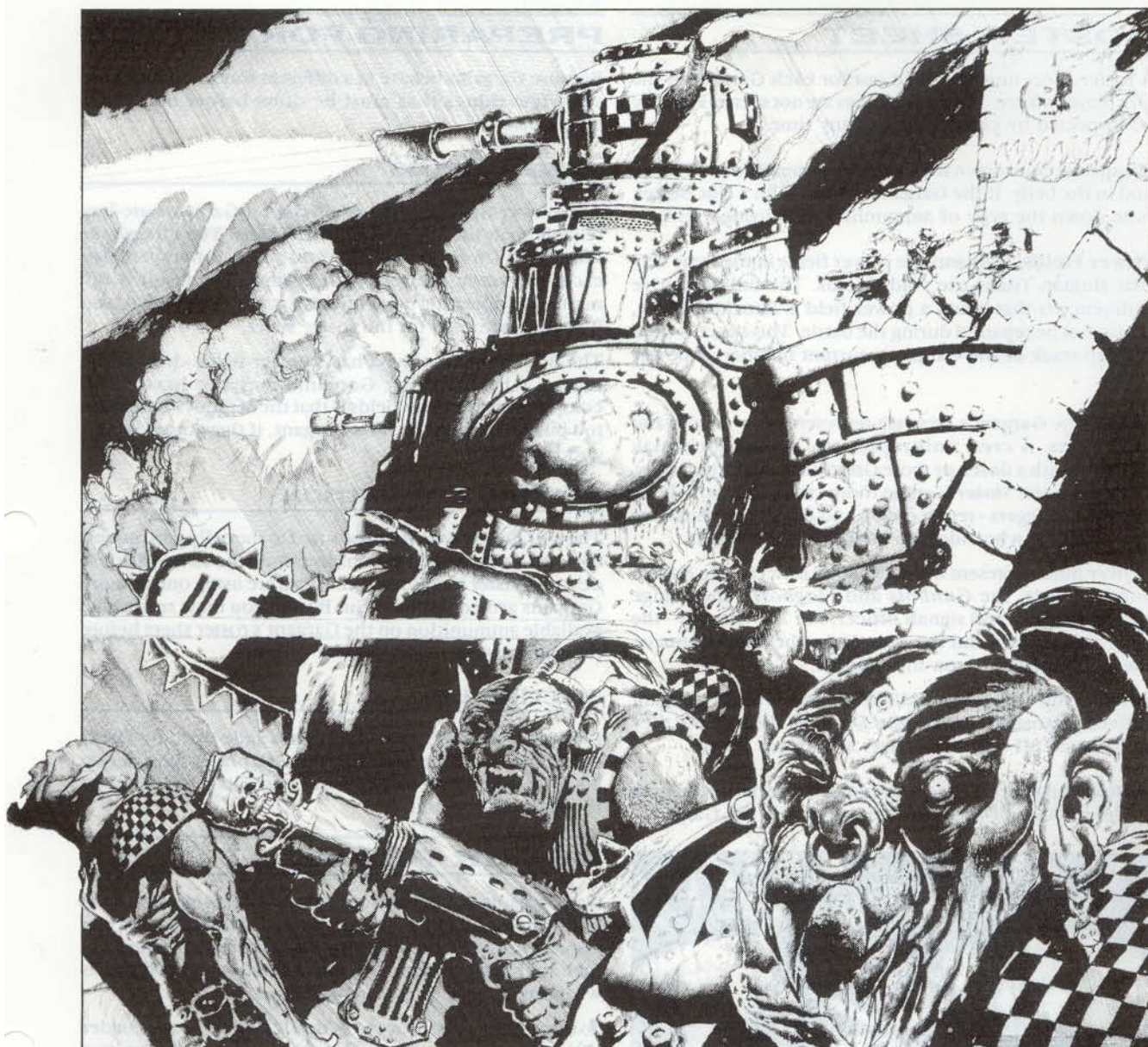
Notes

Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted; A means that any weapon may be fitted; C means that no las-cannon or multi-launcher may be fitted; D means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. *None* indicates that the Gargant does not have that turret. Each turret may only hold one weapon.

Power Fields: the number of operational power field generators at the start of the game.

AR: the Gargant's armour rating.

Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.



Sergeant Mishaem gazed at the thin crack of light that was the stormy, dawn skyline. Behind him his Imperial Guards waited for battle, their low conversation drifting up like smoke on the chill, wet air. They were dug in deep and well. The Emperor was with them. And then it started.

At first there was just the sound like an earthquake. Without warning, dust rose along the entire horizon and a new sound reached Mishaem's ears. Unnatural, cries echoed above the rumbling, pained and angered, like the great booming howls of some lost and ancient beast. His blood ran cold.

Specks appeared at the base of the growing cloud and Mishaem raised his field-glasses. Rank after rank of Battlewagons and Warbikes leapt at him like Daemons. He saw the fierce, twisted expressions of the drivers and gunners and imagined the roar of engines as they bucked through the churning, black mud. He shifted his view and gasped. Orcs covered the plain like a living, screaming carpet of hatred.

Banners rose from the mass like a forest. Mishaem swung from face to painted face. He saw the battlelust in every eye. He saw the desperation to kill seething through their ranks like fire.

A terrified shout went up from his men. He lowered the glasses and quailed at what greeted him. He had seen Titans before, but, even at a distance, the Gargants froze his heart. They filled the horizon like mountains. Iron ground on iron with every movement as their weapons searched like silent, patient eyes and strange signal poles waved atop their grinning heads.

A deep, chilling howl broke from the largest Gargant and was taken up by the hundred lumbering war machines. It broke like a wave over the troops and was lifted into a terrible warcry.

As the first salvos fell like rain onto his men, and the Gargants spat death above their murderous servants, Mishaem sank to his knees in the mud. He prayed to the Emperor for deliverance.

But the Gods were at war, riding on thunder as they came.

ROSTER SHEET

A roster sheet must be filled out for each Gargant in the Ork player's force. The roster sheets are not secret, and may be inspected by either player at any time.

Weapons: Note down the weapons mounted in each turret and in the belly. If the Gargant is fitted with a Gut Buster, note down the type of ammunition it is loaded with.

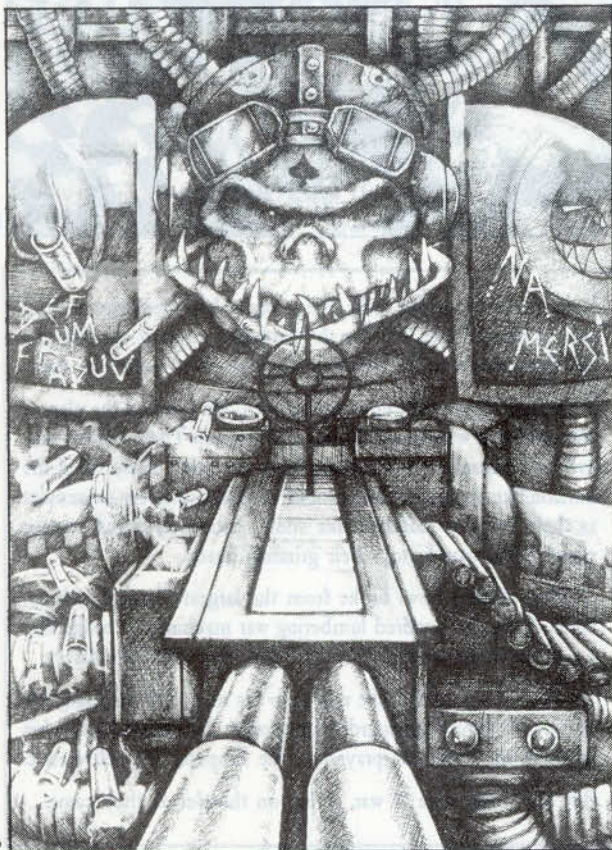
Power Fields: Gargants use power fields in the same way that Human Titans use void shields. The only effective difference is that when a power field is knocked down, it may not be repaired during the battle. This space is used to keep track of the Gargant's current number of power fields.

Crew: The Gargant's crew are represented by officer and crew units. A *crew* unit represents an Ork Mekaniak overseer with a dozen or more Gretchin and Snotling crew. Crew units are: *Stokers* - enjun room crew; *Gunners* - belly gun crew; *Riggers* - repair crews; and *Boyz* - squads of five Ork warriors who ride into battle on the Gargant.

Officer units represent individual Ork officers: the *Kaptin* and his *Mate*; the *Gunboss* and *Flagboss* - the bridge gunnery officer and signals officer; the *Top Gunboy* - the belly gun officer; and the *Boss-Mek* - the chief engineer, the senior Mekaniak on the Gargant.

Officers and crew can be killed as a result of the Gargant suffering damage (see *Gargant Damage Tables*), and they are crossed off the roster sheet as they are killed.

Notes: This space is used to record any special notes, such as the number of fires that are burning in the Gargant.



PREPARING FOR BATTLE

Because Gargants behave in a different way to Titans, there are a few things that must be done before battle can commence.

POWER FIELDS

The power field generators (PFGs) on Gargants are less reliable than the VSGs of Human Titans. The Ork player must roll a D6+2 (ie roll a D6 and add 2 to the score) for each Gargant at the start of the game. The result is the number of operating power fields that the Gargant has, and it should be noted on the roster sheet.

The Boss-Gargant *always* has 8 power fields - part of the reason why the other Gargants may not have a full complement of power fields is that the Mekboyz have been too busy repairing the Boss-Gargant, if they know what's good for them.

SPECIAL AMMUNITION

The *Gut Buster*, which can be fitted to the belly gun mount, has a wide range of ammunition available to it, which is described later in this section. If you are using one or more Gargants armed with the Gut Buster, you must record the available ammunition on the Gargant's roster sheet before the game starts.

SETTING UP

Gargants are slower-moving and less agile than the Titans of other races. To reflect this, the Ork player must set up his force *before* any Imperial or Eldar Titans are set up at the start of the game.

ORDER PHASE

Ork Gargants don't have sophisticated mind impulse units like Human or Eldar Titans. Instead, the Kaptin of the Gargant must rely on bellowing his orders down a speaking tube so that his officers will move the Gargant and fire its weapons as he wishes. Or sometimes not...

To represent this, Gargants don't use the same order counters as Titans. Instead, each Gargant is given *two* Gargant order counters - one for speed, and one for direction. Gargant order counters look like this:



ORDER RESTRICTIONS

A Gargant may not be given a *Backward* order if it moved at full speed in the previous turn, or vice-versa.

COMMAND RADIUS

Boss-Gargants have a *command radius* of 24 cm. A Gargant which is not within 24 cm of its Boss-Gargant in the order phase is said to be *out of command*. It cannot receive orders properly, so its Kaptin must try to guess what the Mob-Boss wants him to do, or do whatever he thinks is best.

A Gargant which is out of command is given orders generated randomly as follows:

OUT OF COMMAND ORDERS			
Roll a D6 for <i>each</i> order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

For example, a Gargant which is out of command rolls 3 for its direction order and 4 for its speed order. It *must* be given a starboard direction order counter, but can be given any speed order counter the player chooses.

MOVEMENT PHASE

Gargants always move in the advance segment of the movement phase, before any Imperial or Eldar Titans with advance orders are moved.

A Gargant's move distance depends on its speed order counter, and the number of turns it can make depends on its direction order counter. It also affects the accuracy of the Gargant's gunnery - the faster it moves, the more pronounced its waddling gait becomes, until at full speed it is rolling wildly from side to side, making it very difficult to hold a line on a target.

The difficulty the Gargant has in firing is reflected in the *Modifier To Hit* column of the *Gargant Orders* table.

The Gargant's speed does not affect how many turns it can make, and a Gargant may turn even if it has stop orders. The *first* turn a Gargant makes may be made at any time during its move; the second may *only* be made at the *end* of the move.

Gargants may decide not to turn, even if they have port or starboard direction orders, but they may *only* turn in the direction indicated by their orders.

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1
Note that a Gargant may not move less than its <i>minimum move</i> distance.			
Direction	Number of Turns		
Port	Up to 2 x 45° turns, left only		
Starboard	Up to 2 x 45° turns, right only		
Ahead	No turns allowed		



OVERRUNS AND COLLISIONS

Gargants may come into collision with various things during the movement phase, intentionally or otherwise.

OVERRUNS

A Gargant may overrun a vehicle or infantry stand by moving over it at any time during its move. A vehicle or infantry stand which is overrun by a Gargant is automatically destroyed, with no saving throw.

COLLISIONS

A Gargant that collides with an obstacle (such as a building) must stop moving. The collision may also damage the Gargant, as shown on the table below:

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

RAMS

Gargants may be rammed by vehicles, using the rules for ramming Titans in the *Space Marine* rulebook. The ramming table is slightly different for Gargants.

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

REPAIR PHASE

Gargants are miracles of mechanical ingenuity, packed with cables and pulleys, whirring cogs and gears, wheezing pipes, dials, levers, stopcocks, gauges and no end of other improbable mechanical devices that seem to work simply through the blind faith of their Mekboy inventors. No two Gargants are alike - each Mekaniak gives his own character to the devices he builds and only he truly understands their contorted inner workings. And although every Mekaniak believes it's better to bolt something together than to screw it together (and better still to weld it solid) pipes, pulleys and gears are still shaken loose in the heat of the battle.

For this reason, inside every Gargant there are teams of Gretchins and Snotlings armed with oily rags, wrenches and other assorted tools, crawling frantically through cramped spaces to plug leaks and carry out makeshift repairs. Under the stern supervision of a Mekaniak overseer, these Gretchin and Snotling *Riggers* struggle through dense smoke, noxious fumes and flying shrapnel, risking life and limb to keep their Gargant moving and firing.

Each Rigger unit may attempt to repair *one* damaged system during the repair phase. The Ork player may allot units of Riggers to damaged systems as he likes, and any number of Rigger units may work on the same damaged system. A D6 repair roll is made for each unit rather than for each

system; there are no modifiers to the roll, and a roll of 6 indicates that the system has been repaired. All other results have no effect.

Note that power fields cannot be repaired - when a power field has absorbed a hit, its generator is burnt out for the rest of the battle.

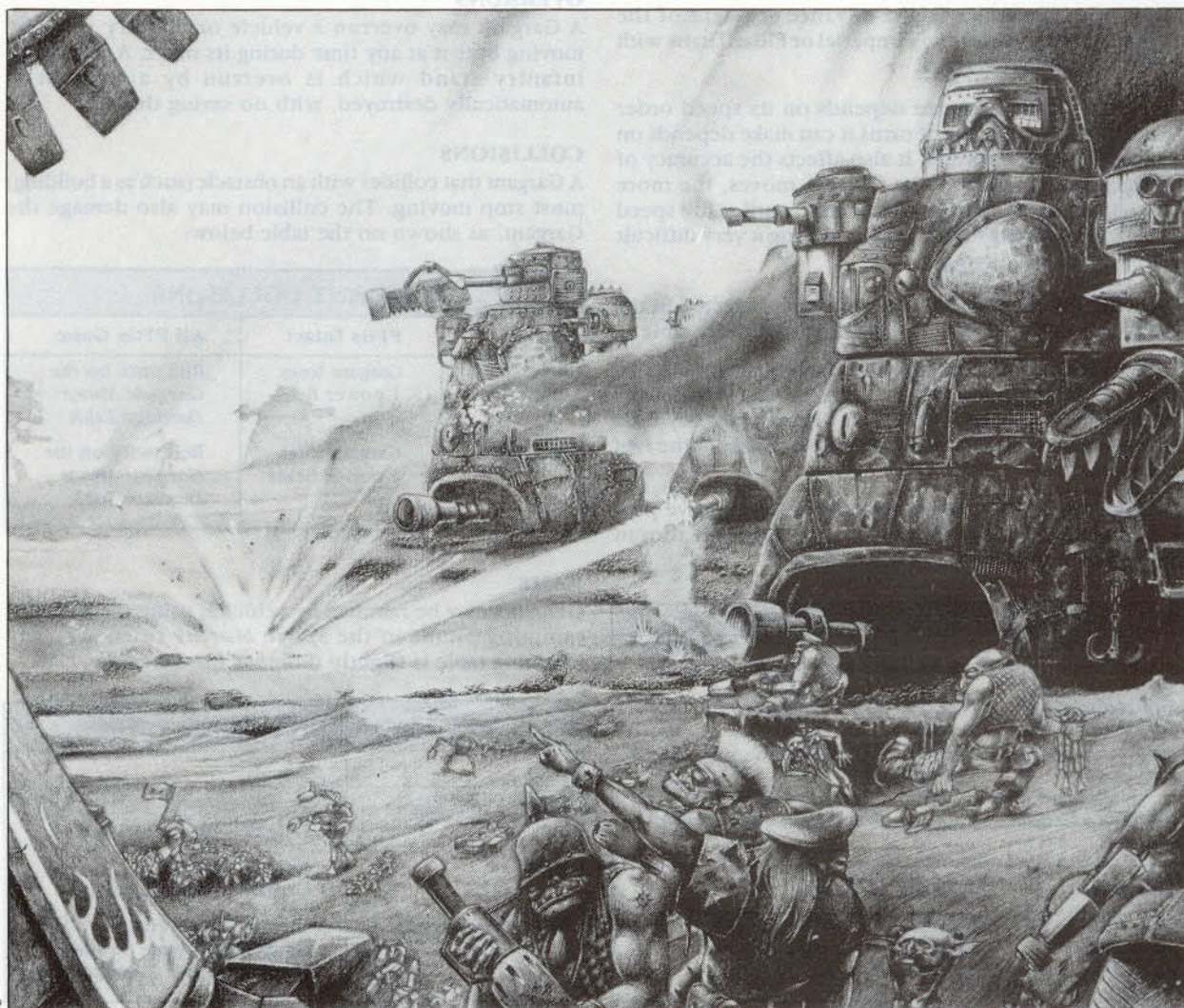
Note that you can only use as many units of Riggers as you actually have, and remember to cross them off the Gargant roster sheet as they are killed. If a Gargant has lost all its Riggers, no further repair rolls may be made (though Boyz units may still fight fires).

