



# ELDAR REVENANT SCOUT TITANS

**By Andy Chambers**

**With its lightning speed and deadly armament, the Revenant Scout Titan epitomises the Eldar approach to war! Each Revenant Titan is equipped with a pair of sophisticated jump jets which enable it to bound across the battlefield in a series of springing leaps. Armed with two pulse lasers, a missile launcher and a scatter laser, Revenants use their mobility to pick off vulnerable enemy units or crack open and exploit any weaknesses in the line.**

## ELDAR TITANS

Eldar Titans are very different to those used by the Imperium. Imperial Titans are born in the boiling flames and arcing energies of the Adeptus Mechanicus forges, bolted and welded together with ceramite skins and adamantium bones. Eldar Titans are grown or extruded from a strange psycho-plastic called Wraithbone, under the control of the psychic morphing powers of the Eldar caste of Bonesingers. Wraithbone is an immensely durable material, tougher than adamantium and stronger than plasteel. Wraithbone has another important property, it can conduct psychic energy and respond to it in an almost organic way. This gives Eldar Titans a flexibility and a finely tuned musculature almost akin to living creatures.



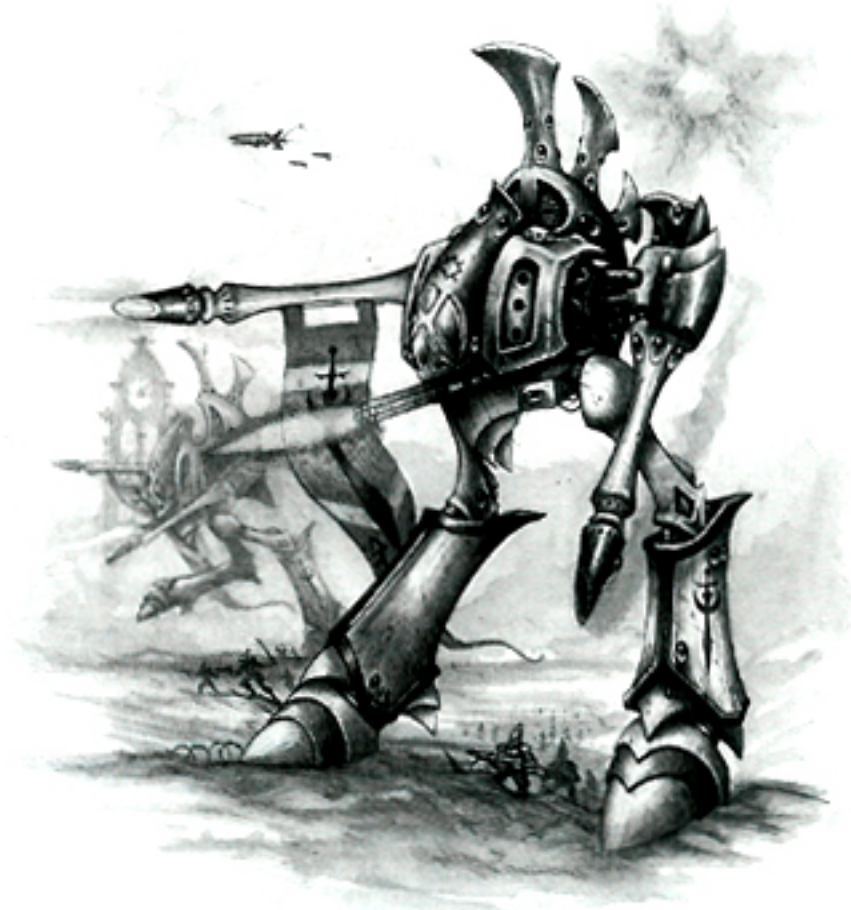
Eldar Titans are tall and slender, moving with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who dedicate themselves to their Titan for the equivalent of several human lifetimes) but also from the collective consciousness of a large Spirit stone which contains the souls of numerous dead Eldar. The Titan's Wraithbone core permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

## SCOUT TITANS

The best known Eldar Titans are the Phantom and Warlock Battle Titans. These tall, elegant instruments of war are quite capable of crushing any opponent. Less common, but no less deadly, are the Eldar Revenant Scout Titans. These sleek, fast killing machines are deployed to add extra punch to the Eldar skimmer forces of Jetbikes and Vypers whenever they are

raiding or scouting the enemy battle line. Revenants are well armed for their size, normally carrying twin pulse lasers for use against tanks and Titans, plus a missile launcher and a scatter laser for tackling enemy infantry. With the aid of the Revenants, Eldar Jetbikes can sweep aside the opposing forces and launch deep strikes against enemy-held objectives.

To increase the manoeuvrability of the Revenant and enable it to keep up with the skimmers, the Titan is equipped with a highly efficient arrangement of jets powered by gasses siphoned directly from the Titan's plasma reactor. These very powerful jump jets allow the Revenant to make long, powered leaps which can easily carry it over intervening battlefield obstacles such as woods, marshes or buildings.





### THE YARANT WARS

When the Eldar fought against the forces of Chaos in the Yarant system, Revenant Titans played a vital role. After a month of gruelling conflict, the prophetic Eldar Farseers determined the location of the headquarters of the Death Guard – the Legion of Traitor Space Marines beloved of the Chaos god Nurgle. On Yarant IV, the Death Guard formed the core of the Chaos resistance and the Farseers believed that an attack against their headquarters would disrupt the whole Chaos battle force. Once this had been achieved, a final all-out offensive would cast the Chaos hordes from Yarant IV once and for all.

