

## THE SEQUENCE OF PLAY

1. ORDER PHASE
2. MOVEMENT PHASE
  - i. Charge
  - ii. Advance
  - iii. First Fire
3. REPAIR PHASE
  - i. Downed Void Shields
  - ii. Damaged Systems
  - iii. Damaged Systems Malfunction Rolls
4. COMBAT PHASE
  - i. First Fire
  - ii. Advance
  - iii. Charge
  - iv. Close Combat
5. END PHASE

### REPAIR ROLLS

**Void Shields** Roll 1D6: 1-4 - No Effect, 5-6 - Shield Repaired.

**Damaged Systems** Roll 1D6: 1-4 - No Effect, 5-6 - System Repaired.

**Malfunction Roll** Roll 1D6: 1-5 - No Effect, 6 - Catastrophic Damage

Add 1 to the dice roll if the Titan has *Damage Control* orders.

## ORDERS



**First Fire:** The Titan may not move, apart from turning up to 45° in place. During the combat phase, Titans with *First Fire* orders attack first, with a +1 modifier to hit.



**Advance:** The Titan may move up to its Advance distance in the movement phase, making up to four 45° turns during the move; or it may move a similar distance in reverse, making only one turn of up to 45°. Titans with *Advance* orders attack after Titans with *First Fire* orders, and before Titans with *Charge* orders.



**Charge:** The Titan moves before Titans with *First Fire* or *Advance* orders, and may move up to its Charge distance. Only one 45° turn may be made, Titans with *Charge* orders attack last in the combat phase, and suffer a -1 modifier to hit when they make a ranged attack.



**Damage Control:** The Titan may not move, turn or fire, but all Repair Rolls are modified by +1. Any attacks on the Titan receive a +1 modifier to hit.

**Cumulative Damage** Roll 1D6 for each location taking two or more hits: 1-3 - no effect, 4-6 - Catastrophic damage

## WEAPONS TABLE

Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
<b>Heavy Weapons</b>					
Auto-Cannon	36cm	72cm	5+	6+	6+
Las-Cannon	30cm	60cm	4+	6+	4+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	-	5+	-	3+
Plasma Gun					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
<b>Very Heavy Weapons</b>					
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+

## CLOSE COMBAT WEAPONS TABLE

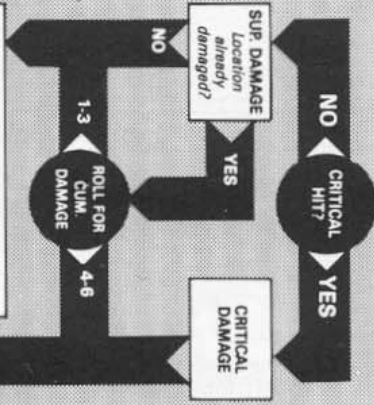
Close Combat Weapon	To Hit Roll	Damage
Power Fist	4+	1-3 Critical Hits (Roll a D6: 1-2 = 1 Critical Hit, 3-4 = 2 Critical Hits, 5-6 = 3 Critical Hits.)
Chain Fist	3+	1-2 Critical Hits (Roll a D6: 1-3 = 1 Critical Hit, 4-6 = 2 Critical Hits.)
Las-cutter	2+	1 Critical Hit
Improvised	5+	1 Critical Hit

Note that close combat 'to hit' rolls are *never* modified for the Attackers orders.

**Modifiers to hit:** Attacker has *First Fire* orders: +1; Attacker has *Charge* orders: -1; Target has *Damage Control* orders: +1; Target is in *Cover*: -1.

# 1-3 WEAPONS

- 1 LEFT ARM
- 2 RIGHT ARM
- 3 CARAPACE - Roll again:
- 1-3 left, 4-6 right



**DAMAGED**

The weapon location (left arm, right arm or carapace) is damaged, and *all* weapons mounted on that location are unusable until it is repaired.