FIRES

Some damage results will cause fires inside the Gargant. Only Riggers and Boyz may be used to fight fires. Crew units that fight fires may not do anything else (such as shooting or attempting repairs) in the same turn.

Roll a D6 for each crew unit that is fire fighting. On a roll of 6, one fire is put out. Any other roll has no effect.

If any fires are still burning at the end of the repair phase, roll a D6. If the result is more than the number of fires still burning, the crew have at least managed to prevent them from spreading. If not, the fires have spread with disastrous results - roll a D6 on the *Gargant Catastrophic Damage Table*.



Gargant Mob smashes through Imperial lines

COMBAT PHASE

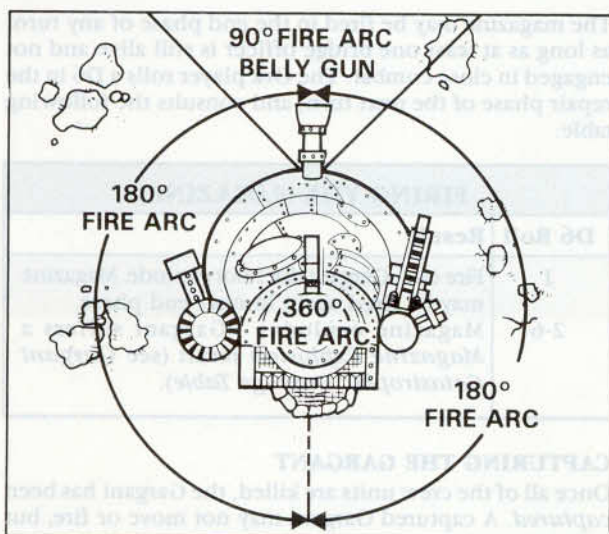
Gargants behave just like Titans in the combat phase, except for the following points:

FIRING ORDER

Gargants *always* fire in the advance segment of the combat phase. They may never snap fire - it takes too long for orders to be relayed from the Kaptin to the gun crews.

TARGETING

Fire arcs for the various locations are shown on the diagram below. The belly gun has a 90° forward fire arc, and the turrets have a 180° fire arc covering the side upon which they are mounted. The head turret, if used, has a 360° fire arc.



POWER FIELD GENERATORS

A power field will stop one hit, just like a void shield. However, the power field generator is destroyed when a hit is stopped, and so each power field will only ever stop one hit - they cannot be repaired like void shields.

NEW WEAPONS

The Gargant's belly gun location may be used to mount one of two new weapons, the Gut Buster mega-cannon or the Snapper close assault weapon. These are fully detailed in the *Belly Gun* section.

CLOSE COMBAT

Ork Titans can choose any close combat option except Phase Field Generator. However, they may never make more than two 45° turns, regardless of what the close combat option card says.

Gargants with one leg destroyed may only choose All-Out Attack, Attack, Defend or Side-Step options. Those with both legs destroyed may only choose All-Out Attack, Attack or Defend.

DAMAGE

Damage to Gargants is *always* worked out using the *Epic Battle Damage System*. Roll for the level of damage as normal, and use the appropriate *Gargant Damage Table*.

"Enjun room!" Dumbadd screamed. "Wot 'appened to full zoggin' speed a zoggin' hed?! If yoo don't git your fingers out, the Kaptin an'm'e'll be down on yoo like a ton weight!"

Immediately, a ton of boiler housing dropped from the ceiling onto Dumbadd's head. "Kaptin musta bin narked with Dumbadd," said Second Mate Krazz turning to shout at his boyz.

CASUALTIES

The death of officer and crew units affect the functioning of the Gargant. The effects of casualties are as follows:

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kaptin Killed* result below.

Kaptin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kaptin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kaptin Killed on other Gargant: The Gargant may not be given any orders until the Kaptin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

REPLACING THE KAPTIN

When the Kaptin is killed, the Mate may replace him in the next repair phase. If the Mate is already dead, the Kaptin cannot be replaced, and the effects noted above are permanent. The same applies if the Mate replaces the Kaptin and is subsequently killed himself.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

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

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

GARGANTS

INFANTRY UNITS

One of the differences between Gargants and Titans is that Gargants can carry infantry units. These are normal Ork infantry who clamber about on the outside of the Gargant, taking up precarious firing positions and adding their bolters to the Gargant's anti-personnel firepower. It is also possible for enemy infantry to board a stationary Gargant and try to seize control of it.

FIRING

The units of Boyz on the Gargant roster sheet are armed with bolters, which they may fire at enemy infantry and light vehicles outside the Gargant. Firing is dealt with according to the normal *Space Marine* infantry rules, and takes place in the advance segment of the combat phase. Each unit of Boyz is treated just like a normal Ork Boyz infantry stand. Because they change position from turn to turn, moving to new vantage points, they have a 360° arc of fire and may trace their LOS from any point on the Gargant.

Enemy infantry stands and vehicles may fire their small arms (and *only* small arms - other weapons must be fired at the Gargant itself) at the Gargant's infantry. Roll to hit as normal, counting the infantry as being in hard cover, with a save of 5+.

EMBARKING AND DISEMBARKING

The units of Boyz attached to a Gargant may disembark in the movement phase if the Gargant has stop orders *and* does not turn, or if the Gargant's legs are destroyed. They fight as a detachment in their own right, and are always *out of command*, since the officers are all needed to stay with the Gargant.

Similarly, Ork infantry units may embark on a Gargant under the same circumstances, provided that the Gargant's *infantry occupation limit* is not exceeded. Once on board, they are treated as normal Gargant infantry units.

INFANTRY OCCUPATION LIMITS

No more than *six* infantry units from any side may occupy a Gargant at any time.

BOARDING ACTIONS

Gargants with one or both legs destroyed can be boarded by enemy infantry. Treat this as an assault on a building, according to the normal *Space Marine* rules. Up to six stands may board the Gargant. Gargant crews have the following close assault factors:

GARGANT CREW ASSAULT FACTORS		
Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+
Notes 1. Stokers have their CAF reduced by -1 if the Boss-Mek is killed. 2. Shooters have their CAF reduced by -1 if the Chief Shooter is dead. 3. The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.		

If there are more crew units than attacking stands, any spare units may do *one* of the following:

- help 'gang up' on the boarding parties
- fight fires
- operate the belly gun (belly gun crew only)
- fire the magazine (bridge officers only; see below)

Any turrets may fire as normal while the boarding action is taking place. The belly gun may only fire if its crew are not taking part in close combat.

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

CAPTURING THE GARGANT

Once all of the crew units are killed, the Gargant has been *captured*. A captured Gargant may not move or fire, but is considered to be occupied by the victorious attackers in the same way as a captured building. They may perform any of the following actions:

- fire from the Gargant in the same way as its original infantry crew, using small arms only
- fight fires (which carry on burning as normal)
- fire the magazine (command stands only)
- leave the Gargant (as leaving a building)

A captured Gargant may be attacked as normal by Titans, vehicles, infantry and other Gargants. Any crew casualties will be randomly distributed amongst any stands that are inside.

Ork infantry stands may attempt to board captured Gargants in order to recapture them, using the normal boarding rules above. A recaptured Gargant may still not move or fire any weapons.

The wind was fierce atop the Stuntscruncher's wide head. Kaptin Hargluk grimaced into the gusts as he studied the distant city-walls. Big. Thick. Tall. He lowered the telescope and assessed the Armour division encamped at the Gargant's feet in the closing dusk. Crowds of Orks circled the twenty huge fires that lay scattered like fallen coals. The miniature vehicles massed darkly nearby. Hargluk squinted at the city one last time then lifted a speaking tube. "Slugbag!" he shouted, "Get 'er started!" He grinned. "We're goin' in!"



Gargant armed with Gut Buster following a horde of vehicle-mounted Boyz into battle

BELLY GUN

The belly gun is a special weapon location, which holds either a *gut buster mega-cannon*, or a *snapper close assault weapon*.

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

GUT BUSTER

The gut buster is an immense cannon, larger even than a macro-cannon. It is capable of firing an array of specialised ammunitions, which are fully detailed below.

At the start of the game, each Gargant's gut buster is loaded with one shot of the player's choice. Note the ammunition type on the Gargant roster sheet. After firing, it takes a full turn to reload, and may not fire in the next combat phase.

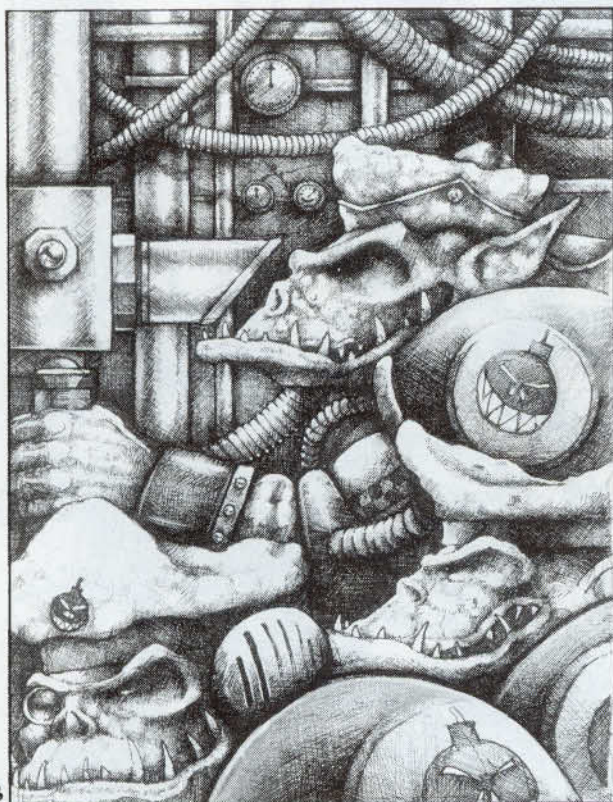
When the gut buster fires, the player crosses out the ammunition note on the roster sheet. In the next combat phase, the gut buster is reloading - the player writes down the ammunition type for the next shot. In the third combat phase, the gut buster fires and the ammunition note is crossed out, and so on.

A player may choose gut buster ammunition freely, each time the gun is reloaded.

Gut buster ammunition types are as follows. Full game statistics are given in the *Gut Buster Ammunition Table*.

AIRBURST

Airburst shells have a burst circle with a diameter of 12 cm - a template is provided at the back of this book. Due to the large area of effect, ignore any modifiers to hit for Eldar defensive screens, except that evade orders modify the roll to hit as normal.



SHELL

Shells are larger-scale version of macro-cannon rounds, and are treated identically *unless* the target is a Titan with no operating void shields, a Gargant with no operating power fields, or a building. In this case, the shell loses its burst effect, but causes D6 critical hits on a successful hit, as it will have exploded partially inside the target.

BALL

Ball rounds are like immense cannonballs, but have an explosive charge which detonates a short time after impact.

The Ork player must nominate a target point where the ball will land, following the normal rules for range, LOS and arc of fire. The ball will skid along 3D6 cm from this point, in a straight line drawn from the Gargant to the point where it landed. If it skids over any vehicles or infantry stands, it will destroy them on roll of 4 or more on a D6, with no save.

Once it reaches the end of this skid-path, the ball explodes, scattering casing fragments over the area covered by a burst template.

The skidding ball will travel through any void shields or power fields in its path without knocking them down - it is travelling too slowly for them to have any effect. It will stop if it collides with a building, Titan or Gargant or anything else comparably solid and sturdy.

If the ball finishes its move actually on a Titan's base, it ignores any void shields the Titan may have, as it explodes inside them.

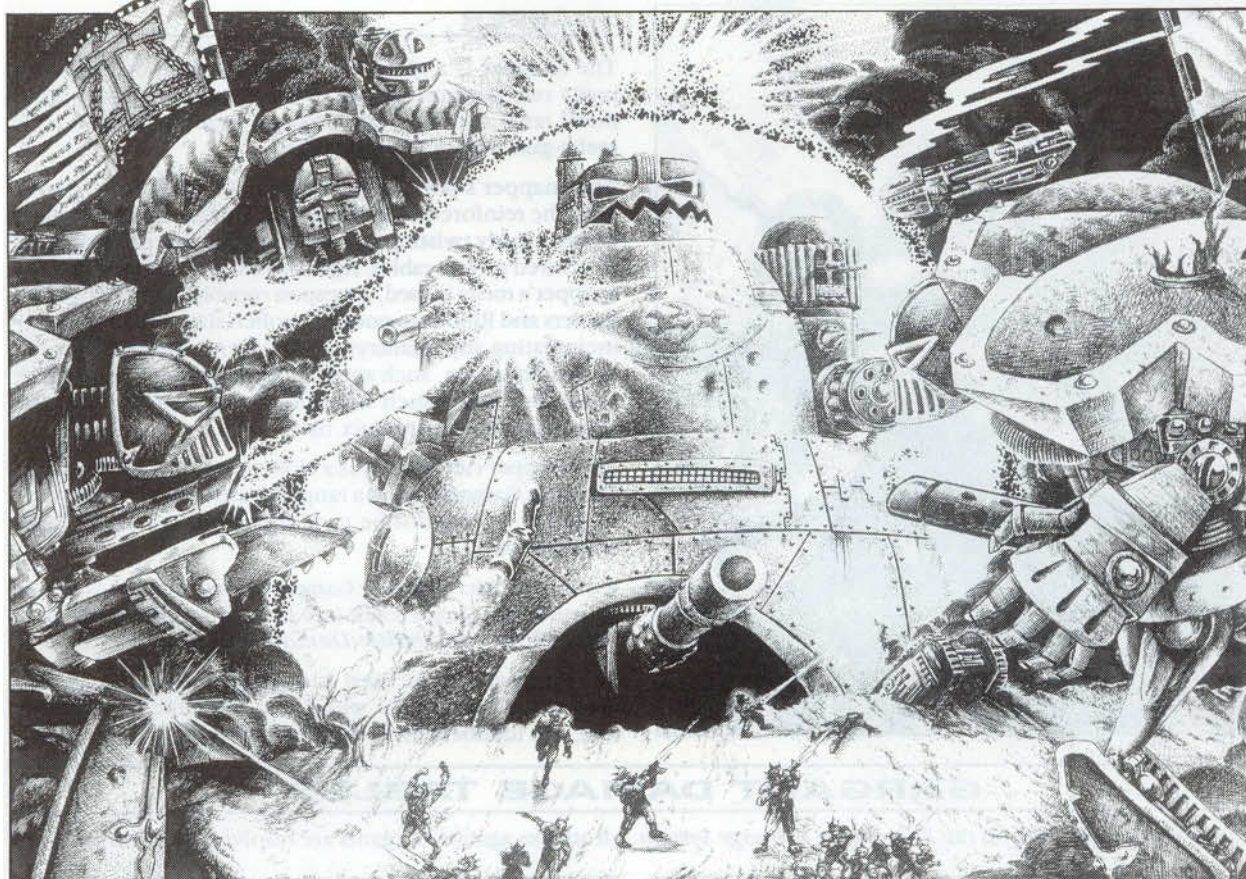
HOTSHOT

Hotshot is a special form of ball ammunition, which is heated till it is red-hot before it is fired. It does not carry an explosive charge (for obvious reasons!), so it will not explode when it finishes its skid move. Otherwise, it behaves in exactly the same way as a ball round. It has no effect on Imperial or Eldar Titans, but will damage a Gargant normally, and start one fire in addition to any other damage it inflicts. The hotshot is usually only found in inter-clan disputes therefore, since it is only effective against other Gargants.

CHAINSHOT

Chainshot consists of two or more medium-sized projectiles linked together by heavy chains. When it is fired, the chainshot spreads out and spins like a bolas; it is used almost exclusively for entangling the legs of Human and Eldar Titans. Chainshot causes no damage to Gargants, buildings or Human Titans with operational void shields; it is not a damaging weapon as such, and its effect relies on its entangling action. It will not even knock down a void shield. When chainshot scores a successful hit against an Eldar Titan or an unshielded Human Titan, it wraps itself around the target's legs, bringing the Titan crashing to the ground. The target suffers a *Crash* result (see *Catastrophic Damage Table* in *Epic Battle Damage System*).

Gunboy Blagmuk searched the lurching horizon through the battle-smoke, sweeping the crosshairs above the sea of Boyz charging before the Crushcruncher's unstoppable shadow. Behind him a Chainshot had tangled in the Hotshot mechanism and Riggers dashed to cool it before it was dislodged. There were screams as the Hotshot burst free and bowled through the rear bulkhead with a deafening explosion. Blagmuk didn't notice. He centred the gunsight on the approaching Titan's head. And squeezed.



GRAPESHOT

Grapeshot consists of a large number of small projectiles packed together. When fired, grapeshot spreads out over a wide area, affecting anything which is caught in the blast.

Grapeshot has a special triangular template, which is provided in the back of this book. When Grapeshot is fired, place the narrow end of the template at the muzzle of the gut buster. All targets that fall under the template are attacked, just as if they were under a burst template.

GUT BUSTER AMMUNITION TABLE

VEHICLE AND TITAN TARGETS

Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+

INFANTRY TARGETS

Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2

The Titans were moving in on the Smashthrasher like wolves.