The headquarters were sited in the midst of a morass of rotting jungle and swamps near the Timan valley. The camp was shielded against orbital bombardment and the Death Guard garrison entrenched in the festering jungles could easily delay a conventional force long enough to bring in reinforcements. A direct assault against the headquarters with skimmers would invite disaster as the attackers would be cut off from help the moment they passed over the surrounding terrain and entered the treacherous deltas and swamps.

### ELDAR ATTACK

To overcome these obstacles, the Eldar launched a series of diversionary raids in the Timan valley while a Wind Rider host and six Revenant Scout Titans moved towards the jungle in great secrecy. Once this force was in position, a full scale attack began in the Timan valley to draw off the Death Guards' reserves. An hour later, in the gathering dusk, the Vypers and Jetbikes screamed down on the Death Guards' forward outposts in the swamp and wiped them out. The Jetbikes swept on, scouting a path through the tangle of stagnant pools and Sekarra groves. Whenever detachments of the Death Guard blocked the way, the Revenants bounded forward and blasted them at close range, overrunning the Plague Marines before they had a chance to form an effective defence.

By using this deadly attack pattern, the combined force broke through to the Death Guard headquarters. Although the surviving warriors of the Death Guard garrison fought with fanatical determination, the Revenants, Vypers and Jetbikes tore through their positions and destroyed the command bunker with minimal Eldar losses. The Eldar continued to strafe the Chaos camp until the arrival of further Chaos reinforcements some hours later forced the attackers to withdraw into the surrounding jungle.

A week after the lightning raid, the forces of Chaos were pushed off Yarant IV altogether by a major Eldar offensive. The clearance of the the swamp had been the turning point in the whole battle.

## REVENANT SCOUT TITAN SPECIAL RULES

### HOLO FIELDS

Certain Eldar vehicles and troops make use of a sophisticated system of defensive screens known as holo fields. The most well known users of the holo field are Eldar Titans. Holo fields are not designed to block, absorb or shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy's locating and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster the vehicle or Titan moves, the more scattered the image becomes. When it stops, the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw whenever it takes a hit. Because the effectiveness of the holo field is linked to the speed of movement of the vehicle or Titan, the saving throw varies according to what orders the subject is on. This makes the holo field far more effective when the target is on Charge orders rather than First Fire. The table below summarises what saving throw the vehicle or Titan has on different orders. The saving throw is tied only to the unit's orders and not to the distance the model moves in a turn.

This extra save is always taken first and is not modified by the attacking weapon's armour saving throw modifier – having the power to punch through heavy armour is of no help if the target isn't where it's supposed to be! On the other hand, holo fields are useless against area effect weapons which don't rely on pin-point accuracy to hit. Therefore, the holo field save does not apply against hits from barrages, or any other attack that uses a template of any kind.

HOLO FIELD SAVING THROWS	
Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+



The Revenant Scout Titan wants to use its jump jets to engage the Orks in close combat. Although the rocks and the Ork building are the same width, the rocky spires are too tall for the Revenant to jump over. This is worked out as follows. The Ork building is less than 5cm tall so the Revenant can make its full jump of 15cm, easily enough to take it over the width of the building and into the Bad Moon Weirdboy Battletower. The rocks, on the other hand, are 10cm high. This is 5cm taller than a normal jump and reduces the horizontal distance of the leap by 10cm. That would leave only 5cm to cover the width of the rocks – nowhere near far enough, so the Giblet Grinda is safe!

### JUMP JETS

The Revenant is equipped with a pair of powerful jump jets which are powered directly from its plasma reactor. Gravitic drives cut in when the Revenant jumps, neutralising part of its mass to allow it to make long graceful leaps over obstacles and impassable terrain.



The Revenant's jump jets are activated when it dedicates all of its power to movement, hence they may only be used when the Titan is on Charge orders. Using the jump jets allows the Revenant to ignore terrain when it moves. However, the Revenant's movement must be made in a series of leaps, not just one long one.

The maximum distance a Revenant can leap in one go is 15cm, so a Revenant on charge orders can make up to four 15cm leaps. The maximum height of a jump is 5cm, if a Revenant has to jump over a higher obstacle it costs 2cm of its movement for every additional 1cm of height it needs to make it over the obstacle. A Revenant cannot land in or on impassable terrain because of the risk of crippling damage to its legs on impact.

### WEAPONS

The Revenant scout Titan is equipped with four weapons systems, making it heavily armed for a Scout Titan. Because of its compact size a Revenant cannot carry weapons designed for the Phantom or Warlock Battle Titans and uses specially designed weaponry instead. All of the Revenant's weapons systems have a 180° fire arc to the front.

### 180° FIRE ARC TO FRONT



Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

## PULSE LASERS

Pulse lasers are compact versions of the larger pulsar cannon carried by Eldar Battle Titans. These weapons both consist of a highly sophisticated laser cannon which can fire short volleys of powerful laser bolts. The pulse laser can be fired in one of two ways. When fired at a single foe, the pulse laser can be held steady to ensure several pulses hit the target. Against more numerous opponents the pulse laser can be moved fractionally between each bolt to sweep an area with bursts of laser energy.



A pulse laser is normally mounted in each arm position on a Revenant Scout Titan and though the weapon couplings are interchangeable, the inherent flexibility of the pulse lasers means this weapon fit is seldom varied.

## SPECIAL RULES

When you fire a pulse laser you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you hit roll a D6: 1-2 = 1 hit 3-4=2 hits 5-6= 3 hits. Each hit must be saved against separately or will knock down a single void shield or power field on units protected by them. If you decide to sweep an area, take the barrage template and place it over any target point in line of sight and within range of the pulse laser. Roll once to hit each model which is at least half under the template. Note that though this attack uses a barrage template it is not an actual barrage so it cannot be fired indirectly, nor will it damage buildings.