**REPAIR ROLLS**

You may attempt to repair a damaged weapon location during each repair phase. Only one repair roll is necessary for the entire location and all weapons mounted on it. Destroyed weapon locations may *not* be repaired, and cannot suffer Catastrophic Damage.

**DESTROYED**

All the weapons in the location hit are destroyed. Remove them from the model. Any further hits to this location are applied to the *Body* instead.

# 4,5

## 1-3 VOID SHIELD GENERATORS

**DESTROYED**

The Titan's Void Shields Generators have been destroyed. All Void Shields are knocked down, and may *not* be repaired. The Titan is without Void Shields for the rest of the game. Count any further *Void Shield Generators Destroyed* results as *Reactor* hits instead.

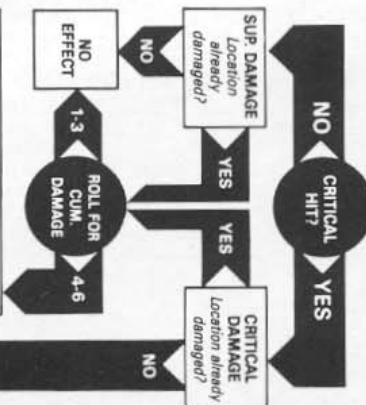


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## MIND IMPULSE UNIT

**CATASTROPHIC DAMAGE**

The Mind Impulse system of the Titan goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest members of the crew are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The Titan grinds to a halt and is considered to be destroyed.



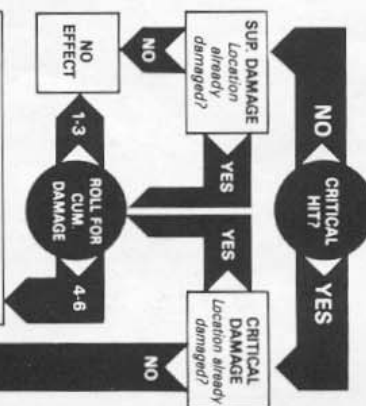
**DAMAGED**

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:

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

# 6

## REACTOR



**CATASTROPHIC DAMAGE**

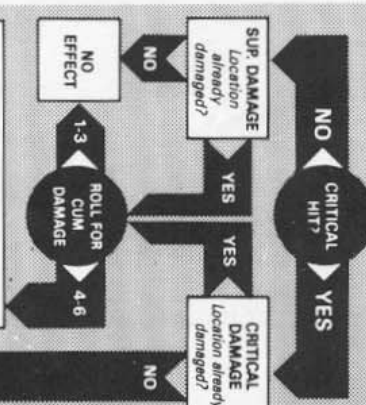
The reactor vessel is fractured, and a violent meltdown occurs. The Titan is vaporized, and all units within Bcm must roll for damage as if hit by a Plasma Cannon firing on *maximal*.

**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 *Damage Control* orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.

# 6

## LEGGS



**CATASTROPHIC DAMAGE**

One leg gives way and the Titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured or unconscious, the Titan is considered to be destroyed.

**DAMAGED**

The Titan may no longer be given *Change* 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.

**REPAIR ROLLS**

Damaged legs may *not* be repaired.



## DESIGNING TITANS - ADVANCED RULES

## POINTS COSTS

Weapon	Points Cost
<b>Heavy Weapons</b>	
Auto-Cannon	5
Las-Cannon	15
Multi-Launcher	15
Multi-Melta	5
Plasma Gun	10
<b>Very Heavy Weapons</b>	
Defence Laser	30
Macro-Cannon	25
Plasma Cannon	20
<b>Close Combat Weapons</b>	
Chain Fist	10
Las Cutter	5
Power Fist	10
<b>Void Shield</b>	
Device	10
	add 1 to Titan's Points Multiplier

## MOVEMENT RATES

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	10cms +	20cms +
5-8	8cms	16cms
9-12	7cms	14cms
13-16	6cms*	12cms*

\*Titans with more than 12 barrels are very heavy, cumbersome and unmanoeuvrable. When they have *Advance* orders, they may make no more than *two* 45° turns; both turns may be made together if desired. If they have *Charge* orders, they may still make one 45° turn, but it may only be made at the *end* of the move.