"Load! Load an' fire!" Draknash screamed to the Belly Gun.

No answer. There was a dull whoomp as another generator exploded far beneath him. Outside a Warhound began a dash over the boiling ground. Scrambling through the smoke and frantic Snotlings, Draknash leapt to a speaking tube. "Take it out! Zoggin' well take it out!"

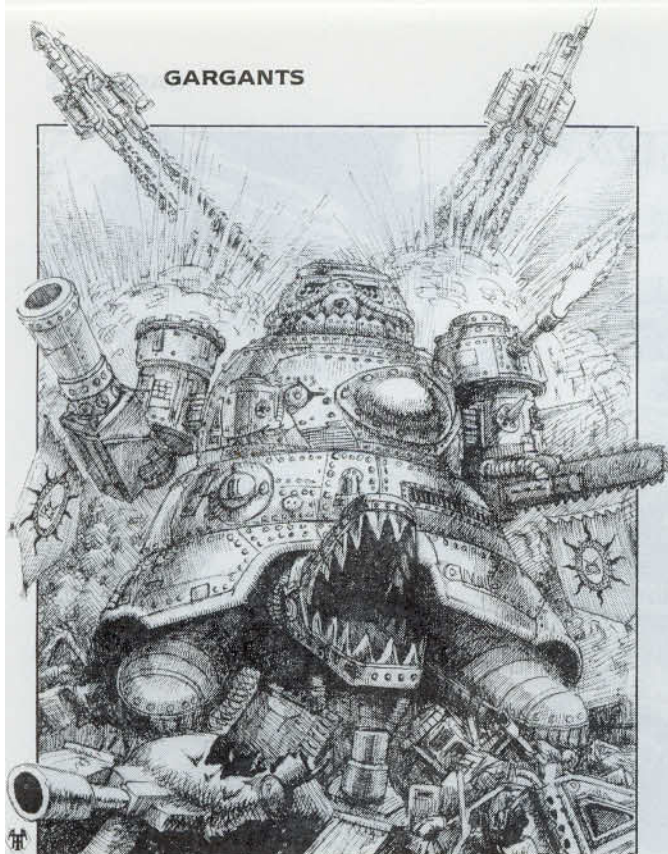
The Warhound tried to weave but the gunners found their mark with a punishing burst of fire. The Titan lurched drunkenly as shield after shield went down.

"Thas my Boyz!" yelled Draknash but was suddenly thrown across the smoke-filled Bridge as a Melta hit thundered through the Gargant. The turret was gone. The Titans surrounded the dying machine, picking off the suicide squads with calm precision. They could take their time now. The last power field spat and flared. It blossomed and was lost. Fire roared out of every vent, sending Riggers tumbling from their posts. Draknash saw the end was only moments away. Wiping the blood from his eyes he lifted a tube.

"Lissen to me you Boyz!" He stumbled as another volley shredded the bulkheads. "We is da Bad Moonz! An' da Bad Moonz never looze! We winz or we runz! An' we ain't doin' no runnin'!" He gave his last order, "Fire the magazines, Boyz... We're takin' 'em wiv us..!"

He watched the Titans advancing grimly through the explosions. "Thas it you little zoggers...Da Bad Moonz got a surprise for you..."

GARGANTS



SNAPPER

The Snapper is a special close assault weapon, which is really two weapons in one. It consists of a pair of spiked metal jaws, used in close combat, together with a large melta-gun with a limited range.

The Snapper's jaws are powerful enough to bite through even the reinforced metal hides of Titans, amputating legs amid a mighty twisting and rending of steel struts and arcing of severed power cables. Against vehicles and infantry, the Snapper's melta is used, a weapon capable of reducing Land Raiders and Rhinos to pools of molten slag, and of instantly incinerating any infantrymen brave enough to charge the Gargant head-on. Such spectacular and noisy effects make these weapons much beloved of Ork Kaptins and the Mekaniaks who construct them.

The Snapper can be used as a close combat weapon against Titans or Gargants, or as a ranged weapon against any type of target. It may not be used in both roles in the same combat phase.

If a Snapper hits a Titan or Gargant in close combat, it causes an automatic *Crash* result (see the *Catastrophic Damage Table* in the *Epic Battle Damage System*).

The Snapper may be used as a ranged weapon if it is not used as a close combat weapon in the same turn. In this role, it is identical in all respects to a grade 6 multi-melta.

GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE

D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE

D6 Roll	Result								
1-3	Internal Explosions - Explosions raze the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below. <table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1-2</td><td>Fires Out - the Gargant blocks the LOS normally.</td></tr> <tr> <td>3-5</td><td>Fires Continue - no change</td></tr> <tr> <td>6</td><td>Magazine Explodes - see below.</td></tr> </table>	D6	Result	1-2	Fires Out - the Gargant blocks the LOS normally.	3-5	Fires Continue - no change	6	Magazine Explodes - see below.
D6	Result								
1-2	Fires Out - the Gargant blocks the LOS normally.								
3-5	Fires Continue - no change								
6	Magazine Explodes - see below.								
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.								

MAJOR DAMAGE TABLE

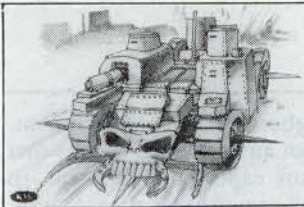
D6 Roll	Result
1-2	Weapon Mount Destroyed - One weapon mount is destroyed. Dice randomly for which weapon mount is hit, using the D6 rolls marked on the Gargant roster sheet. Reroll results of 1 if the Gargant does not have a head turret. Once the location has been determined, roll again. On a roll of 1, the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> result (see <i>Catastrophic Damage Table</i>). If the mount is already destroyed, this result starts one fire, with no chance of flashback.
3	Leg Destroyed - One of the Gargant's legs is destroyed, and it may no longer move, but it can turn in place. A second <i>Leg Destroyed</i> result will hit the other leg, and the Gargant will be unable to move or turn. Any further <i>Leg Destroyed</i> results cause D6 crew casualties instead.
4	Enjun Room Out - The Boss-Mek and one unit of Stokers are killed. The Gargant may not move or turn until the Enjun Room is <i>repaired</i> . Further hits before the location is repaired will cause one additional unit of Stokers and start one fire.
5	Belly Gun Out - The Top Gunboy and one unit of Gunners are killed. On a roll of 1 on a D6 the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> (see the <i>Catastrophic Damage Table</i>). The belly gun may not fire until it is repaired. Further hits before the location is repaired will cause one additional Gunners casualty and start one fire.
6	Bridge Out - All of the personnel on the bridge are killed. Further hits will start one fire.

VEHICLES AND WALKERS

Ork Mekaniaks are born inventors and tinkerers; as a result the Orks have been known to put a wide range of military vehicles into the field. Those presented here are typical of the more successful and most-used designs.

ARMoured VEHICLES

BATTLEWAGON

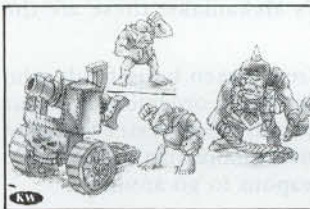


The Battlewagon is the Orks' main armoured vehicle, also known by a variety of nicknames, such as Death Cart, Spike Cart, and Killer-Wheelz.

The Battlewagon has broad wheels, allowing it to cope with most kinds of terrain. Its twin turrets normally mount an auto-cannon and a heavy bolter, and it is equipped with a spiked ram bar as standard. It can carry one stand of infantry inside, and it is a common Orkish practice for additional infantry to ride on the outside of the vehicle.

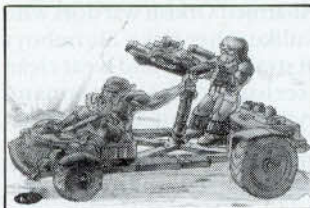
LIGHT VEHICLES

FIELD GUN



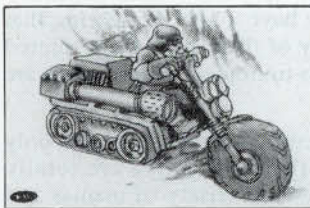
This weapon is commonly towed by a Wartrak (see below), and consists of a large-calibre cannon on a wheeled swivel mount. In terms of effectiveness, it is comparable to the Imperial Thudd Gun. The Field Gun obeys all normal rules for *field artillery*, as explained in the section on Imperial forces. It may be towed by the War Buggy or the Wartrak - see *Towing Artillery*.

WAR BUGGY



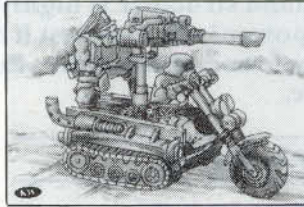
The War Buggy is a small, open four-wheeled vehicle crewed by a driver and a gunner. It mounts a multi-melta or other heavy weapon on a swivel mount. War Buggy crews are admired for their reckless driving and wild bravado as they charge into battle.

WARBIKE



The Warbike is a one-Ork vehicle, driven by metal-plated tracks at the rear and steered by a large wheel at the front. It is armed with a pair of side-mounted, forward-firing weapons. The Warbike is a favourite Ork assault vehicle, its speed and manoeuvrability vastly enhanced by the thundering roar of its motors.

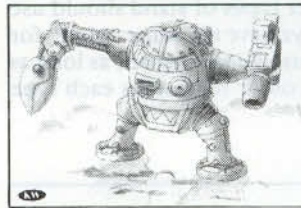
WARTRAK



Like the War Buggy, the Wartrak is a mobile artillery unit with a crew of two. It mounts a single las-cannon or other heavy weapon, and consists of a bike-style front attached to a tracked artillery platform. It is better armoured than the War Buggy, and is more often used against enemy tanks or vehicles.

WALKERS

KILLER DREADNOUGHT



This is the standard Ork Dreadnought, consisting of a globular body with two weapon mounts, one of which is nearly always a close combat weapon. It is widely used in an anti-personnel role, and is normally armed with a heavy bolter.

ONSLAUGHTER DREADNOUGHT



The Onslaughter is a heavier version of the Killer, with two weapon mounts on either side. Its standard general-purpose armament consists of two close combat weapons, one heavy bolter and one las-cannon.

TOWING ARTILLERY

As noted above, the Field Gun may be towed by the War Buggy or the Wartrak. The vehicle may move at normal speed while towing, and the Field Gun may be unlimbered at any point in the towing vehicle's move.

If the vehicle is stationary or moving at advance speed when the Field Gun is unlimbered, it can be set up anywhere along the vehicle's path, facing as desired. However, Orks are quite fond of unlimbering a Field Gun by simply knocking the coupling bolt out while the towing vehicle is moving at full speed; this can be a particularly hazardous exercise.

If the towing vehicle has charge orders and the Field Gun is unlimbered *during* its move, the Field Gun bounces D6 cm in a random direction (use the normal deviation procedure). Once the Field Gun has come to rest, determine its facing randomly. If the Field Gun bounces into a Gargant, Titan, vehicle or infantry stand, treat it as a normal ram or overrun. If it bounces into a building or other obstacle, it is destroyed.

ORK INFANTRY

Ork infantry detachments are very different to those used by the Imperium or the Eldar.

Most importantly, the standard Ork detachment contains a number of different types of Ork, as shown on the *Ork Detachment Table*. This represents the fact that Orks raise their troops in an almost feudal manner, with families and households sending the fighting men they can spare to join in any battles.

Secondly, the Ork command structure is highly centralised. Ork commanders (the Orkish term is *Warboss*) guard their power jealously, lest it be used against them by an ambitious underling. This means that there are fewer commanders than in other races, with a correspondingly larger average detachment size.

INFANTRY STANDS

There are seven types of Ork infantry stand: *Warboss*, *Nobz*, *Boyz*, *'Eavyboyz*, *Stormboyz*, *Stormboyz Command* and *Madboyz*. These stands should be distinguished by using different coloured bases. Warboss and Nobz Stands use the same coloured base, but Warboss Stands fly a banner from the flag-pole that fits into the back of the stand. Similarly, Stormboyz Command Stands use the same colour base as Stormboyz Stands but fly a banner to indicate the presence of an officer. Each of the other types of stand should use the same colour (all of the Boyz have the same colour, for instance). The actual colours used don't matter, as long as your opponent knows what colour represents each type of stand.

WARBOSS STANDS

A *Warboss Stand* represents an infantry commander and his personal bodyguard. They have more and better heavy weapons than any other infantry type, as they get the first pick of any captured equipment. A Warboss Stand functions as the command stand of an Ork infantry detachment.



NOBZ STANDS

Nobz are the biggest and toughest Orks in a detachment. Being bigger and tougher than anybody else means that you get the second pick of any captured equipment, so Nobz Stands are almost as well-armed as Warboss Stands. They cannot, however, act as command stands.

BOYZ AND 'EAVYBOYZ STANDS

'Da Boyz' are the archetypal Ork warriors - rough, noisy, cheerfully violent and enjoy nothing so much as a good scrap. When a Warboss calls upon the local Ork households to raise troops for a battle every one sends along some Boyz.

The core fighting strength of this force will always have a heavy weapon, stolen from a defeated enemy or constructed by the family's Mekaniaks; these are the *'Eavyboyz Stands*.

In addition, there are some really keen households who send any extra troops they can find, in order to gain favour with the Warboss. Unfortunately, these extra Orks are unlikely to be armed with anything more than bolters - there just aren't enough heavy weapons to go around.

These Orks are drafted into the warband to make up numbers, and are the *Boyz Stands*.

STORMBOYZ AND STORMBOYZ COMMAND STANDS

Ork Stormboyz are young, well-armed Orkish warriors who band together to go to war. Unlike other Orks, Stormboyz are disciplined - they march in straight lines and wear clean uniforms. They take war seriously; their command structure is logical and everything is done by the book.

Most Orks look on the Stormboyz with disdain, claiming that they have 'gone Humie' and lack the traditional virtues of their race, but there is no denying that they are an effective force on the battlefield.

MADBOYZ STANDS

Even among Orks, Madboyz have a love of fighting that is almost unbelievable. Many of them have been injured in battle and had their minds unhinged, while others are just born crazy.

Whatever the cause of their temperament - which can only be described as psychopathic - Madboyz are totally deranged and suffer from a wide variety of manias and insanities. Madboyz stands follow totally different rules for orders; they pick an objective, and will die trying to achieve it (see the *Special Rules*).

INFANTRY DETACHMENTS

The standard Ork infantry detachment is the *Warband*; this represents a body of troops from the same or allied families, who fight together as a unit.

A warband consists of one Warboss Stand, two Nobz Stands, eight 'Eavyboyz Stands and six Boyz Stands.

Stormboyz and Madboyz operate in detachments of their own, apart from the Warbands. They are comparatively rare, and the number of Stormboyz and Madboyz detachments available to the Ork player are limited.

For each Warband in his force, the Ork player may include one Stormboyz detachment *or* one Madboyz detachment.

The *Ork Horde* box of epic scale plastic Orks contains enough Ork infantry to make two complete Warbands and either one Stormboyz detachment or two Madboyz detachments.

It also contains enough Battlewagons to make seven Battlewagon detachments, and thus allows you to build up your basic Ork force cheaply and quickly, which can then be augmented with Citadel Miniatures' range of epic scale metal Ork models.



"Right lads," said Boss Rawgutz, "dis is wot we gotta do."

His Boyz pressed forwards eagerly in the crowded, mud-filled foxhole. Shells were thumping all around them and showers of fresh dirt fell spattering onto their heads at regular intervals. At the far side of the crater the Stormboyz stared grimly at their assumed commander. Their weapons shone dully in the half light. The small contingent of Madboyz he'd picked up somewhere just stared...

"Wen I sayz go, we's gunna charge dat buildin' over dere an' kill ev'ryfing inside..."

His boyz grinned approvingly.

Rawgutz scratched his wart. "We'll probably all get killed but it'll be wurf it cos we gotta buy time for da Dethdumpa ta come an' squash all da Humies into little splutchy pancakes."

The Boyz laughed and readied their weapons, slamming home the magazines and testing all the spiky bits with hurried enthusiasm. Rawgutz' comm-link gave out a strident beeping sound. He hit it until it stopped.

"Ready, Boyz?"

They all nodded vigorously. Rawgutz leapt to his feet and held his Bolter aloft.

"Go!!"

They crossed the edge of the crater and began to charge over the treacherous ground. The reinforced munitions factory was some five hundred metres away. Fire homed in on them almost immediately from every window of the building. One of his Boyz was raked with bullets and fell screaming into the mud.

"Get the zoggin' Humies!!" yelled Rawgutz, firing as he ran. Two Marines toppled from the roof, brickwork exploding all around

them. More Orks went down in bursts of blood. The Stormboyz, he saw, were advancing in a kind of pattern - three by three, laying down covering fire as they went. He couldn't follow it at all. He dodged another shell-burst.

Two hundred metres. Suddenly the huge figure of a Dreadnought seemed to rise out of the ground ahead of them.

They dived into a trench as laser bursts ripped towards them. With a howl, one of the Madboyz leapt forwards, closely followed by his screaming companions. Some were frothing at the mouth. All wore a wide-eyed, crazy stare. Dodging the Dreadnought's searing bolts of energy they dashed towards it, guns blazing. They reached the machine and jumped on it, hammering and clubbing with every available weapon.

Rawgutz didn't wait. He started onwards with a yell. They scrambled past the Dreadnought as it flailed and stumbled under the insane attack, his Boyz firing wildly alongside the Stormboyz' regular bursts.

And then it was all over...

From behind the back of the building rolled three Rhinos. Rawgutz stopped and his men grouped behind him.