## SCATTER LASER

Revenant Scout Titans carry a scatter laser mounted beneath the crew compartment to supply extra short-range anti-infantry firepower and fight off enemy assault squads. The scatter laser is surprisingly deadly for its size. It comprises of six separate laser chambers which can be fired sequentially or simultaneously to lay down a withering hail of fire.

## MISSILE LAUNCHER

Revenants mount a set of small missile pods on either side of the head for bombarding infantry, buildings and fortifications. The missiles and their guidance systems are identical to those mounted in the wing weapon hardpoints of Phantom and Warlock Titans.

### REVENANT SCOUT TITAN DETACHMENT

Revenants fight as individual units which cannot be broken so they don't have to take morale checks. 3 Victory points are awarded to the opposing player for each Revenant Scout Titan destroyed.

#### VICTORY POINTS 3

Your opponent gains 3 VPs for each Revenant Scout Titan destroyed.

### REVENANT SCOUT TITAN DETACHMENT

A Revenant Scout Titan detachment consists of 2 Revenant Scout Titans.



POINTS VALUE 600

### REVENANT SCOUT TITAN DETACHMENT

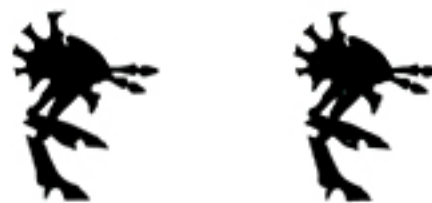
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## MAKING YOUR ARMY CARDS

To make your Revenant Scout Titan detachment army cards is simple. First, cut out the cards, but make sure you keep the front and back halves of each card together. Fold each card down the dotted line and glue the front and back together (Citadel PVA glue is ideal). We recommend that you insert a piece of thin card between the two halves before sticking, to make your army cards stronger. All you have to do now is trim off any excess card, and there you have it!

# REVENANT SCOUT TITAN

MOVE	CLOSE ASSAULT FACTOR
30cm	+7

The Revenant Scout Titan is protected by a holo field and mounts two pulse lasers, plus a scatter laser and missile launcher.

The Revenant Titan is very fast and extremely agile, so unlike other Titans it can turn as many times as it wants while it is moving.

When a Revenant Titan is on Charge orders opponents have a -1 to hit modifier because the Revenant can dodge incoming fire.



As long as it has Charge orders, the Revenant Titan's jump jets allow it to leap over impassable or difficult terrain up to 15cm wide and 5cm high when it is moving. The Revenant may not use its jump jets to land on top of impassable terrain.

### HOLO FIELD SAVING THROWS

Orders	Save
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Attacks which use a template of any kind (like barrages) always ignore holo fields

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

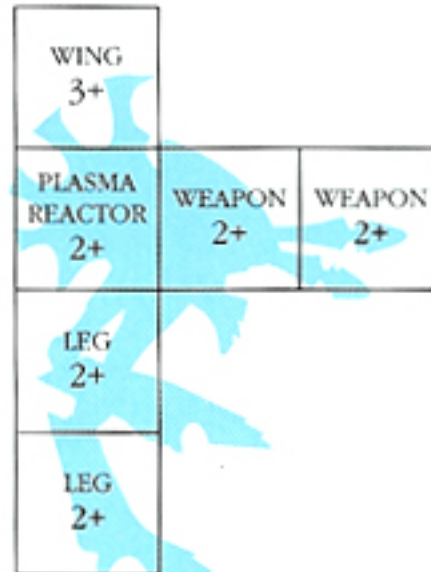
## HIT LOCATION TEMPLATES

### FRONT



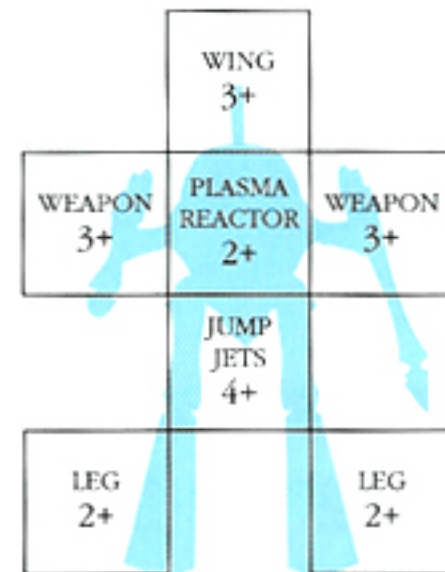
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### SIDE



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### REAR



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# REVENANT SCOUT TITAN DAMAGE TABLES

## HEAD DAMAGE TABLE – Roll D6

- 1-2 The Titan's Wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Roll a 4+ on 1D6 in the End phase to repair the damage.
- 3-4 The shot rips through the head and cracks the Spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and triggers massive internal explosions within the Revenant Titan. The Revenant crashes to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

## WEAPON DAMAGE TABLE – Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 4+ on 1D6 in the End phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Scout Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands must make an unmodified saving throw or be destroyed.
- 6 The weapon is blown off the Revenant as above, but there is also a flashback to the Titan's hull. Roll a D6 to see what was affected by the flashback:
  - 1-2 Wing
  - 3-4 Reactor
  - 5-6 HeadThen roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

## JUMP JETS DAMAGE TABLE – Roll D6

- 1-2 The jump jets have been damaged by the attack and may not be used until they are repaired by rolling a 4+ on 1D6 in the End phase.
- 3-4 The jets are triggered by the hit, blasting the Titan 2D6cm in a random direction. If the Titan lands in difficult or impassable terrain it is destroyed.
- 5-6 The jump jets explode and cause damage to the reactor, causing the Titan to jump as in the result above, and make a roll on the reactor damage table

## WING DAMAGE TABLE – Roll D6

- 1-3 The holo field wing has been damaged. The Revenant's holo fields will not work until the damage is repaired by rolling a 4+ on 1D6 in the End phase.
- 4-6 The wing is totally destroyed and the Revenant Scout Titan's holo fields will not work for the rest of the game.