+ Titans with less than 5 barrels are *highly manoeuvrable*. If they have *charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

## FORCE TABLE - ADVANCED RULES

Force Level	1000	2000	BFL	4000	5000	6000
I	750	1500	2250	3000	3750	4500
II	1000	2000	3000	4000	5000	6000
III	1250	2500	3750	5000	6250	7500

## Notes:

1. It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.
2. To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is  $\frac{3}{4}$  the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is  $1\frac{1}{4}$  times the BFL.

## SUPPORT MISSILES - ADVANCED RULES

Missile Type	Range		To Hit Roll		Critical Hit Roll	Points Cost
	Short	Long	Short	Long		
Blind	72cms	-	2+	-	none	50
Haywire	36cms	72cms	3+	5+	see notes	50
Mine Dispenser	72cms	-	2+	-	none	100
Plasma	72cms	-	4+	-	3+	100
Stasis	36cms	72cms	3+	5+	see notes	50
Vortex	36cms	72cms	4+	6+	see notes	150
Warp	36cms	72cms	4+	6+	see notes	100

## Warp Missile Damage Table

## Dice Roll Damage Inflicted

- |     |  |
|-----|--|
| 1   | Superficial Damage   |
| 2-5 | Critical Damage  |
| 6   | The missile explodes partially inside the target, inflicting <i>two</i> critical hits. |

## Blind Markers

Roll a D6 for each marker during the Repair Phase. It is removed on a roll of 1.

## Field Table

Roll once for each Vortex Field or Stasis Field during the Repair Phase.

- |     |  |
|-----|--|
| 1-2 | The field dissipates. Remove the marker from the table.  |
| 3-4 | The field stays in place.  |
| 5-6 | The field moves 2D6cm in a random direction - use the deviation procedure for this. A Stasis Field will stop if it comes into contact with a Titan, a Vortex Field will not. |

## EFFECTS OF CATASTROPHIC DAMAGE ON CREW

Location	Effect
Mind Impulse Units	Crew destroyed
Legs	Roll D6: 1 Crew failed to eject. Roll again: 1-5 Crew survive; roll on <i>Escape Table 3</i> . 6 Crew killed. 2-6 Crew ejected safely. Roll on <i>Escape Table 1</i> .
Reactor	Roll D6: 1-4 Crew killed. 5-6 Crew ejected safely Roll on <i>Escape Table 1</i> .
Other	No effect

## SELF-DESTRUCT

### Roll D6:

- 1 *Phut!* The Titan fails to self-destruct. Treat as 'switched off'.
- 2-6 *Ka-Booom!* The Titan immediately explodes, just as if the reactor has suffered Catastrophic Damage

## ESCAPE TABLES

### D6 Roll Result

#### Table 1

- 1-2 The Ejector System is damaged. Roll on Table 2.  
3-6 The crew escapes successfully.

#### Table 2

- 1 The Ejector System is destroyed by enemy fire. The crew cannot escape. There are no survivors. Delete the crew from the Campaign Roster.  
2-4 The Ejector System is damaged by enemy fire. The cabin crash-lands in no man's land. Roll on Table 3.  
5-6 The Ejector System is damaged by enemy fire. The cabin crash-lands in friendly territory. The crew may not be used for the next two games while they recover from their injuries.

#### Table 3

- 1 The crew is killed by enemy troops in no man's land. Delete them from the Campaign Roster.  
2 The crew is captured by enemy troops in no man's land. Roll on Table 4.  
3-6 The crew makes it back to friendly territory, but may not take part in the next three games while they recover from their injuries.

#### Table 4

- 1 The crew is killed attempting to escape. Delete them from the Campaign Roster.  
2-4 The crew fails to escape, and is transferred to a PoW camp. For them, the war is over - delete them from the Campaign Roster.  
5-6 The crew escapes. Roll on Table 3.