"Oh zog..."

The Stormboyz fell into staggered ranks, weapons levelled at the approaching tanks.

"Take as many of 'em wiv you as you can Boyz..."

He raised his gun. There was a cataclysmic roar of noise and light, and they were hammered onto the ground as the world exploded and the earth bucked underneath them like a wild animal. Rawgutz stared at the vast, boiling hole of liquid rock and laughed.

The Dethdumpa had arrived.

SPECIAL RULES

The following special rules apply to Ork infantry and vehicles:

DETACHMENT COHERENCY

Stands in Ork Warbands must remain within 24 cm of their Warboss stand at all times, as well as within 6 cm of another stand in the Warband. Stormboyz and Madboyz follow the normal rules for detachment coherency (but see *Madboyz Detachments* below).

DEAD WARBOSS

If the Warboss stand is destroyed, roll for the Warband's orders on the *Morale Table* in the *Space Marine* rulebook during the orders phase of each following turn.

FALL BACK ORDERS

Ork detachments may only be given fall back orders as the result of a morale test or due to the destruction of their commander.

MADBOYZ DETACHMENTS

Because Madboyz are so uncontrollable in the field, they are not given orders in the usual way. Each Madboyz detachment is given a *Madboyz counter* at the start of each game; place a Madboyz counter beside each detachment before play begins. A Madboyz counter may only be changed if you are told to do so by the rules; they may not be changed voluntarily once the game has started.

The following Madboyz counters are available:

Assault: A Madboyz detachment with this counter will seek out the nearest enemy, engage them in close combat, and 'Rough 'em up a bit'.

Defend: A Madboyz detachment with this counter will defend their position on the battlefield. They will fire at enemy units that come within range, and charge into close combat with enemy units that stray too close.

Take & Hold: Madboyz with this counter will make a mad dash to a nominated point, which they will then defend from all invaders.

As soon as a detachment is given a *take & hold* counter nominate an objective for them, marking it with the *Madboyz objective marker* that has the same number as their take & hold counter. A Madboyz objective marker may be placed anywhere on the table, including areas that are not currently within the Madboyz' line of sight. A counter may *not* be placed on a Titan base, a vehicle or an infantry stand - it is used to mark an objective location, not a moving target.

The order counter that is given to each detachment of Madboyz during the order phase of each turn is decided by a combination of the Madboyz' counter and a dice roll.

Refer to the *Madboyz Orders Table* for each detachment, reading down the list until you find the first case that applies to *any* of the Madboyz in the detachment. Follow that line of the table to the right and roll a dice to find out which of the three orders the detachment is given for that turn. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's Madboyz.

MADBOYZ ORDERS TABLE

	1-2	3-4	5-6
Assault Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	Advance	First Fire	First Fire
Enemy in sight	Advance	Charge	Charge
No enemy in sight	No Orders	No Orders	Take & Hold
Defend Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	First Fire	First Fire	Charge
Enemy in sight	First Fire	First Fire	Advance
No enemy in sight	No Orders	No Orders	Take & Hold
Hold Counter			
Enemy infantry stand within charge range	First Fire	Charge	First Fire
Objective not yet reached	First Fire	Advance	Advance
Enemy within weapon range	First Fire	First Fire	First Fire
Any other situation	First Fire	No Orders	No Orders

Madboyz follow the same restrictions for order counters as any other detachment, except where modified below.

Charge Orders: Charge towards nearest enemy - the Madboyz must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Moving Towards an Objective* - see below).

First Fire Orders: Fire on nearest enemy.

No Orders: The detachment remains stationary. If any enemy move within weapon range during the movement phase, the Madboyz fire at the nearest enemy during the advance segment of the combat phase.

Take & Hold: Swap the Madboyz' assault or defend counter for a take & hold counter and nominate an objective according to the normal rules.

MOVING TOWARDS AN OBJECTIVE

A Madboy detachment with a take & hold counter that has advance orders must move towards their objective counter. The only deviations they may make from a direct path are those made in order to avoid obstacles. This does not stop them changing direction to charge enemy infantry along the way.

An objective has been reached when any Madboy in the detachment moves within 2cm of the objective counter. Once a detachment has reached its objective, remove the objective counter and change their take & hold counter to a defend counter.

Dragnut dived under the engine cowlings, yelling for a spanner. Five Snotlings dashed forward, squabbling to be first. Without looking, Dragnut reached back and grabbed one by the throat. A burst of clanging came from inside the bonnet and the Battlewagon exploded into life. Dragnut tossed the senseless Snotling onto the heap of left-over parts and smiled cheerfully.

That seemed to do the trick...

BATTLEWAGON RIDERS

As already mentioned, the Battlewagon is capable of carrying a single stand of Ork troops; this is handled according to the normal *Space Marine* rules for carrying infantry.

In addition to troops carried *inside* the Battlewagon, one stand of infantry can ride on the *outside* of the vehicle, embarking and disembarking using the normal rules.

Place stands that are riding the Battlewagon on top of the Battlewagon model.

The following special rules apply to infantry stands riding on the outside of a Battlewagon:

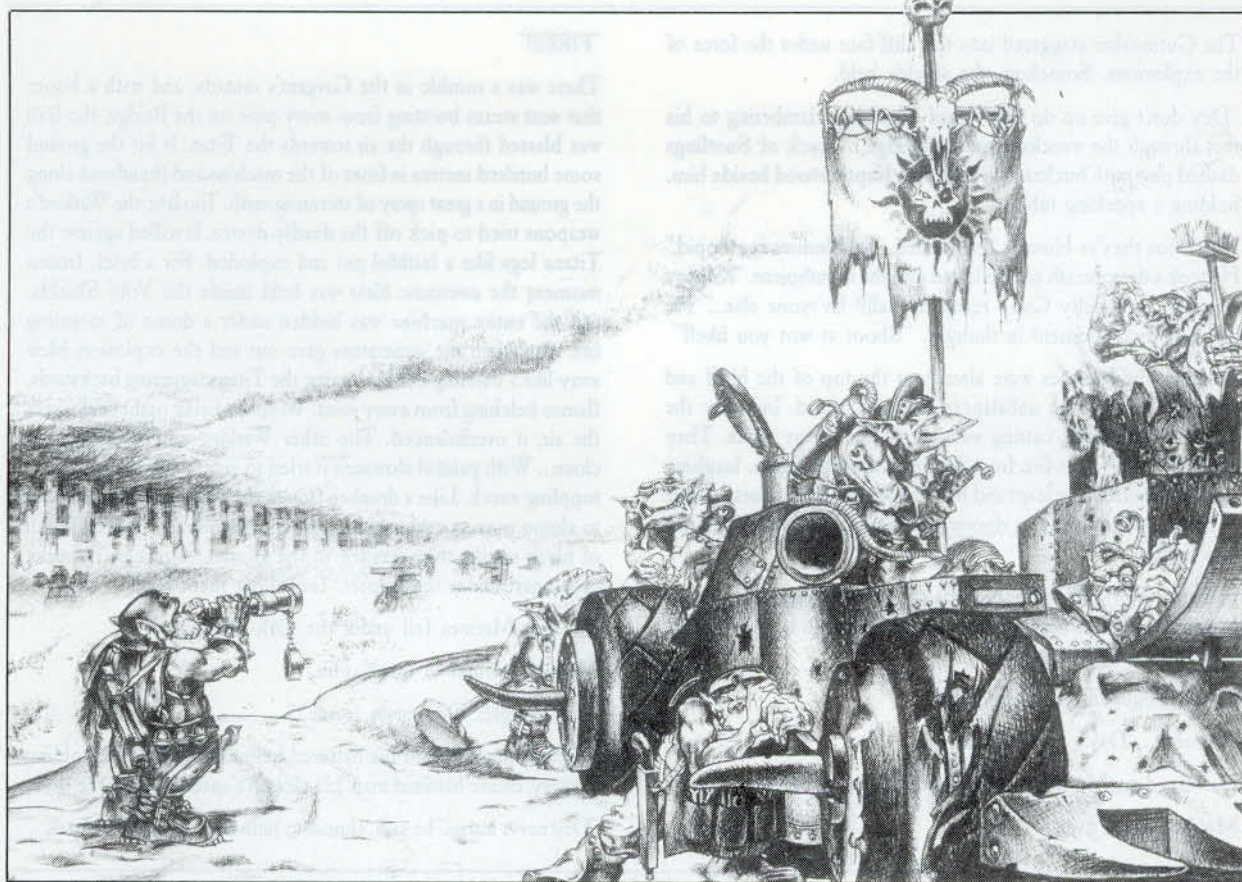
1. Battlewagon riders may not fire any support weapons. They may fire small arms, but suffer a -1 to hit modifier in addition to any modifiers resulting from the *Battlewagon* orders.
2. Battlewagon riders may be targeted by enemy forces as if they were in the open (ie they never receive any to hit modifiers for cover). Attacks that are aimed at Battlewagon riders will not effect the Battlewagon in any way.
3. Weapons with a burst circle attack *both* the Battlewagon and any riders.
4. Battlewagon riders are destroyed if the Battlewagon is destroyed. In addition, if the Battlewagon is hit and *not* destroyed, the Battlewagon riders must make a normal (unmodified) saving throw.

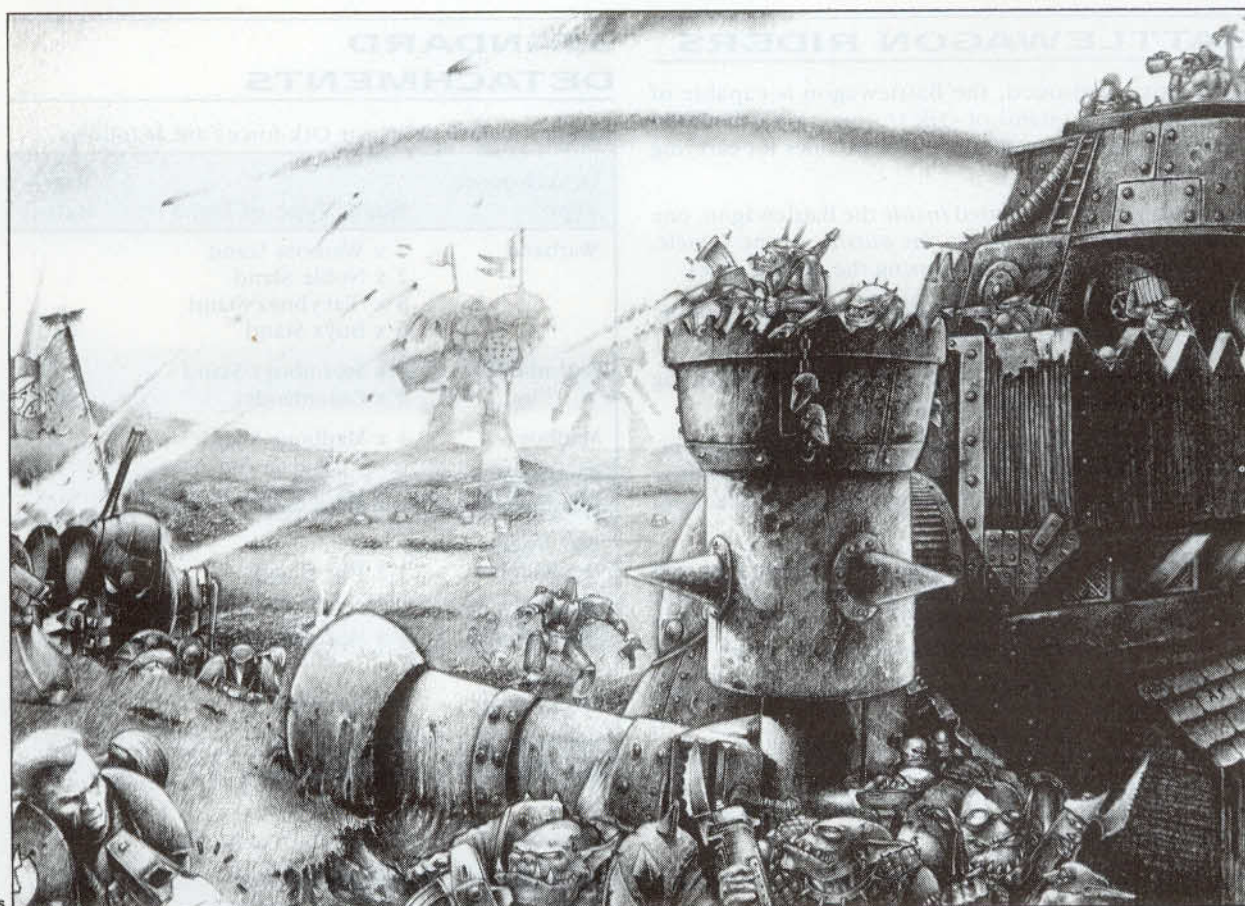
None of the other Ork vehicles listed here can carry infantry in the same way.

STANDARD DETACHMENTS

Standard detachments for Ork forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Warband	1 x Warboss Stand 2 x Noble Stand 8 x 'Eavyboyz Stand 6 x Boyz Stand	650
Stormboyz	6 x Stormboyz Stand 2 x Commander	350
Madboyz	4 x Madboyz Stand	120
Field Gun Detachment	4 x Field Gun	80
War Buggy Detachment	4 x War Buggy	220
Warbike Detachment	4 x Warbike	220
Wartrak Detachment	4 x Wartrak	180
Battlewagon Detachment	4 x Battlewagon	300
Killer Detachment	4 x Killer Dreadnought	100
Onslaught Detachment	4 x Onslaught Dreadnought	260





The Gutmusher staggered into the cliff-face under the force of the explosions. Somehow, the shields held.

"Dey don't give up do dey?" said Mukblag, clambering to his feet through the wreckage on the Bridge. A pack of Snotlings dashed past with buckets of water. His Kaptin stood beside him, holding a speaking tube.

"Dat's cos they're Humies," he replied, "an' Humies is stoopid." He took a deep breath and bellowed into the mouthpiece. "Kilboyz - go get 'em!! Belly Gun - ready da Ball!!! Ev'ryone else..." He stopped for a moment in thought. "Shoot at wot you like!!"

Outside, the Marines were already at the top of the bluff and charging towards the unbalanced Gargant's head. Instantly the Turret Boyz started cutting swathes in the enemy ranks. They hosed the red tracer-fire from figure to dashing figure, laughing as the armoured men leapt and burst under the hail of metal. Boyz tumbled, yelling, from a doorway and charged enthusiastically into battle.

A distant Warlord strode towards the Mukmusher, bringing its Multi-Launcher to bear, waiting for the optimum range. Another followed close on its heels.

Kaptin Bogbadd shook his head.

"Stoopid... Dey's soo stoopid."

He turned to Mukblag and smiled. "I love 'em!"

Mukblag leant over.

"FIRE!!!"

There was a rumble in the Gargant's innards, and with a boom that sent steam bursting from every pipe on the Bridge, the Ball was blasted through the air towards the Titan. It hit the ground some hundred metres in front of the machine and thundered along the ground in a great spray of steaming earth. Too late, the Warlord's weapons tried to pick off the deadly device. It rolled against the Titan's legs like a faithful pet and exploded. For a brief, frozen moment the awesome blast was held inside the Void Shields, and the entire machine was hidden under a dome of storming fire. And then the generators gave out and the explosion blew away like a bursting bubble leaving the Titan staggering backwards, flames belching from every joint. Weapons firing pathetically into the air, it overbalanced. The other Warlord was following too close... With painful slowness it tried to sidestep from under the toppling wreck. Like a drunken friend, the dying machine seemed to slump over its companion in a clumsy embrace. Trailing a pall of black smoke they crashed to the ground. A reactor chamber split apart under the impact, fireballing them both.

The last Marines fell under the Ork onslaught.

Mukblag turned to the Kaptin.

"You're right. Dey nevva learns..."

Bogbadd straightened his battered helmet and started unfolding a greasy, crease-battered map. He cleared a space for it on the floor.

"Dey nevva learns," he said, almost to himself. "An' dey'll be back..."

ORKS IN THE CAMPAIGN GAME

The *Campaign Game* rules in the *Adeptus Titanicus* rulebook assume that you are fielding a Human force - either Loyalist or Traitor. Some slight alterations are necessary when using Orks in a campaign.

Instead of the Grand Master of a Titan Order, you take the role of the Mob-Boss of a Mob of Gargants. You are a seasoned, strong and cunning Ork - it took you years to get where you are now, knifing those above you and avoiding being knifed by those around and below you.

THE CAMPAIGN ROSTER

A campaign roster for Gargant Mobs is included in the back of this book. You may photocopy it for your own use only. It is broadly similar to the campaign roster from the *Adeptus Titanicus* rulebook, but does not have spaces for recording support missiles, as they are only used by Humans.

CREATING THE BIG-MOB

You have 10,000 points to spend on setting up your Mob, and can spend it on Titans and equipment as you wish, subject to the restrictions listed in the section on *Designing Gargants*.

Crew experience and Honour Points are unchanged from the rules in the *Adeptus Titanicus* rulebook.

CAMPAIGN SCENARIOS

The rules for campaign scenarios in this book and in the *Adeptus Titanicus* rulebook are unchanged, apart from the following points:

CREW CASUALTIES

These have no effect on successive games. Unskilled and semi-skilled crew members are always easy to come by in Ork society.

EJECTING

Gargants do not have an ejector mechanism - the crew stay with their machine at all times!

DOWNTIME

This is unchanged, except as follows:

SKILLS

Ork Gargant crews never gain skills like other races. They do, however advance in experience, and therefore they do get dice rerolls.