## REACTOR DAMAGE TABLE – Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage has been repaired on a D6 roll of 4+ in the End phase. No other damage may be repaired until the plasma reactor is back on line.
- 3-4 The Titan's plasma reactor has been breached. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Revenant is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the scout Titan may move and fire as normal.
- 5-6 The Revenant's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Revenant Titan is removed from play (replace it with a model crater if you've got one). All units within 2D6 cms suffer an automatic hit, and must make an unmodified saving throw to avoid damage.

## LEG DAMAGE TABLE – Roll D6

- 1-2 The leg is damaged, forcing the Revenant to walk with a pronounced limp. The Titan's movement rates are halved, it may not use its jump jets due to the risk of further damage, and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Revenant attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Revenant has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5-6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed

## HIT LOCATION

### HIT LOCATION/SHOOTING

Roll to hit the Revenant as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails, refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed the Titan.

### CLOSE COMBAT

If beaten in close combat, the enemy chooses a location and damage is rolled on the appropriate damage table. Holo fields have no effect in close combat and saving throws are ignored.

# SPACE MARINE<sup>®</sup>

## IMPERIAL STORMBLADE

By Andy Chambers

The Stormblade is a massive fire support vehicle designed around the same hull used by the highly successful Baneblade, Shadow Sword and Storm Hammer super-heavy battle tanks. The Stormblade veritably bristles with weaponry. Its main armament is a huge plasma blastgun, a devastating weapon normally only mounted on Titans. The plasma blastgun is surmounted by a Titan-killing Hellion missile. In addition to these deadly weapons the Stormblade mounts a heavy battlecannon in its left sponson and its right sponson is occupied by a rack of sleek Hunter-Killer missiles. To complete this awesome arsenal the Stormblade mounts a plethora of close-range bolters to stave off marauding infantry.

The Stormblade is specifically designed to give close support to Storm Hammer companies battling through hives and other urban areas. Battlefield experience has proven that Shadow Swords, though excellent for tank and Titan busting at long-range are at a distinct disadvantage in close terrain. This left Storm Hammers bereft of good tank-hunting support and vulnerable to opposing super heavy tanks such as the Ork Giblegrinda and the Eldar Tempest. The Stormblade is designed to destroy super-heavy tanks and Titans at short and medium ranges, freeing the Storm Hammer to pursue its favoured role of obliterating enemy infantry and tanks.

The Stormblade replaces the deadly volcano cannon mounted on the Shadowword with a plasma blastgun which, like the

volcano cannon, is a modified Titan weapon. Though shorter-ranged the plasma blastgun vapourises armour and flesh as efficiently as the volcano cannon and boasts a higher rate of fire. In order to utilise the blastgun Stormblades are powered by a small plasma reactor. Small amounts of plasma are siphoned off from the reactor and stored in special cooling chambers until the blastgun is fired.

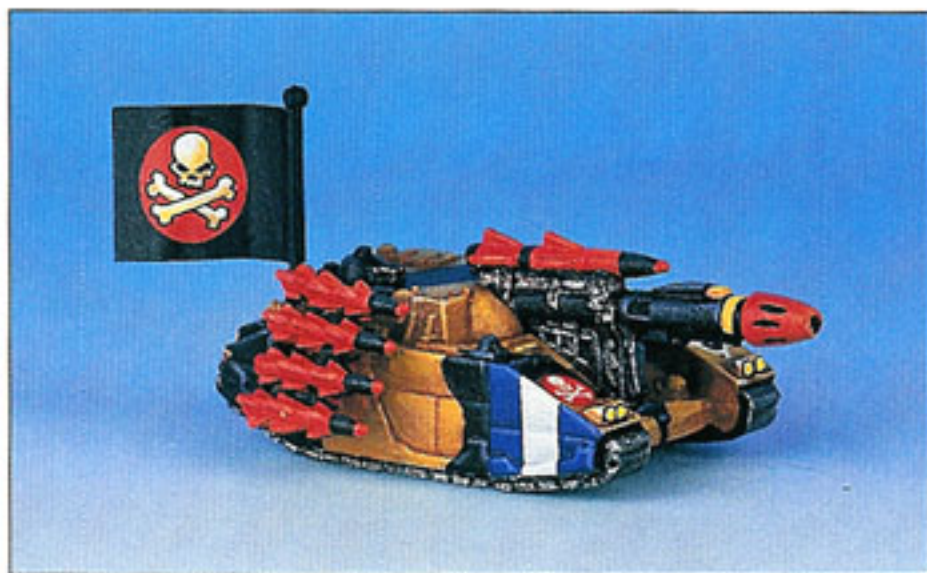
The Stormblade's plasma reactor will detonate if it is destroyed, scoring a hit with a 0 save modifier on everything within D6cm on a roll of 4 or more on a D6.

The plasma blastgun can store up to 2 attack dice worth of plasma and starts the game fully charged up. When the weapon is fired the plasma is used up and the reactor can only replenish one dice worth of plasma at the end of each turn. However, if the Stormblade is on first fire orders no energy is required for movement and the blastgun replenishes two dice worth of energy at the end of the turn.