## DOWNTIME PLAY SEQUENCE

1. Experience Phase
2. Honour Phase
3. Salvage Phase
4. Repair Phase
5. Recruiting Phase

## CREW INITIAL EXPERIENCE TABLE

2D6 Roll	Experience Level	Experience Points
2-5	Green	0
7-10	Experienced	2
11-12	Veteran	5

## GAINING EXPERIENCE

- For surviving a battle: 1 experience point  
For each kill scored: 1 experience point

## EXPERIENCE LEVEL CHART

Experience Points	Experience Level	Dice Rerolls
0 to 1	Green	nil
2 to 4	Experienced	1
5 to 9	Veteran	2
10 to 15	Elite	3
16 or more	Ace	4

## SALVAGE TABLE

### D6 Roll Result

- 1 or less The part no longer works, and must be discarded.  
2-6 The part is in working order, and may be used.

The roll is made with a -2 modifier when dealing with parts taken from enemy Titans.

If you decide to repair a Titan with destroyed MIUs, roll once for the *whole* Titan to see if it is repairable.

## APPEAL TABLE

### 2D6 Roll Result

- 2-5 Appeal denied  
6-12+ Appeal granted

### Dice Roll Modifiers

1. Add the Order's current Honour Point total to the roll.
2. Subtract 1 from the roll per 100 extra points requested. Round fractions of 100 points down.

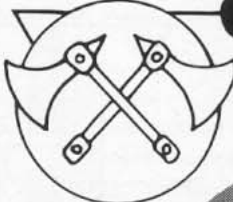

# TITAN DATA SHEETS

THESE BLANK DATA SHEETS ARE FOR YOU TO FILL IN WITH THE DETAILS (WEAPONS, VARIANT BADGES, VSG, ETC) OF ANY TITANS YOU DESIGN YOURSELF. PERMISSION IS GRANTED FOR YOU TO PHOTOCOPY THEM FOR PERSONAL USE ONLY.

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**Battle Titan**

**Warlord**  
CLASS VARIANT


**Right** **Left**

**Carapace** **Carapace**

**Arm** **Arm**

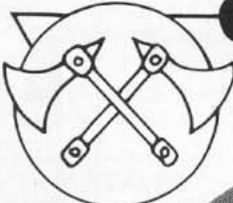
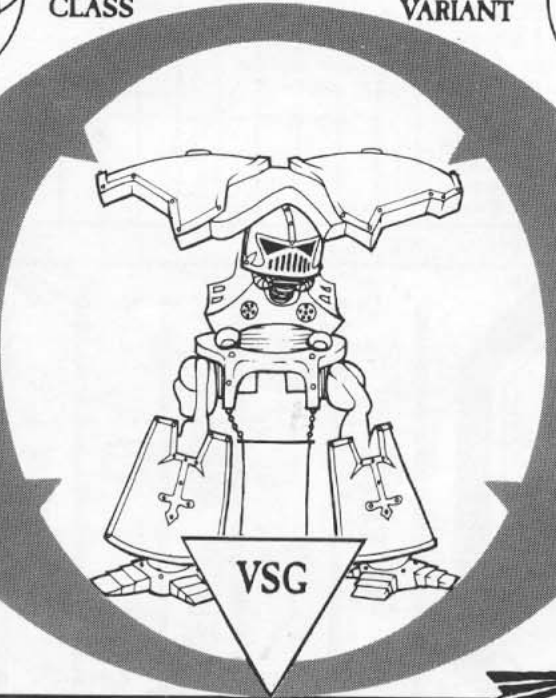
**Speed** **Battle Rating**

**VSG**

REMARKS - 

**Battle Titan**

**Warlord**  
CLASS VARIANT

**Right** **Left**

**Carapace** **Carapace**

**Arm** **Arm**

**Speed** **Battle Rating**

**VSG**

REMARKS - 