SALVAGE PHASE

Ork forces may attempt to salvage from Imperial and Eldar Titans. In both cases there is a -2 modifier to the salvage roll. Salvaging from other Gargants is dealt with as normal.

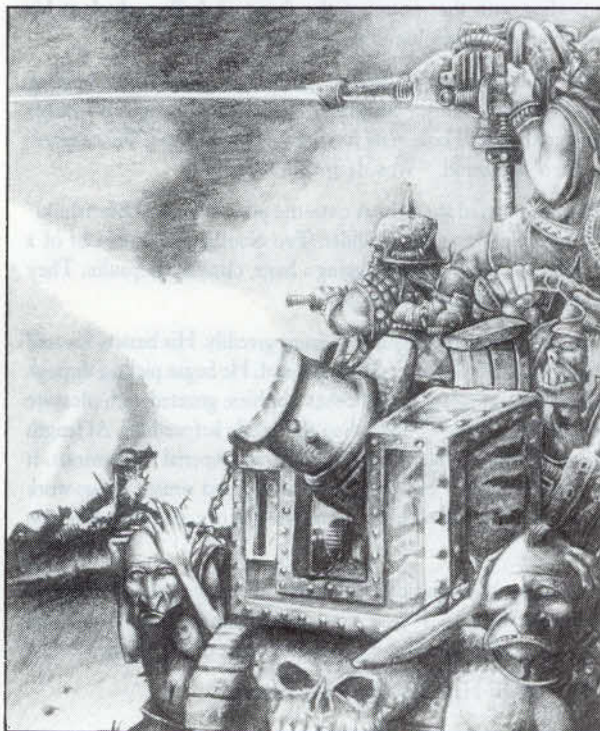
Only weapons may be salvaged from Human and Eldar Titans. Note that some weapons may not be fitted to Gargants (see *Designing Gargants*).

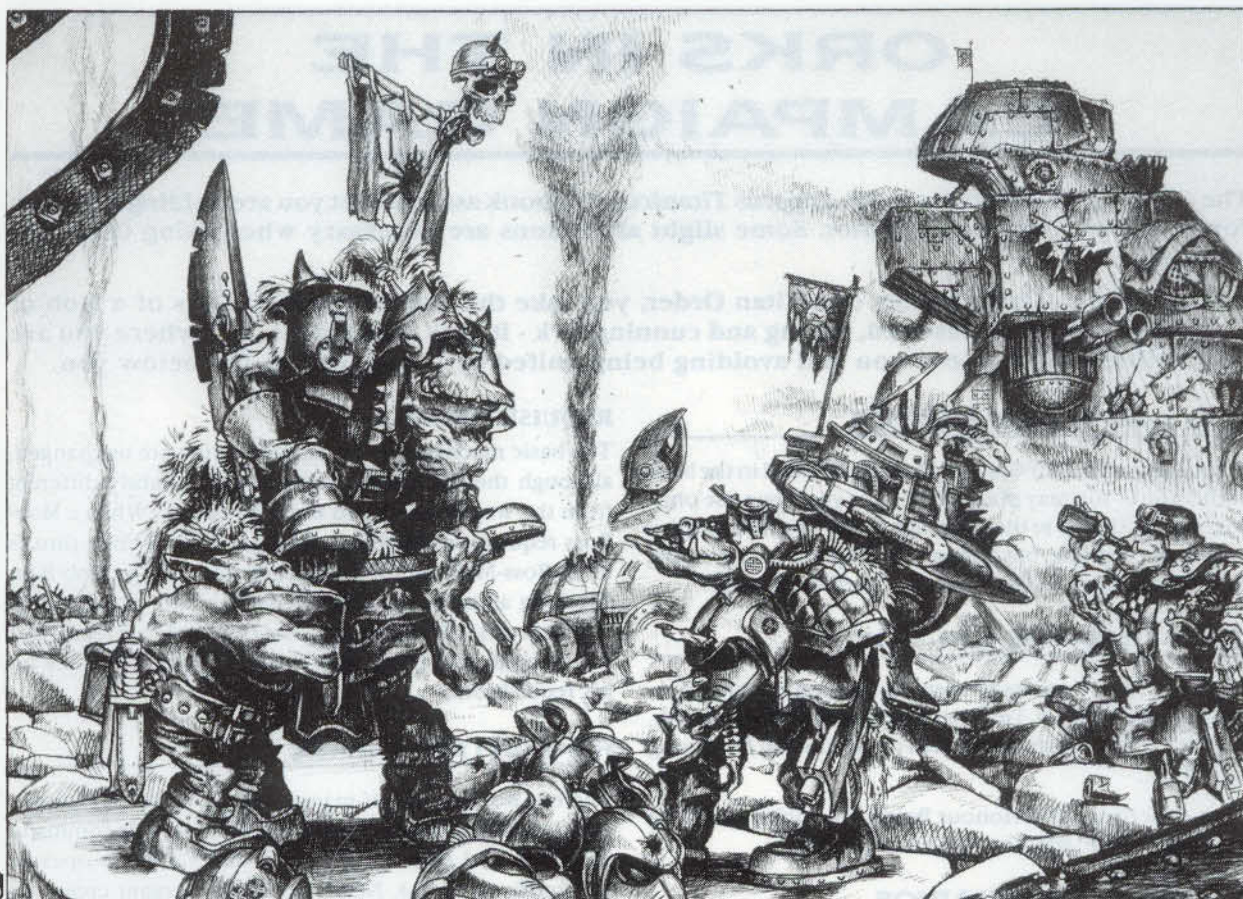
REQUISITIONING

The basic mechanisms for requisitioning are unchanged, although the events they represent are slightly different from the way Humans and Eldar do things. When a Mob-Boss requisitions materials, he does so by issuing threats to his Boss-Mek. An appeal takes the form of the Mob-Boss shooting an unco-operative Boss-Mek and repeating the initial threats to his successor. The Honour score represents the amount of fear the Mob-Boss can inspire to back up his requisitions.

RECRUITING PHASE

There is no shortage of manpower (or rather, Orkpower and Gretchin-power) to crew Gargants, but their command structure and large crews mean that Gargants operate differently to Titans. Newly-recruited Gargant crews are always green (in every sense of the word), and need a thorough shakedown before they can operate effectively. Unfortunately, this shakedown generally takes place in the crew's first battle. A Gargant with a newly-recruited crew is treated as out of command at all times during its first battle; thereafter, it operates normally.





Shagrudd gazed over the blasted ground with satisfaction. Scrapped hulks of Titans lay scattered in the dawn amid a twisted, smoking carpet of destruction. He chuckled as he spotted the Warlord's still-boiling crater. The sounds of looting floated across the field, mingling with the moans of the dying. A hollow clunk at his bearers' feet made him glance down.

"Good shootin' today, Boss..." grinned his First Mate, holding up a Marine helm for Shagrudd's approval. He wiggled a finger through a ragged hole in its forehead. "Good killin." "Seen better," sniffed Shagrudd. "Wos da pickin's like?"

Hagrudd tossed the helmet onto the pile. "Muggot! Sluttsuk!" he screamed over his shoulder. Two Snotlings dashed out of a nearby crater, gleefully dragging a huge, clanking tarpaulin. They spread it at their leader's feet.

"Down!" snapped Shagrudd, gloating greedily. His bearers lowered him gratefully with quiet groans of relief. He began picking through the jumble of weapons and other trophies; grunted with pleasure or disgust, toying or discarding the spoils before him. At length he stood up wearing the headgear of an Imperial Commissar. It was a bit charred but the gold braiding and ornate badge-work was still intact. It gave him a certain feeling of command. A certain style.

The huge, black-and-bronze bolter he strapped to his leg gave him a feeling too. It gave him a feeling that no-one was going to argue with a gun that big and not regret it. He grinned evilly.

"Oo's dead, Hagrudd? Anyone 'portant?"

Hagrudd scratched his head.

"Nah... Old Joblodd bought it back at dat bunker. Forgot to throw 'is grenade when 'e jumped in. Held it wiv 'is teef til it blew 'is 'ead off." He brightened. "Took out da bunker though! Real big bang..."

Shagrudd grunted.

"He'll be 'membered then."

He returned to his bearers and was duly lifted. "Back."

They turned painfully, and started back up the iron gangplank into the huge, dark belly of the Stompmasher. Shagrudd stopped them briefly and glanced back.

On ridge, a squad of Madboyz were still pumping gunfire into the carcass of a blasted Dreadnought with a studied, psychotic intensity. In the hazy distance he could make out the Bigripper wandering happily through the rubble, smashing and kicking the remaining buildings like some monstrous child playing in the sand.

Another battle over. Another victory.

Shagrudd shrugged and chuckled, patting the gun at his side. No sweat.

"Come on then, slugbuts! We got Humie heads to kick!" The bearers brightened and trotted into the darkness, a song on their lips.

"Ere we go, ere we go, ere we go..."

It was going to be another good day.

HULL DATA

NOTES ON THE TABLE

HARD POINTS

The three-digit code for hard points is arranged as follows: the first number is the grade of any heavy weapons fitted there, the second number is the grade of any very heavy weapon fitted there, and the letter tells you which weapons may be fitted to the hard point, as follows:

- A Any
- B No very heavy weapons or missile mounts
- C No las-cannon or multi-launchers
- D No weapon forbidden by B or C above

HULL SIZE TABLE

Hull Size	Max Weapon Grade	Max VSGs	AR	Basic Hull Cost
Scout (eg Warhound)	6	2	+1	70
Medium Battle (eg Reaver)	12	4	0	140
Main Battle (eg Warlord)	20	6	0	220

TITAN SPEED TABLE

TWG	Speed	Manoeuvrability		
		AR +1	AR 0	AR -1
1-4	24/36	EM	HM	HM
5-6	24/36	HM	HM	
7-8	20/30	HM		
9-10	20/30			
11-12	16/24			UM
13-16	14/21			UM
17-20	12/18		UM	UM
21-30	12/18		UM	UM
31-40	10/15	UM	UM	UM
41-60	8/12	UM	UM	UM
61+	6/9	UM	UM	UM

HULL COST TABLE

Basic hull cost	from <i>Hull Size Table</i>
Per void shield	40
Per hard point	40
Hard point configuration	see below

Type	Cost Multiplier
A	45
B	40
C	30
D	25

STANDARD IMPERIAL TITANS

Class/Variant	Carapace	Left Arm	Right Arm	VSG	Speed	AR	Battle Rating	Mvr.
Scout Titans								
Warhound	None	2/0/D	2/0/B	2	24/36	+1	360	EM
Battle Titans								
Reaver (Hun)	None	4/0/B	4/0/B	4	20/30	0	700	HM
Reaver (Goth)	3/1/A	3/1/B	3/1/B	4	16/24	0	750	
Warlord (Death Bringer)	2 x 3/1/C	3/1/B	3/1/B	5	14/21	0	1000	
Warlord (Nemesis)	2 x 4/1/A	4/1/A	4/1/A	6	12/18	0	1340	LM

STANDARD ELДАР TITANS

Class/Variant	Wings	Left Arm	Right Arm	Speed	AR	Battle Rating	Mvr
Phantom/Spectre	2 x 2/0/B	4/1/A	4/1/A	16/24	0	1000	EM
Phantom/Shade	2 x 2/0/B	3/1/A	3/1/A	20/30	0	900	EM

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets		Lower Turrets		Head Turret	Power Fields	AR	Battle Rating
		Left	Right	Left	Right				
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

Notes

Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted; A means that any weapon may be fitted; C means that no las-cannon or multi-launcher may be fitted; D means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. None indicates that the Gargant does not have that turret. Each turret may only hold one weapon.

Power Fields: the number of operational power field generators at the start of the game.

AR: the Gargant's armour rating.

Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.

ORK REFERENCE

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1

Note that a Gargant may not move less than its *minimum move* distance

Direction	Number of Turns
Port	Up to 2 x 45° turns, left only
Starboard	Up to 2 x 45° turns, right only
Ahead	No turns allowed

OUT OF COMMAND ORDERS			
Roll a D6 for each order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE	
D6 Roll	Result
1-3	Internal Explosions - Explosions rake the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below.
	D6 Result
1-2	Fires Out - the Gargant blocks the LOS normally.
3-5	Fires Continue - no change.
6	Magazine Explodes - see below.
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

GUT BUSTER AMMUNITION TABLE			
VEHICLE AND TITAN TARGETS			
Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+

INFANTRY TARGETS			
Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2

GARGANT CREW ASSAULT FACTORS		
Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+

Notes

- Stokers have their CAF reduced by -1 if the Boss-Mek is killed.
- Shooters have their CAF reduced by -1 if the Chief Shooter is dead.
- The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kapitin Killed* result below.

Kapitin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kapitin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kapitin Killed on other Gargant: The Gargant may not be given any orders until the Kapitin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

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

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

MADBOYZ ORDERS TABLE			
Assault Counter	1-2	3-4	5-6
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	Advance	First Fire	First Fire
Enemy in sight	Advance	Charge	Charge
No enemy in sight	No Orders	No Orders	Take & Hold
Defend Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	First Fire	First Fire	Charge
Enemy in sight	First Fire	First Fire	Advance
No enemy in sight	No Orders	No Orders	Take & Hold
Hold Counter			
Enemy infantry stand within charge range	First Fire	Charge	First Fire
Objective not yet reached	First Fire	Advance	Advance
Enemy within weapon range	First Fire	First Fire	First Fire
Any other situation	First Fire	No Orders	No Orders

DETAILED DAMAGE SYSTEMS

Standard detachments for Ork forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Warband	1 x Warboss Stand 2 x Nobz Stand 8 x 'Eavyboyz Stand 6 x Boyz Stand	650
Stormboyz	6 x Stormboyz Stand 2 x Commander	350
Madboyz	4 x Madboyz Stand	120
Field Gun Detachment	4 x Field Gun	80
War Buggy Detachment	4 x War Buggy	220
Warbike Detachment	4 x Warbike	220
Wartrak Detachment	4 x Wartrak	180
Battlewagon Detachment	4 x Battlewagon	500
Killer Detachment	4 x Killer Dreadnought	100
Onslaught Detachment	4 x Onslaught Dreadnought	260

Standard detachments for Eldar forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Swooping Hawk Detachment	6 x Swooping Hawk Stand 2 x Commander	450
Avenging Warrior Detachment	6 x Avenging Warrior Stand 2 x Commander	580
Grav-Tank Detachment	3 x Falcon Grav-Tank	420
Field Artillery Detachment	3 x Field Artillery Unit	120
Jet Cycle Detachment	6 x Jet Cycles	180
War Cry Dreadnought Detachment	3 x War Cry Dreadnought	180
Banshee Dreadnought Detachment	3 x Banshee Dreadnought	180
Spirit Warrior Detachment	3 x Vampire Spirit Warrior	135
War Walker Detachment	3 x War Walker	270

Standard detachments for Imperial forces are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360
Bike Detachment	6 x Bike	150
Sidcar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120
Mutilator	2 Contemptor 1 Deredeo 1 Furibundus	160 points
Destroyer	2 Deredeo 2 Furibundus	200 points
Castellan maniple	4 x Castellan	105 points
Cataphract maniple	4 x Cataphract	165 points
Colossus maniple	4 x Colossus	120 points
Conqueror maniple	4 x Conqueror	120 points
Crusader maniple	4 x Crusader	165 points

CLOSE COMBAT

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each close combat weapon; it may also make two improvised attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to disengage or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly as an all-out attack, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks made against it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any close combat weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an all-out attack. It also allows the Titan to turn up to 45° before it makes any attacks.

Step Back: The Titan takes a step or two back in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat weapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° before it makes any attacks.

Turn Around: This option will usually only be chosen by a Titan that has been blind-sided by an opponent. The Titan may make as many turns as is permitted with advance orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses the all-out attack or attack options.

RESTRICTIONS

In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move or attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may not choose side-step or disengage options.

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

TO HIT MODIFIERS

The only to hit modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE		
Close Combat Weapons		
Attacker has the Close Combat		
Attack skill		1
Battle Titan attacking Scout Titan		+1
Scout Titan attacking Battle Titan		-1
Defender has the Close Combat		
Defence skill		-1
Ranged Weapons		
Attacker has the Accuracy skill		+1

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

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

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

ROBOT ORDERS TABLE

BATTLE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
SUPPORT PROGRAM	Orders
Enemy infantry stand within charge range	Fall back
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
DEFENSIVE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	First fire
No enemy in sight	No orders
TAKE & HOLD	Orders
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First fire
Any other situation	No orders

Charge Orders: Charge nearest enemy infantry stand - the robots must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Take & hold* - see below).

First Fire Orders: Fire on nearest enemy.

Fall Back Orders: Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the fall back move would take the detachment into another stand's charge range, the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.

No Orders: The detachment remains stationary. If the enemy move with weapon range later in the movement phase, the robots fire at the nearest enemy during the advance segment of the combat phase.

SKIMMER AGAINST TITAN RAM TABLE

Titan has operating void shields	
Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.	
Equals Titan's score or less: skimmer destroyed; Titan not affected.	
Titan has no operating void shields	
Beats Titan's score by 3 or more: skimmer destroyed; Titan takes <i>Critical Damage</i> .	
Beats Titan's score by 1-2: skimmer destroyed; Titan takes <i>Superficial Damage</i> .	
Equals Titan's score or less: skimmer destroyed; Titan not affected.	