Each Hunter Killer missile has a sophisticated guidance system which enables them to seek their targets independently. They are designed to be fired all at once to give the Stormblade a one-off salvo of instant firepower when confronted by a Titan or a large number of lighter enemy tanks. The rack may not be reloaded during the course of a battle, so each Stormblade may only use its Hunter Killer missiles once per game.

Likewise the Hellion missile is a one-shot weapon, specially designed to destroy Titans and other heavily armoured targets. It is armed with a relatively small plasma warhead encased within an adamantium penetrator sleeve. When the missile hits a target the penetrator sleeve ensures the plasma warhead is punched deep within it before detonating, releasing white-hot plasma into the heart of the target. Any damage rolls against Titans caused by the Hellion add a +2 modifier to the roll.

Like all super heavy tanks the Stormblade is almost impossible to stop in close combat. It can only be pinned in close combat by other super heavy vehicles, Titans and so on. If troops or lighter tanks try to engage it, the Stormblade can carry on moving on as normal, scattering its smaller assailants as it does so.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Stormblade Super Heavy Tank	10cm	1+	+6	Plasma Blastgun	50cm	2	3+	-4	
				Battlecannon	50cm	1	5+	-2	
				Hellion Missile	50cm	1*	3+	-4	One use only
				Hunter/Killer Missiles	50cm	4*	3+	-1	One use only
				Bolters	15cm	8	6+	0	

# IMPERIAL STORMBLADE COMPANY AND ARMY CARDS

## IMPERIAL GUARD STORMBLADE COMPANY

An Imperial Guard Stormblade Company consists of 3 Stormblade. No 1 Stormblade is also the company HQ tank.



No 1  
HQ Tank



No 2



No 3

**POINTS VALUE 650**



## IMPERIAL GUARD STORMBLADE COMPANY

**BREAK POINT 2:** The company is broken once it has lost 2 Stormblade. When the company is broken the remaining Stormblade must take a morale check.

**MORALE VALUE 4:** Imperial Guard must roll 4 or more on a D6 to pass their morale check.

No.1 Stormblade is the company HQ and so does not need orders and does not need to test morale. Stormblade No's 2 and 3 are each treated as individual squadrons and so must remain within 25cm of No.1 to receive orders. If tanks are unable to receive orders they cannot move but may fire in the advance fire segment of the shooting phase in the same way as other troops with no orders.

The company HQ Stormblade is a command unit so it always fires in the first fire phase unless it charges into close combat, however it will only recharge 2 dice of plasma for its blastgun if it remains stationary for the turn. If additional support units are added to the company then they must remain within 25cm of the company HQ to receive orders.

### VICTORY POINTS 7

Your opponent gains 7VPs when the company is broken.

## STORMBLADE



**POINTS VALUE 250**



## STORMBLADE

The Stormblade must remain within 25cm of its Company HQ unit to receive orders. Place this card with its company HQ card to show the chain of command.

**BREAK POINT 1:** As a single vehicle the Stormblade has no break point. Victory points are only awarded when the vehicle is destroyed.

**MORALE VALUE 4:** Imperial Guard must roll 4 or more on a D6 to pass their morale check.

### VICTORY POINTS 3

Your opponent gains 3VPs when the Stormblade is destroyed.

To assemble your Stormblade Company and Army cards, first carefully cut out or photocopy this page from White Dwarf. Cut out the cards, keeping the front and backs together and fold each card in half along the dotted lines. Spread some glue onto the back of your cards and stick the two halves firmly together. If you want to make your cards a bit more hard wearing, it's a good idea to insert a thin piece of card between the two halves (postcard is ideal). When the glue is dry, you can trim off any excess paper or card and the Company and Army cards are ready to use in your games.

# TITAN LEGIONS

## KNIGHT HOUSEHOLDS

The Knight households of the Imperial Forge Worlds are loyal followers of the Titan Legions, always accompanying them into battle. The many different types of Knights each have a role to play in supporting their towering allies.

### THE KNIGHT WORLDS

Each Knight World owes fealty to one of the many Adeptus Mechanicus Forge Worlds, bound by sacred oaths sworn thousands of years ago. In times of war every Knight World sends thousands of men and machines to fight for the Adeptus Mechanicus wherever they are fighting. In return the Knight World prospers, receiving the protection of the Adeptus Mechanicus as well as technology and equipment it would otherwise have no access to.



Some Knight Worlds have many different Knight families inhabiting them, while others are dominated by a single House. On planets with more than one House, competition for the favours of the Forge World is high and sometimes even breaks out into localised hostility. However, whatever their personal differences, when the Forge World sends the call to arms, all Knights fight side by side as brothers against the many enemies of mankind.

### TYPES OF KNIGHTS

Throughout the Imperium there exists a huge variety of Knights which are used for many different tasks. Knights range from the slow but heavily armed and armoured Castellans to the lightning fast and deadly Knight Lancers. This means that Knights can perform a wide variety of battlefield duties for the Titan Legions of the Adeptus Mechanicus. With their relatively small size and high speed they can undertake essential scouting missions, flank attacks and other roles in support of the massive Titans.

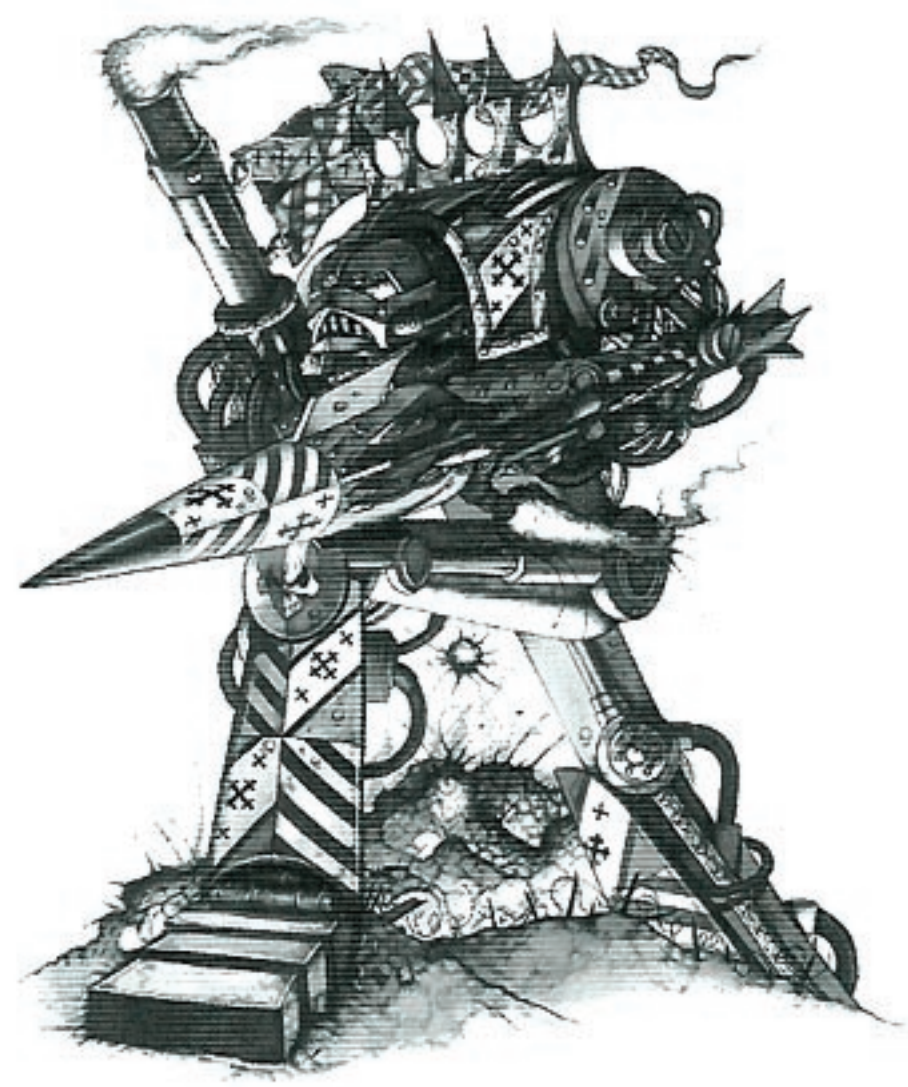
Some Knight Houses own many different classes of Knight while others prefer a single type. House Khord, for example, is located on the heavily forested world of Avalane VI, and the Knight Lancer is the only type of Knight they employ. Its speed and agility is essential for negotiating the rough terrain of their world.

### KNIGHT HOUSEHOLDS IN BATTLE

Sometimes households fight as a single body, but more often the specialised Knights are divided into detachments. These units of Knight Lancers, Errants and others are then attached to other households to support their attack. Only in large and important battles are full households of these specialised Knights sent into the fray as complete units. It is an impressive sight to see a full household of Knights striding into battle with their bright heraldry and colourful pennants.

### ARMY CARDS

On the following page we have provided two new Knight Household Army cards for you to use in your battles. Full rules for these and other types of Imperial Knights are to be found in the Epic Titan Legions game.



# KNIGHT HOUSEHOLD ARMY CARDS

To assemble your new Army cards, first cut out the two Knight household cards taking care to keep the front and back of each one together. Fold each one in half along the dotted line and spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. When your cards are dry, trim off any excess material.

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## KNIGHT ERRANT HOUSEHOLD

A Knight Errant Household consists of a Knight Errant HQ unit and two detachments of three Knights Errant each.

Knight  
Errant  
HQ UNIT



Knight  
Errant  
Detachment



Knight  
Errant  
Detachment



POINTS VALUE 450

## KNIGHT ERRANT HOUSEHOLD

**BREAK POINT 4:** The Knight Errant Household is broken once it has lost 4 Knights. Once the household is broken both knight detachments must take a morale check.

**MORALE VALUE 2:** Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

The Knight Errant HQ unit is a command unit so it never checks morale, even if the Household is broken.

### VICTORY POINTS 5

Your opponent gains 5 VPs when the household is broken

## KNIGHT LANCER HOUSEHOLD

A Knight Lancer Household consists of a Knight Lancer HQ unit and two detachments of three Knights Lancer each.

Knight  
Lancer  
HQ UNIT



Knight  
Lancer  
Detachment



Knight  
Lancer  
Detachment



POINTS VALUE 550

## KNIGHT LANCER HOUSEHOLD

**BREAK POINT 4:** The Knight Lancer Household is broken once it has lost 4 Knights. Once the household is broken both knight detachments must take a morale check.

**MORALE VALUE 2:** Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

The Knight Lancer HQ unit is a command unit so it never checks morale, even if the Household is broken.

### VICTORY POINTS 6

Your opponent gains 6 VPs when the household is broken

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# KNIGHTS

The Knight Worlds supply the teeming forge worlds of the Adeptus Mechanicus with vital food and raw materials. Most of the Knight Worlds have a number of major land masses covered with vast plains or lush forests. Through these empty wildernesses wander grazing herds of huge megasaurs, dinosaur-like creatures that either evolved naturally or were transplanted to the planet in the Dark Age of Technology. Packs of swift carnosaur pursue the herds and the warrior knights in their armoured suits fight to keep them at bay.