	TITAN I.D.	CLASS	VARIANT		
SPEED	MANOEUVRABILITY	ARMOUR RATING	V.S.G.	BATTLE RATING	KILLS
RIGHT CARAPACE			LEFT CARAPACE		
CONFIGURATION-			CONFIGURATION-		
RIGHT ARM			LEFT ARM		
CONFIGURATION-			CONFIGURATION-		
NOTES			CREW EXPERIENCE POINTS CREW RE-ROLLS		
			SKILLS, DEVICES & REMARKS		

[illegible]



TITAN I.D.

CLASS

VARIANT

SPEED

MANOEUVRABILITY

ARMOUR RATING

BATTLE RATING

KILLS

RIGHT WING

RIGHT ARM

LEFT WING

LEFT ARM

NOTES

CREW EXPERIENCE POINTS

CREW RE-ROLLS

SKILLS, DEVICES & REMARKS



ELDAR CLAN

FAMILY NAME

ARDATHRICAINN

BATTLE CRY

HONOUR POINTS

ARMOURY POINTS

I.D.	CLASS	VARIANT	BATTLE RATING	CREW EXP.	CREW SKILLS	DEVICES
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

ARMOURY

NOTES

THAIRAV BATTLE RAY WING	HONOUR POINTS		ARMOURY POINTS			
	GARGANT I.D.	WEAPONS	BATTLE RATING	CREW EXP.	REROLLS	KILLS
MOB						
TOP BOSS						
BATTLE CRY						
HOME WORLD						
		ARMOURY				
		NOTES				

KILLS		GARGANT I.D.		MOB		BATTLE RATING	
LOCATION DESTROYED D6	HEAD TURRET	BELLY GUN		LOCATION DESTROYED D6	D6 OFFICER CASUALTIES		
1	CONFIGURATION-			2	BRIDGE		
LOCATION DESTROYED D6	UPPER RIGHT TURRET	UPPER LEFT TURRET		LOCATION DESTROYED D6	1 KAPTAIN		
3	CONFIGURATION-			4	2 GUNBOSS		
LOCATION DESTROYED D6	LOWER RIGHT TURRET	LOWER LEFT TURRET		LOCATION DESTROYED D6	3 FLAGBOSS		
5	CONFIGURATION-			6	4 MATE		
				ENJUN ROOM			
				5 BOSS MEK			
				BELLY GUN			
				6 TOP GUNBOY			
				D6 CREW CASUALTIES			
				ENJUN ROOM			
				1 STOKERS			
				BELLY GUN			
				2 GUNNERS			
				REPAIR CREW			
				3 RIGGERS			
				INFANTRY CREW			
				4-6 BOYZ			
POWER FIELDS							
1	2	3	4	5	6	7	8
NOTES							

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack First	Close Combat
Attack	Attack Second	Close Combat
Defend	Attack First	Close Combat
Side-step	Simultaneous	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Ranged Weapons
Defend	Attack First	Ranged Weapons
Side-step	Attack First	Ranged Weapons
Step Back	Simultaneous	Ranged Weapons
Turn Around	Attack Second	Ranged Weapons ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move First	May Not Attack
Side-step	Move First	May Not Attack
Step Back	Move First	May Not Attack ¹
Turn Around	See Notes	May Not Attack ¹
Disengage	Move Second	May Not Attack ²

Special Rules

You may make as many 45° turns as if you had advance orders, but you may *not* attack.

Notes

1. Both players roll a D6. Retroll any ties. The player with the lower score must move first.
2. Your opponent must make his disengaging move *before* you turn around.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move Second	May Not Attack
Side-step	Move Second	May Not Attack
Step Back	Move Second	May Not Attack
Turn Around	Move First	May Not Attack ¹
Disengage	See Notes	May Not Attack ¹

Special Rules

You may only leave close combat by using this option. You may make a normal charge move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MIL's you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Retroll any ties. The player with the lower score must move first.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon
All-out Attack	Simultaneous	Close Combat
Attack	Attack First	Close Combat
Defend	Attack First	Close Combat
Side-step	May Not Attack	May Not Attack
Step Back	Attack First	Close Combat
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Close Combat ²

Special Rules

You may make *two* improvised attacks, and add +1 to the number of critical hits you inflict with any close combat weapons or improvised attacks. All opponents attack you at +1 to hit with close combat weapons and improvised attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

CLOSE COMBAT OPTION CARDS

ATTACK

Opponents Choice	Order of Attack	Weapon Selection
All-out Attack	Simultaneous	Close Combat
Attack	Attack Second	Close Combat
Defend	Attack First	Close Combat
Side-step	Attack First	Close Combat
Step Back	Attack First	Ranged Weapons
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's void shields, and receive a +1 modifier to hit.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Close Combat
Defend	Simultaneous	Close Combat
Side-step	Attack Second	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons

Special Rules

All opponents using close combat weapons and improvised attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack First	Close Combat
Attack	Attack Second	Close Combat
Defend	Attack First	Close Combat
Side-step	Simultaneous	Close Combat
Step Back	Attack Second	Ranged Weapons ¹
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Ranged Weapons
Defend	Attack First	Ranged Weapons
Side-step	Attack First	Ranged Weapons
Step Back	Simultaneous	Ranged Weapons
Turn Around	Attack Second	Ranged Weapons ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move First	May Not Attack
Side-step	Move First	May Not Attack
Step Back	Move First	May Not Attack
Turn Around	See Notes	May Not Attack ¹
Disengage	Move Second	May Not Attack ²

Special Rules

You may make as many 45° turns as if you had advance orders, but you may *not* attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.
2. Your opponent must make his disengaging move *before* you turn around.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move Second	May Not Attack
Side-step	Move Second	May Not Attack
Step Back	Move Second	May Not Attack
Turn Around	Move First	May Not Attack ¹
Disengage	See Notes	May Not Attack ¹

Special Rules

You may only leave close combat by using this option. You may make a normal charge move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MILs you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon
All-out Attack	Simultaneous	Close Combat
Attack	Attack First	Close Combat
Defend	Attack First	Close Combat
Side-step	May Not Attack	May Not Attack
Step Back	Attack First	Close Combat
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Close Combat ²

Special Rules

You may make *two* improvised attacks, and add +1 to the number of critical hits you inflict with any close combat weapons or improvised attacks. All opponents attack you at +1 to hit with close combat weapons and improvised attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

ATTACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Simultaneous	Close Combat
Defend	Attack First	Close Combat
Side-step	Attack First	Close Combat
Step Back	Attack First	Ranged Weapons
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's void shields, and receive a +1 modifier to hit.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Close Combat
Defend	Simultaneous	Close Combat
Side-step	Attack Second	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons

Special Rules

All opponents using close combat weapons and improvised attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc, you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

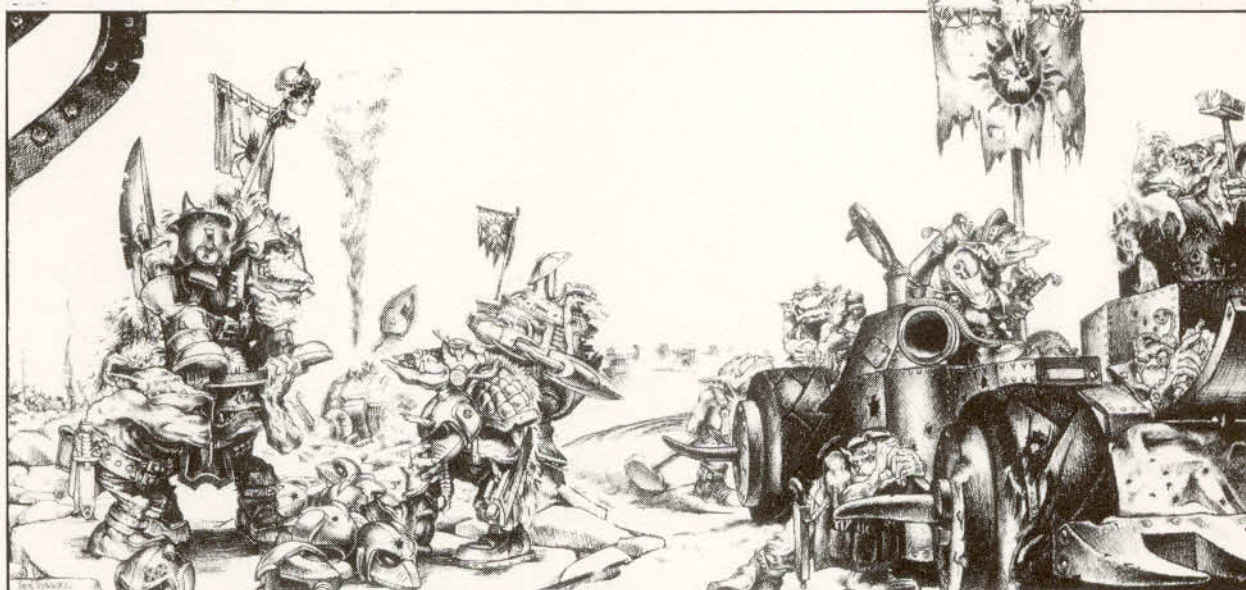
CLOSE COMBAT OPTION CARDS

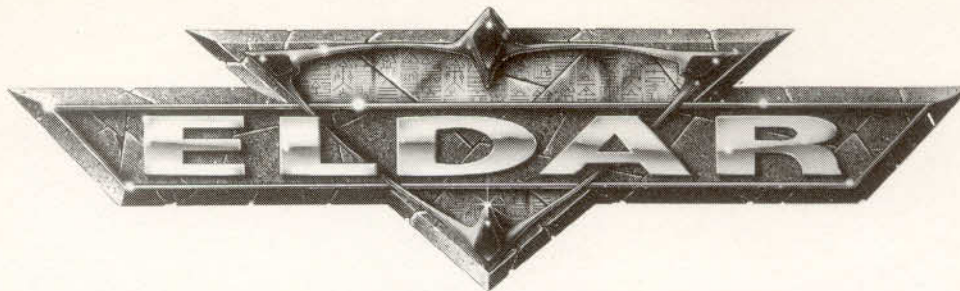
ORKS

INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
WARBOSS	8/16	3+	+5	BOLTERS	MISSILE LAUNCHER LAS-CANNON		100
NOBLES	8/16	4+	+4	BOLTERS	MELTA-GUN HEAVY PLASMA GUN		75
'EAVYBOYZ	8/16	5+	+1	BOLTERS	MELTA GUN		30
BOYZ	8/16	5+	+1	BOLTERS	NONE		20
MADBOYZ	8/16	5+	+4	BOLT PISTOLS	NONE		30
STORMBOYZ	8/16	5+	+2	BOLTERS	HEAVY PLASMA GUN		50
STORMBOYZ COMMAND	N/A	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
KILLER DREADNOUGHT	6/12	6+	+3	+2	HEAVY BOLTER (LA)	WALKER	25
ONSLAUGHT. D.NOUGHT	6/12	6+	+4	+1	LAS-CANNON (RA) HEAVY BOLTER (LA)	WALKER	65
FIELD GUN	NA/8	NONE	-1/-3	+2	THUDD GUN (SwF)	MAY BE TOWED BY WARTRAK OR WAR BUGGY. FIELD ARTILLERY	20
WARTRAK	24/36	NONE	-0/-2	+2	LAS-CANNON (SwF)	MAY TOW FIELD GUN. LIGHT VEHICLE	45
WARBIKE	24/36	NONE	-0/-2	+2	AUTO CANNON (Fx2)	LIGHT VEHICLE	55
WAR BUGGY	24/36	6+	+1/-1	+2	MULTI MELTA(SwF)	MAY TOW FIELD GUN. LIGHT VEHICLE	55
BATTLEWAGON	20/30	4+	+4/+1	+1	AUTO CANNON (T1) HEAVY BOLTER (T1)	MAY CARRY 1 STAND INSIDE AND 1 STAND RIDING. ARMoured VEHICLE	75



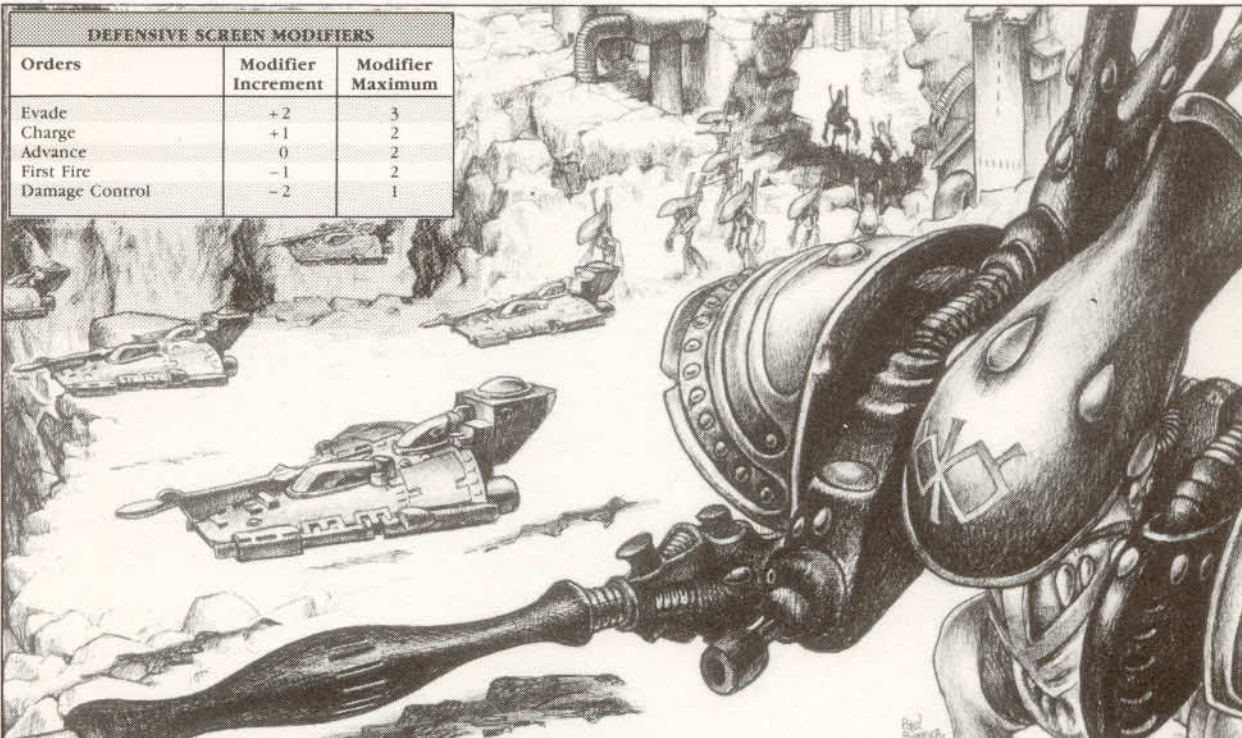


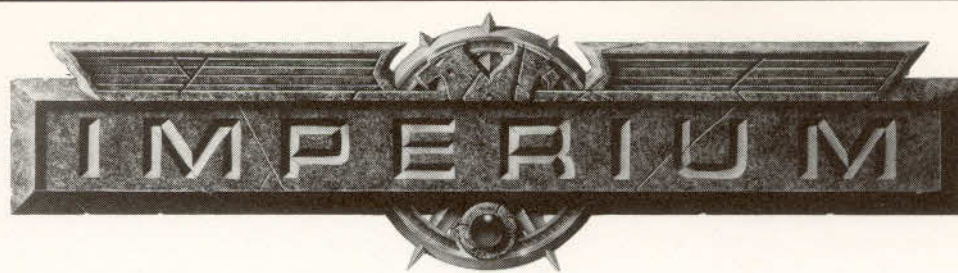
INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
COMMANDER	8/16	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20
AVENGING WARRIORS	8/16	4+	+2	SHURIKEN CATAPULTS	LAS-CANNON	NO REMARKS	90
SWOOPING HAWKS	8/16	4+	+4	SHURIKEN PISTOLS	MELTA GUN	WEAR FLIGHT PACKS	65

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
WARCRY DREADNOUGHT	6/12	6+	+3	+1	LAS-CANNON (LA) SHURIKEN CATAPULT (RA)	WALKER	60
BANSHEE DREADNOUGHT	6/12	6+	+2	+1	MISSILE LAUNCHER (FxF) FLAMER (LA) FLAMER (RA)	WALKER	60
VAMPIRE SPIRIT WALKER	6/12	6+	+3	+2	HEAVY PLASMA GUN (LA) SHURIKEN CATAPULT (RA)	WALKER	45
WAR WALKER	7/14	6+	+2	+1	LAS-CANNON (LA) SCATTER LASER (RA)	WALKER	90
FIELD ARTILLERY	NA/8	NONE	-1/-3	+2	LAS-CANNON (SwF)	LIGHT VEHICLE	40
JET CYCLE	32/64	NONE	0/-2	+2	SHURIKEN CATAPULT (FxF)	SKIMMER, LIGHT VEHICLE	30
FALCON GRAV-TANK	20/40	4+	+3/+1	0	GRADE 2 LAS-CANNON (FxF) SHURIKEN CANNON (FxF)	MAY CARRY 2 INF. STANDS OR 2 FIELD ARTILLERY, ARMoured VEHICLE	140

DEFENSIVE SCREEN MODIFIERS		
Orders	Modifier Increment	Modifier Maximum
Evade	+2	3
Charge	+1	2
Advance	0	2
First Fire	-1	2
Damage Control	-2	1