The Knights must be constantly vigilant in order to keep not only the carnosaur but also raiders from the Eldar Exodite clans at bay. The Servitor-run strip mines in the mountains must also be protected against rapacious pirates in search of gold, silver and uranium.

Year-long the Knights battle and patrol until the great ships arrive from the forge world, bringing new Knight suits, weapons, tools and mining machinery. They leave with their holds packed with ores and megasaur meat. Sometimes the warp storms are bad and the ships are delayed for months at a time, leaving the Knight Worlds teetering on the edge of anarchy.

When the Titan Legions march to war contingents from the Knight Worlds fight with them. Each noble family sends their own formation of armoured warriors called a Knight household. These households vie with one another in acts of valour and heroism on the battlefield as well as the spectacle of banners and individual heraldry emblazoned on each suit.

## CHOOSING THE KNIGHT ARMY

Your Knight army represents part of the contingents of Knights on crusade with a Titan Legion. The Knight army may comprise Knights, Tech-Guard and Titans. You can also include allies from the Imperial Guard, Space Marines and Squats. Your troops are chosen using the epic army cards for Knights. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card, representing a Knight household. For every household you choose you may include up to five support cards representing formations attached to the household. Support and special cards may be chosen from Titan Legion cards and Imperial Guard cards, the Imperial Guard representing household troops brought along from the Knights' home worlds.

You may also choose one special card for every household in the army representing a rare or unusual piece of machinery, formation or individual which is part of the army. As you choose your cards note down the points value of each one and make sure the total points value doesn't exceed your agreed value for the army.

For example, you could select a Knight household as your first company card. To this you might add support cards to include a tactical platoon of Imperial Guard, a mechanised platoon of Tech-Guard and three additional cards of Knights. Note that in this case the Seneschal of the household would act as company command to the Guard forces.

## SPECIAL RULES FOR KNIGHTS

### CLOSE COMBAT

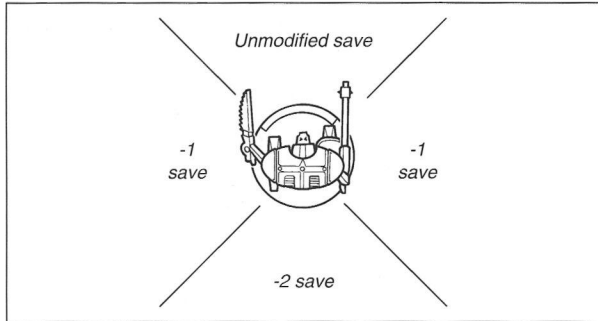
Just like vehicles, if Knights have charge orders they move up to double the distance printed on their speed value and may enter close combat. Some Knights have a special lance attack: if the Knight detachment charges into close combat then it receives the benefit of using their lances (see below). If the Knights allow themselves to be charged, then the close combat is resolved in the usual way as if the Knights were vehicles and using their basic close assault factor.

### SHIELDS

Knights carry a small but potent directional power field generator. This works by creating a power field across a 90° arc to the front of the Knight. By skilfully manipulating this field a Knight tries to slow and deflect enemy fire. To represent this any hits scored on the front of the Knight receive no save modifier so the Knight's saving throw to the front cannot be affected by weapon save modifiers. Shots which strike the Knight from the side or rear are allowed to use their save modifier as usual.



Barrages are considered to hit the Knight from the direction the weapon is fired (this represents the Knight's shield deflecting the fire before it passes him). Indirect barrages are considered to come from the centre of the burst template. If the Knight fails its saving throw it is destroyed and removed from play as usual.



You will find that the Knight models in this box have a small lip on their bases across the area which is protected by the shield. To determine whether a shot hits the front of the Knight place a straight edge like a ruler between the firer and the centre of the Knight's base - if it crosses the lip it strikes the shield.

## SHOCK LANCE

The shock lance is used by Knights to deliver high voltage electromagnetic shocks to enemies they are close assaulting. The engines of the Knight suit are fitted with huge dynamos. As the Knight builds up speed and charges into combat, the dynamos revolve, storing an electric charge in capacitors mounted in the Knight suit's visor. When the Knight enters close combat the charge in the capacitors is so great it can do nothing but earth itself, usually via the enemy, delivering a devastating electric shock which can burn infantry to the bone and short out weapon and control systems.

When an Imperial Knight detachment equipped with lances charges into close combat it doubles its CAF for the first round of combat. However, Knights may only assist each other in multiple combats when fighting super heavy vehicles, Titans or Gargants, otherwise they risk discharging the arcing electrical energies from their lances on each other. If two Knights end up fighting in a multiple combat against vehicles or infantry discount their lance bonus; a Knight will not use his weapon under such circumstances.

Knights who are charged themselves receive no benefit from their lances, as their lances will not be 'charged'.

# KNIGHTS

The most numerous form of Knight suit comes in two basic type, the Knight Paladin and the Knight Errant. These both use the same basic body form with different weapon arrays. This particular body form is well-liked for its flexibility on the battlefield. Its armoured legs protect it against marauding infantry units but still give it speed and manoeuvrability to use its deadly shock lance. Both of

these types of Knight are traditionally equipped with special close combat weapons and are famed for their skill with them, charging into the enemy and delivering blows left and right with their chains words and power gauntlets. This close combat capability is tempered with powerful ranged weapons to blast enemy vehicles from a distance and bolters to mow down infantry targets

## KNIGHT PALADIN

The Knight Paladin is the archetypal Knight suit armed with a large calibre battlecannon and giant chainsword. Such a machine is suitable for battling the steely, fire breathing monsters of the battlefield. The battlecannon has an excellent range of 75cm and is accurate, only needing to roll a 4 or better to hit. The battlecannon's -2 save modifier means it can punch through even Titan armour.