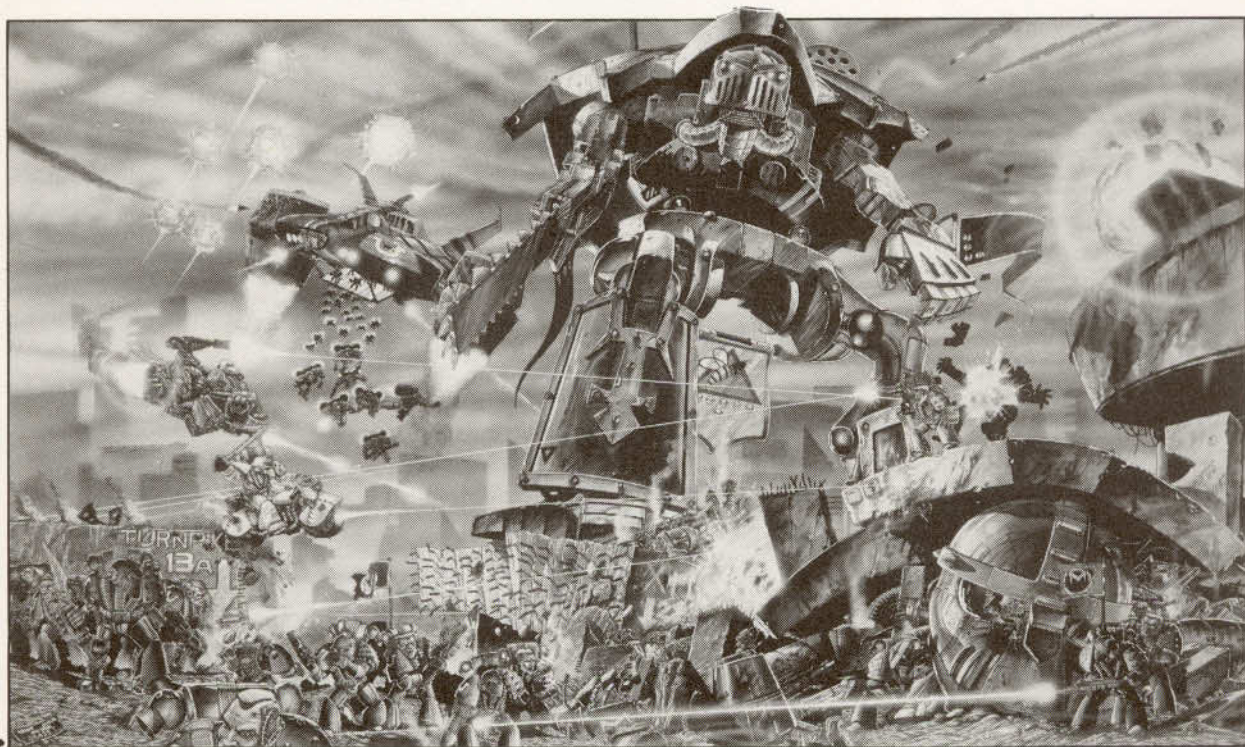
INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
COMMANDER	N/A	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20
DEVASTATOR	8/16	4+	+2	BOLTERS	MISSILE LAUNCHER HEAVY BOLTER		110
SUPPORT	8/16	4+	+4	BOLTERS	MISSILE LAUNCHER		65
TACTICAL	8/16	4+	+2	BOLTERS	MELTA GUN		50
ASSAULT	8/16	4+	+4	BOLT PISTOLS	NONE		70

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
LAND RAIDER	16/24	3+	+3/+1	0	LAS CANNONS (SwL2) (SwR2) HEAVY BOLTERS (Fx1) (FxR)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	200
RHINO	20/30	4+	+3/+1	+1	BOLTERS (T1) (T1)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	45
WHIRLWIND	20/30	4+	+2/0	+1	MULTI-LAUNCHER (T1) BOLTERS (T1) (T1)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	70
PREDATOR	20/40	4+	+2/+1	+1	AUTO-CANNON (T1). BOLTER (T1). LAS CANNONS (SwL) (SwR)	ARMoured VEHICLE	135
VINDICATOR	20/30	4+	+2/+1	0	THUNDERER (SwF)	ARMoured VEHICLE	90
TERMITE	16/24 (12)	4+	+2/0	+1	LAS CANNON (Fx2) HEAVY BOLTER (T1)	MAY CARRY 2 INF. STANDS. ARMoured VEHICLE. TUNNELLER	130
IMPERIAL MOLE	16/24 (10)	3+	+2/+1	0	MULTI-LAUNCHER (T12) HEAVY BOLTER (T12)	MAY CARRY 4 INF. STANDS. ARMoured VEHICLE. TUNNELLER	180
BEHEMOTH	4/8	3+	+3/+1	0	HEAVY PLASMA GUNS (SwL4) (SwR4) DEFENCE LASER (T1) HEAVY BOLTERS (SwL4) (SwR4)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT. 2 POWER FIELDS TRANSPORT	305



VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
TARANTULA	8/16	NONE	-1/-3	+2	LAS-CANNON (T12)	LIGHT VEHICLE	40
RAPIER	24/36	6+	0/-2	+2	MULTI-LASER (SwF)	LIGHT VEHICLE	45
THUDD GUN	N/A/8	NONE	-1/-3	+2	THUDD GUN (SwF)	LIGHT VEHICLE, FIELD ARTILLERY	20
MOLE MORTAR	N/A/8	NONE	-1/-3	+2	MOLE MORTAR (SwF)	LIGHT VEHICLE, FIELD ARTILLERY	20
MOTORBIKE	32/48	NONE	0/-2	+2	BOLTER (FxF)	LIGHT VEHICLE	25
MOTORBIKE COMBINATION	24/36	NONE	0/-2	+2	BOLTER (FxF) MULTI-MELTA (SwF)	LIGHT VEHICLE	25
JET BIKE	30/60	NONE	0/-2	+2	BOLTER (FxF)	SKIMMER, LIGHT VEHICLE	30
LAND SPEEDER	24/36	6+	+1/-1	+2	MELTA GUN (FxF) MULTI-MELTA (T1)	SKIMMER, LIGHT VEHICLE	40
CONTEMPTOR DREADNOUGHT	6/12	6+	+1		BOLTER (RA) BOLTER (LA)	WALKER	30
DEREDEO DREADNOUGHT	6/10	6+	+1		BOLTER (LA) MISSILE LAUNCHER (RA)	WALKER	40
FURIBUNDUS DREADNOUGHT	4/8	5+	0		LAS-CANNON (LA)	WALKER	60
CONQUEROR ROBOT	6/12	6+	+1		AUTO-CANNON (FxF) HEAVY BOLTER (RA)	WALKER	40
CRUSADER ROBOT	8/16	NONE	+2		LAS-CANNON (FxF)	WALKER	55
COLOSSUS ROBOT	4/8	6+	0		MELTA GUN (FxF) BOLTER (RA)	WALKER	40
CATAPHRACT ROBOT	6/12	6+	+1		LAS-CANNON (FxF) BOLTER (LA), FLAMER (RA)	WALKER	55
CASTELLAN ROBOT	4/8	6+	0		HEAVY BOLTER (FxF)	WALKER	35
THUNDERBOLT	N/A	3+	0/-2	0	PLASMA CANNON (T1) MULTI LASERS (SwL) (SwR)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT. DROP SHIP	235
ASSAULT LANDING POD	N/A	4+	N/A/-2	0	HEAVY PLASMA GUN (T1)	MAY CARRY 2 INFANTRY STANDS OR 4 DREADNOUGHTS	75
SUPPORT LANDING POD	N/A	4+	N/A/-2	0	PLASMA CANNON (T1)	NO REMARKS	145
DEATHWIND LANDING POD	N/A	4+	N/A/-2	0	DEATHWIND MULTI LAUNCHER	SEE TEXT FOR RULES	85



DETAILED DAMAGE SYSTEM REFERENCE SHEET

VEHICLE AND TITAN TARGETS WEAPONS TABLE

Weapon ³	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-gun	-	12cm	-	5+	6+
Plasma-gun ^{1, 2}	-	24cm	-	6+ (F)	
Heavy Weapons					
Auto-cannon	36cm	72cm	5+	6+	6+
D-cannon	16cm	32cm	5+	6+	NA
Las-cannon	30cm	60cm	4+	6+	4+
Missile launcher	36cm	72cm	5+	6+	5+
Multi-laser ⁴	-	60cm	-	6+	-
Multi-launcher	36cm	72cm	4+ (B)	6+ (B)	5+
Multi-melta	12cm	24cm	5+	6+	3+
Heavy plasma gun: ²					
Sustained	20cm	-	6+ (F)	-	6+
Maximal	36cm	72cm	4+	6+	5+
Pulse laser	30cm	60cm	3+ (B)	5+ (B)	4+
Thunderer	-	18cm	-	3+	3+
Very Heavy Weapons					
Defence laser	72cm	-	3+ (B)	-	2+
Macro-cannon	72cm	-	3+ (B)	-	3+
Plasma cannon:					
Sustained	20cm	-	4+ (F)	-	6+
Maximal	36cm	72cm	3+ (B)	6+ (B)	3+
V-cannon	36cm	-	3+	-	NA

NOTES

- 1 Roll 1D6; 1-2 = Deflected, 3-6 = Superficial damage.
- 2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.
- 3 Note that the *Basic Weapons* used by infantry do not affect Titans or vehicles, nor do heavy bolters or vehicle mounted bolters.
- 4 Roll a D6, 1-3: shot deflected, no damage. 4-6: shot hits, superficial damage.

INFANTRY TARGETS WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons ¹					
Bolt pistols	-	8cm	-	4+	-1
Bolters	12cm	24cm	4+	5+	-1
Shuriken catapult (infantry)	12cm	24cm	2+	4+	-1
Shuriken pistol	-	8cm	-	4+	-1
Light Weapons					
Vehicle mounted bolters	-	24cm	-	6+	0
Melta-gun	-	12cm	-	6+	-1
Plasma gun ^{2, 3}	8cm	24cm	4+	5+	-1
Shuriken catapult (vehicle)	-	24cm	-	6+	-1
Heavy Weapons					
Auto-cannon	-	72cm	-	5+	-1
Heavy bolter	20cm	40cm	4+	6+	-1
D-cannon	16cm	32cm	5+	6+	NA
Las-cannon	-	60cm	-	6+	-1
Missile launcher:					
Frag missile	-	72cm	-	5+	0
Plasma missile	-	72cm	-	5+	-1
Mole mortar ⁴	6cm	48cm	-	5+ (B)	-1
Heavy plasma gun ^{2, 3} :					
Sustained	20cm	40cm	4+	6+	-1
Maximal	-	72cm	-	5+	-1
Multi-launcher	72cm	-	5+ (B)	-	-1
Multi-melta	12cm	24cm	4+	5+	-1
Multi-laser	20cm	60cm	4+	5+	-1
Pulse laser	30cm	60cm	5+ (B)	6+ (B)	-1
Scatter laser	20cm	60cm	3+	4+	-1
Shuriken cannon	20cm	40cm	4+	6+	-1
Thudd gun	-	36cm	-	5+ (B)	-1
Thunderer	-	18cm	-	4+ (B)	-2
Very Heavy Weapons					
Defence laser	72cm	-	4+ (B)	-	-2
Macro-cannon	72cm	-	4+ (B)	-	-2
Plasma cannon					
Sustained	20cm	40cm	4+ (F)	6+ (F)	-2
Maximal	36cm	72cm	4+ (B)	6+ (B)	-2

NOTES

- 1 Infantry units with charge orders may not use ranged weapons.
- 2 May only fire if attacker has first fire orders. Ignore normal modifier to hit for first fire orders.
- 3 Note that the *plasma gun* referred to in the *Adeptus Titanicus* rules is the *heavy plasma gun*.
- 4 6cm is the minimum range for the weapon; it may not fire at closer targets.

LEVEL OF DAMAGE

Use the following rule when rolling for the *level of damage* from a hit.

Consult the *Weapon Table* and find the *Critical Damage Roll (CDR)* for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6
1	DEFLECTED					
2	CRITICAL DAMAGE					SUPERFICIAL DAMAGE
3						
4						
5						
6						

REPAIR ROLLS

The repair rules in the *Adeptus Titanicus* rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll.

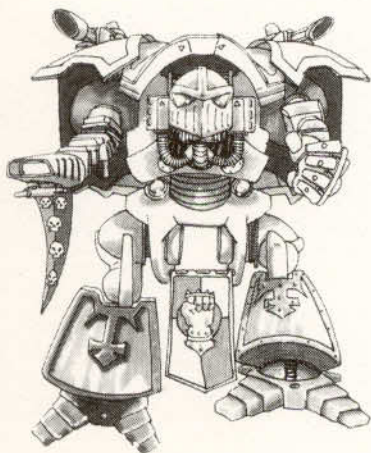
Any damaged weapon or system may be repaired, *unless the damage table specifically states otherwise*. Roll a D6, apply modifiers as normal, and consult the following table:

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
REPAIR ROLL MODIFIERS	
Damage Control orders	+1
Repair Systems damaged	-1

INJURED MODERATUS

Roll a D6 and consult the appropriate column of the table below.

RESULT BY TITAN CLASS			
D6 Roll	Warhound	Reaver	Warlord
1	Left Arm	Left Arm	Left Arm
2	Left Arm	Left Arm	Right Arm
3	Left Arm	Right Arm	Left Carapace
4	Right Arm	Right Arm	Right Carapace
5	Right Arm	Carapace	Roll Again
6	Right Arm	Carapace	Roll Again



DETAILED DAMAGE TABLES

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result								
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the end phase of the next turn.								
3	Psychic Shock - One of the Titan's Moderati suffers a disabling MIU overload. Roll on the following table: <table> <tr> <th>D6 roll</th><th>Injured Moderatus</th></tr> <tr> <td>1-2</td><td>Left Arm</td></tr> <tr> <td>3-4</td><td>Right Arm</td></tr> <tr> <td>5-6</td><td>Carapace</td></tr> </table> Roll again if there is no carapace mount. The weapon in question may not be used for the rest of the game (note that the Carapace Moderatus of a Warlord controls <i>both</i> carapace-mounted weapons). At the end of the game, roll on the <i>Long-Term Injury Effects</i> table to determine the extent of injury.	D6 roll	Injured Moderatus	1-2	Left Arm	3-4	Right Arm	5-6	Carapace
D6 roll	Injured Moderatus								
1-2	Left Arm								
3-4	Right Arm								
5-6	Carapace								
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
5	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.								
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
7	Systems Failure - If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.								
8	Right Arm - Any weapons mounted on the right arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.								
10	Right Carapace - Any weapons mounted on the right carapace are damaged, but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.								
12	Knockout Blow - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The <i>Principis</i> is injured and anti-personnel weapons may no longer be used. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.								

CRITICAL DAMAGE TABLE

2D6 Roll	Result												
2	Reactor Damaged. Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even <i>Damage Control</i> orders are not allowed until the reactor is repaired, since their is not enough power for the additional damage control systems.												
3	Mind Impulse Units Damaged. The Titan is given orders as normal, but may go out of control. Until the mind impulse units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do. <table><tr><th>Dice Roll</th><th>Movement Phase</th><th>Combat Phase</th></tr><tr><td>1-3</td><td>Move normally</td><td>Fire normally</td></tr><tr><td>4-5</td><td>May not move</td><td>May not fire</td></tr><tr><td>6</td><td>Random move</td><td>Random fire</td></tr></table> <i>Random Move:</i> The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn. <i>Random Fire:</i> The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!	Dice Roll	Movement Phase	Combat Phase	1-3	Move normally	Fire normally	4-5	May not move	May not fire	6	Random move	Random fire
Dice Roll	Movement Phase	Combat Phase											
1-3	Move normally	Fire normally											
4-5	May not move	May not fire											
6	Random move	Random fire											
4	Left Carapace. Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
5	Void Shield Generators Destroyed. The Titan's void shield generators have been destroyed. All void shields are knocked down, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> hits instead.												
6	Left Arm. Any weapons mounted on the left arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
7	Legs Damaged. The Titan may no longer be given <i>Charge</i> orders. If it is given advance orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given first fire orders. Damaged legs may <i>not</i> be repaired.												
8	Right Arm. Any weapons mounted on the right arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
9	Void Shield Generators Destroyed. See 5 above												
10	Right Carapace. Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
11	Mind Impulse Units Destroyed. See 3 above.												
12	Reactor Damaged. See 2 above.												

EPIC BATTLE DAMAGE SYSTEM REFERENCE SHEET

EPIC BATTLE DAMAGE SYSTEM VEHICLE & TITAN TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	36	72	5+	6+	0
Las-cannon	30	60	4+	6+	-1
Multi-launcher	36	72	4+(B)	6+(B)	0
Multi-melta	12	24	5+	6+	-1
Heavy Plasma Gun	36	72	4+	6+	0
Defence Laser	72	-	3+(B)	-	-3
Macro-cannon	72	-	3+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-1
Pulse Laser ¹	30	60	3+	5	-1
Distortion Cannqn ²	16	32	5+	6+	NA
Vibro-cannon ³	36	-	2+	-	-
Gut Buster ⁴	72	-	3+(B)	-	-2
Eldar Artillery	30	60	4+	6+	-1
War Buggy, Land Speeder	12	24	5+	6+	-1
Rapier, Wartrak	30	60	4+	6+	-1
Tarantula	60	-	6+	-	+1
Land Raider	30	60	3+	5+	-1
Predator	36	72	4+	5+	-1
Whirlwind	36	72	4+(B)	6+(B)	0
Vindicator	18	-	3+	-	-1
Ork Battlewagon	36	72	5+	6+	0
Falcon Grav-tank	30	60	2+	5+	-1
Sentinel	60	-	6+	-	+1
Light Imperial Walker	36	72	5+	6+	0
Any Other Walker	30	60	4+	6+	-1
Marine Tactical, Avenging Warriors	36	72	5+	6+	0
Marine Assault, Swooping Hawks	12	-	5+	-	0
Ork Warboss	30	60	3+	5+	-1
Ork 'Eavyboyz	12	-	5+	-	0
Any Devastator	30	60	3+	5+	-1

1 Attack versus Titans causes D6 hits.

2 Destroys vehicles automatically (no save). Causes major damage vs Titans with no void shields.

3 Note move penalties from rules. Target suffers 3 hits per V-cannonb over one locked on in the end phase.

4 Note that the Gut Buster uses a larger burst template.

INFANTRY TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	72	-	5+	-	-1
Las-cannon	60	-	6+	-	-1
Multi-launcher	72	-	5+(B)	-	-1
Multi-melta	12	24	4+	5+	-1
Heavy Plasma Gun	20	72	4+	5+	-1
Defence Laser	72	-	4+(B)	-	-2
Macro-cannon	72	-	4+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-2
Pulse Laser	30	60	5+(B)	6+(B)	-1
Distortion Cannon ¹	16	32	5+	6+	NA
Gut Buster ²	72	-	3+(B)	-	-2
Mole Mortar	6	48	-	5+	0
Thudd Gun	36	-	5+(B)	-	0
Eldar Artillery	60	-	6+	-	-1
Ork Artillery	36	-	5+(B)	-	0
Motorbike, Warbike, Jet Cycle, Jet Bike	24	-	6+	-	0
War Buggy, Land Speeder	12	24	4+	5+	-1
Rapier, Wartrak	60	-	6+	-	-1
Tarantula	20	60	4+	5+	0
Land Raider	20	60	3+	6+	-1
Predator	24	72	4+	5+	-1
Rhino	24	-	6+	-	0
Whirlwind	72	-	5+(B)	-	-1
Vindicator	18	-	4+(B)	-	-2
Ork Battlewagon	20	72	3+	5+	-1
Falcon Grav-tank	20	60	3+	6+	-1
Sentinel	20	60	4+	5+	0
Light Imperial Walker	72	-	5+	-	-1
Heavy Imperial Walker	24	60	5+	6+	-1
Any Other Walker	20	60	4+	6+	-1
Marine Tactical, Avenging Warriors	24	72	4+	5+	-1
Marine Assault, Swooping Hawks	12	-	3+	-	-1
Ork Warboss	24	60	3+	6+	-1
Ork 'Eavyboyz	12	24	3+	5+	-1
Any Devastator	24	60	4+	6+	-1

1 Destroys infantry automatically

2 Note that the Gut Buster uses a larger burst template.

DETACHMENTS

When using this system, infantry and walker detachments are limited to those listed below; note that the battle rating of the detachments is unchanged.

INFANTRY DETACHMENTS	
Space Marines	
Tactical Detachment	8 x Tactical Stand, 2 x Commander
Assault Detachment	4 x Assault Stand, 1 x Commander
Devastator Detachment	4 x Devastator Stand, 1 x Commander
Orks	
Warband Detachment	8 x Boyz Stand, 1 x Warboss
Eldar	
Swooping Hawk Detachment	6 x Swooping Hawk Stand, 2 x Commander
Avenging Warrior Detachment	6 x Avenging Warrior Stand, 2 x Commander

WALKER DETACHMENTS	
Imperial	
Sentinel Detachment	4 x Sentinel
Light Detachment	4 x Deredo
Heavy Detachment	4 x Furibundus
Ork	
Ork Detachment	4 x Onslaught
Eldar	
Eldar Detachment	4 x War-Cry

REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the *Repair Table*. In the *Epic Battle Damage System* repair rolls are only ever made for void shields and damaged reactors. Malfunctions only occur when rolling for a damaged reactor, and cause a *Reactor Meltdown* (see the *Catastrophic Damage Table*).

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction (reactors only)
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage control orders	+1

VOLLEYS

The *Epic Battle Damage System* uses the principle of volleys to speed up the combat system.

TITANS

A Titan may fire one volley of shots from each of its weapons. If several weapons are fired at the same enemy Titan or detachment, they are combined into a single volley.

DETACHMENTS

Each detachment may fire one volley of shots at one enemy Titan or detachment. Detachments are not allowed to split their fire, all attacks must be made at the same target.

SUPPORT MISSILES

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

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

VEHICLE FIRE ARCS

Several vehicles have more than one weapon, each with its own arc of fire. When using these rules, a vehicle is allowed to attack as long as its target lies within the arc of fire of any one of its weapons.

TO HIT ROLLS

When a Titan fires a volley, a to hit roll is made for each grade of weapon that is fired at the target, as in the normal rules.

When a detachment fires a volley, one to hit roll is made for each vehicle or stand in the detachment that can fire at the target, rather than one to hit roll per weapon carried by the detachment. The *Epic Battle Weapons Tables* takes into account the number of weapons carried by a detachment in the to hit roll number.

Look up the to hit roll number on the relevant *Epic Battle Weapons Table*, depending upon whether the target is a Titan, a vehicle, or an infantry stand. The to hit roll depends on the weapon being used when a Titan fires, or the type of vehicle or stand when a detachment fires. The modifiers shown on the *Epic Battle Modifiers Table* apply to both weapon tables. Note that there is no longer a +1 to hit modifier for first fire orders. When firing at a detachment of enemy vehicles or infantry stands, always use the closest visible unit in the detachment to determine the range and any to hit modifiers for cover.

HITS ON VEHICLES & INFANTRY

Hits made upon a detachment should be randomly distributed amongst units that were visible to the attacker. Any units that are hit must then make a saving throw or they will be destroyed (note that critical hit rolls are not made against vehicles when using this system).

The saving roll for an infantry stand or vehicle is shown on the data sheet, and is modified by the saving roll modifier for the weapon or unit that scored the hit.

HITS ON TITANS

Each void shield will absorb one hit and then go down, as in the normal rules. For each remaining hit, the Titan must make a saving roll to avoid damage. The saving roll for all Titans is 3+, modified by the saving roll modifier of the attacking weapon or unit, as above.

THE DAMAGE TABLES

If a volley causes any real damage to a Titan (ie at least one hit that wasn't saved), it is necessary to roll on the damage tables. Note that only one roll is made per volley, regardless of the number of hits.

Roll a D6 and refer to the *Level of Damage Table*, modifying the score by the *Level of Damage Modifiers*.

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1-6	Roll once on the <i>Minor Damage Table</i>
7-9	Roll once on the <i>Major Damage Table</i>
10+	Roll once on the <i>Catastrophic Damage Table</i>

LEVEL OF DAMAGE MODIFIERS	
Target's armour rating	+/- AR
Each successful hit from volley	+1
Each systems failure suffered by target	+1
Attacker has Marksmanship skill	+1

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll once on the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE MODIFIERS TABLE	
Target is vehicle in cover	-1
Target is infantry in soft cover*	-1
Target is infantry in hard cover	-2
Target's armour rating	+ AR
Target has fall back orders	-1
Attacker has charge orders	-1

* Infantry with first fire orders that are in the open count as being in soft cover.

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for each systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may not be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may not be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do anything for the rest of this turn or any of the next turn, apart from making <i>repair rolls</i> in the repair phase. The damage is automatically repaired in the end phase of the next turn.

MAJOR DAMAGE TABLE	
D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the <i>Reaver Class</i> , then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the <i>Reaver Class</i> , then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed - All the Titan's void shields are destroyed, and may not be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

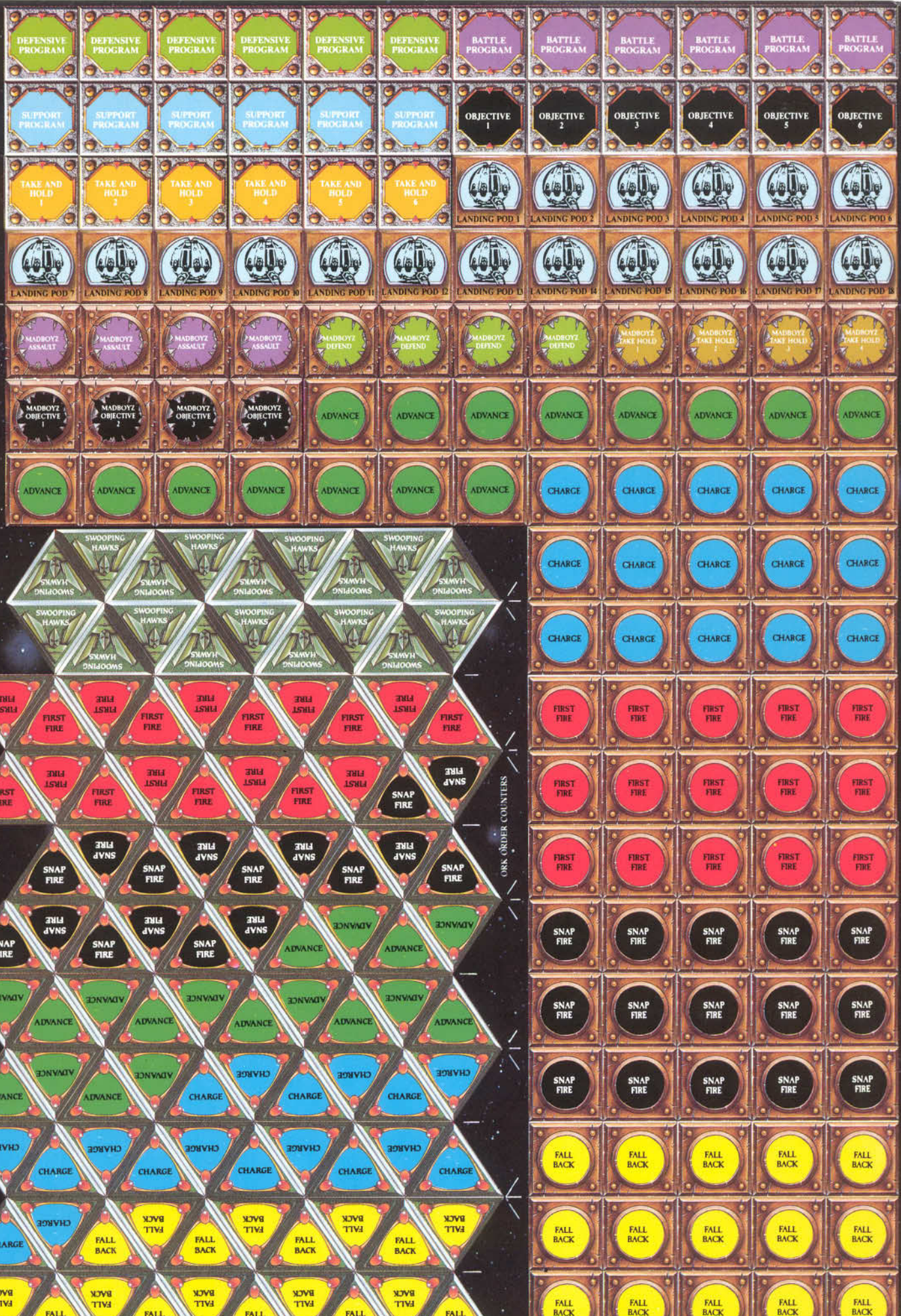
CATASTROPHIC DAMAGE TABLE	
D6 Roll	Result
1	Mind Burn - The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash - There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown - When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

ROBOT ORDER COUNTERS

MAD BOYZ ORDER COUNTERS

ELDAR ORDER COUNTERS

ORK ORDER COUNTERS





ELDAR TITAN ORDER COUNTERS

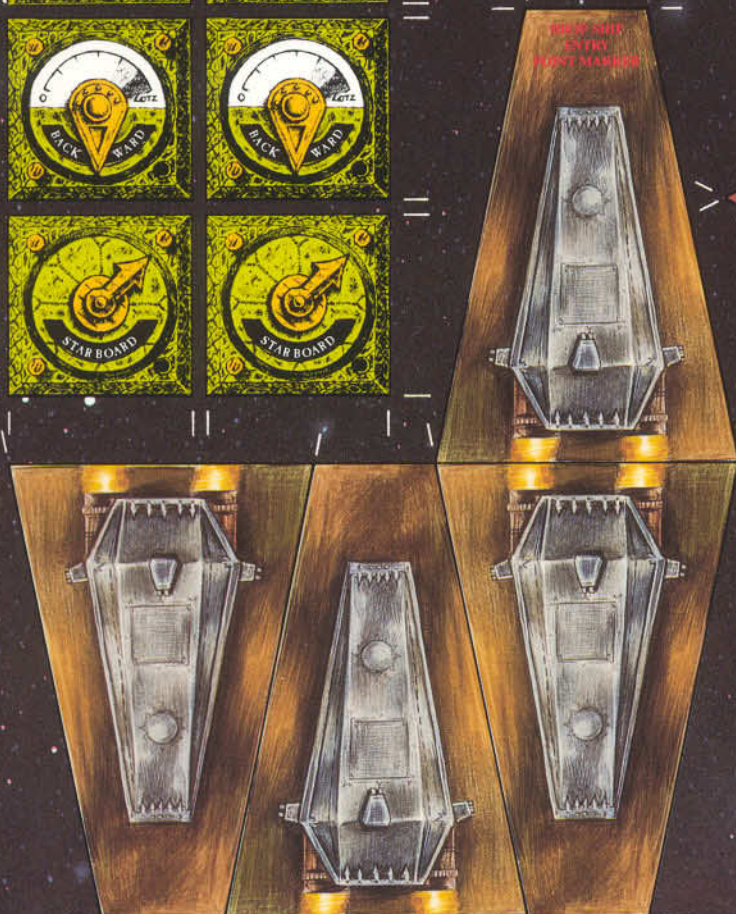




AIR BURST TEMPLATE



GRAPE SHOT TEMPLATE



DEVIATION
TEMPLATE

WARP RUNNERS

IMPERIAL ORDER

Base colours: Moody Blue, Enchanted Blue. Weapons/edgings - Chaos Black. Head - Sunburst Yellow/Shining Gold.

Highlights: Legs/carapace - base colour/Skull White mix blended in. Weapons/edges - drybrushed with Chainmail/Mithril Silver. Head - Sunburst Yellow/Shining Gold mix.

Shading: Carapace/legs - blue ink blended in. Head - orange and yellow ink blended in. Metal areas - black and blue ink wash.

Camouflage scheme: Skull White, then Sunburst Yellow/Shining Gold and red ink blended onto 'base' of flames.



CARAPACE
COLOUR
SCHEME



MORNING STARS

IMPERIAL ORDER

Base colours: Body/face/carapace/legs - Woodland Green. Camouflage - Orc Brown. Weapons - Chaos Black. Edges - Spearstaff Brown.

Highlights: Body/face/carapace/legs - Woodland Green then Bilious Green. Camouflage areas - Orc Brown then Skull White. Weapons - Chainmail then Mithril Silver.

Shading: Green areas - Woodland Green then Chaos Black, blended in. Edges - yellow and brown ink. Camouflage areas - brown ink.

Camouflage scheme: Moody Blue stripes/checks painted over base colour. Highlighted with Moody Blue and Enchanted Blue.

CARAPACE
COLOUR
SCHEME



FIR FARILLECASSION

(WATCHERS OVER ANCIENT WRONGS)

ELDAR CLAN

Base colours: Sunburst Yellow. Edges/weapons - Chaos Black.

Highlights: Sunburst Yellow and Skull White, gradually adding more white and blending onto model. Weapons etc - drybrushed with Chainmail then Mithril Silver.

Shading: yellow ink blended round edge of large areas. Wash of blue/black ink over weapons and edges.



FIR DINILAINN

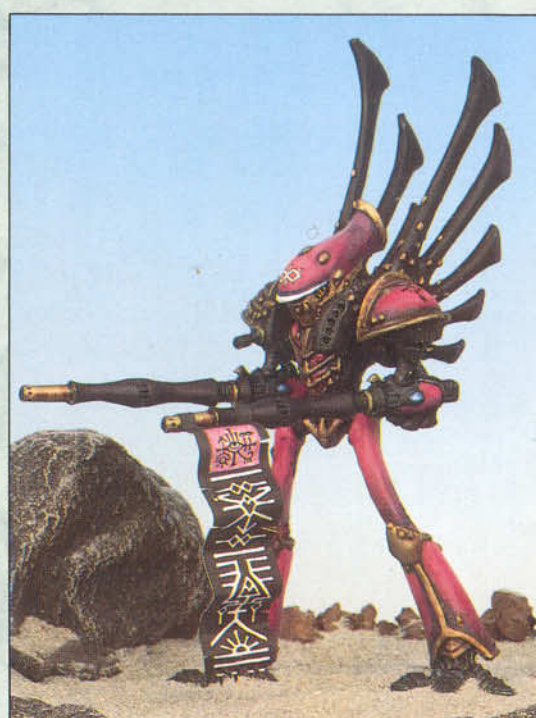
(PROTECTORS OF THE FALLEN)

ELDAR CLAN

Base Colours: Main body - Imperial Purple. Edges/weapons - Chaos Black.

Highlights: Imperial Purple and Skull White, then Imperial Purple, Electric Blue and Skull White blended onto model. Edges/weapons - Shining Gold.

Shading: Purple and blue inks blended over large areas. Brown ink wash over weapons.



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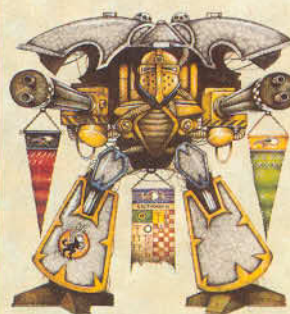
ELDAR

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