The chainsword improves the Paladin's already impressive close assault factor, making it as powerful as a Warhound Scout Titan when it charges into combat. Because it is armed with a specialist hand-to-hand combat weapon a Knight Paladin may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Paladin	20cm	3+*	+4	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	

\*When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

## KNIGHT ERRANT

The Knight Errant is highly suited to attacking larger targets like Chaos Titans and even Mega-Gargants. The Knight Errant carries a fearsome Thermal cannon capable of vaporising steel or flesh with equal relish.

In close combat the Knight's power gauntlet and shock lance make it capable of tearing gaping holes in its foes. However, the Knight Errant needs support from its companions because

in closing with its opponents it is vulnerable to attacks from the sides and rear.

If a Knight Errant scores a hit on a Titan or Gargant in close combat its power gauntlet allows it to add +2 to the damage roll. Because it is armed with a specialist hand-to-hand combat weapon a Knight Errant may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Errant	20cm	3+*	+3	Thermal cannon	25cm	2	4+	-3	Lance. Shield
				Bolters	15cm	1	6+	0	

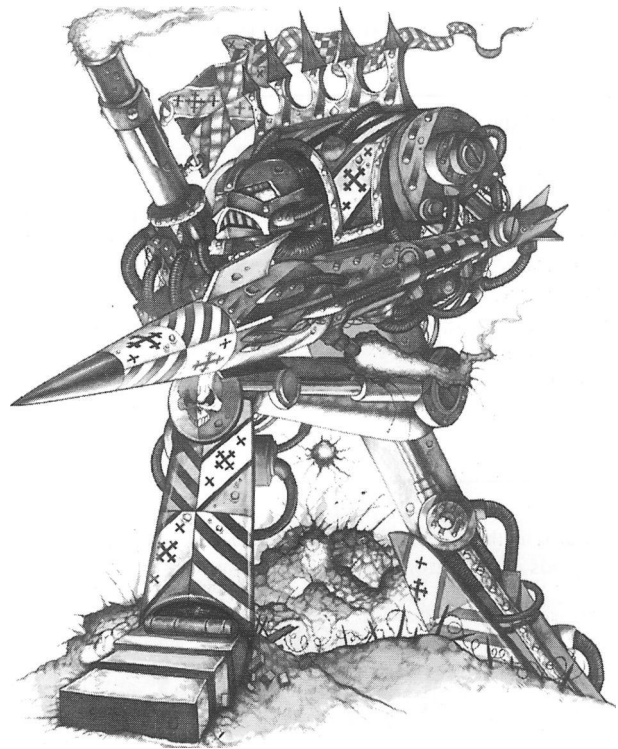
*\*When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

## KNIGHT LANCER

The Knight Lancer is a faster version of a standard Knight suit. The agile Lancer is used to out-flank the enemy, scout out their defences and distract hostile forces while slower units get into position to attack. The Lancer is armed with a battlecannon so it can duel at long range. It also has a special weapon called a power lance. The power lance is a relatively simple upgrade to the standard Knight's shock lance. It works by intensifying the bolt of energy from the shock lance into a searing arc of lightning. Though the power lance has a very short range its nature makes the Lancer perfect for hit and run attacks.

Like the shock lance, the power lance can only be used if the Lancer is on charge orders, though the power lance has a short range so the Lancer doesn't need to be in close combat to use it. The power lance is unusual because it is used at the very start of the close combat segment, before any close combat is resolved. It can be fired at a range of up to 15cm but if the Lancer is in close combat it must be fired at an opposing model in contact with it. The power lance hits on a 3 or more on a D6 and is not subject to hit modifiers for cover. A hit from a power lance has a -3 saving throw modifier.

Once the Lancer has fired off its power lance continue with the close combat segment as normal. Using the power lance does not prevent the Lancer doubling its CAF with the shock lance, though the Lancer suit is not so well designed for close combat as the Knight Paladin or Knight Errant.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lancer	25cm	3+*	+2	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	
				Power Lance	15cm	1	3+	=3	

*\*When shot at from the front the Lancer receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

## KNIGHT CRUSADER

The heaviest types of Knight made by the forge worlds are the Crusader and the Castellan, Although slower than the other Knights, these two types benefit from substantially increased firepower and much thicker armour. Because of their great bulk the Crusader and the Castellan cannot move fast enough to generate the charge needed to operate a shock lance. Instead they are used in a fire support role, providing heavy weapon cover for the other Knight units to charge in whilst the

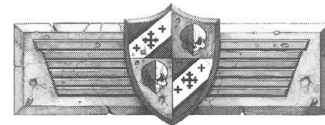
Crusader and the Castellan pick off threats to the main force from the rear. The common feature to both types is the huge shoulder mounted Quake cannon, a modified Titan weapon that can destroy Titans and buildings alike. The Crusader supplements its Quake cannon with a twin mount lascannon for destroying armoured targets at extreme range. Coupled with the Knight Crusader's excellent frontal shielding this weapon combination makes a deadly support unit.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Crusader	15cm	2+*	+3	Lascannon	75cm	2	5+	-2	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

*\*When shot at from the front the Knight Crusader receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

## KNIGHT CASTELLAN

The Castellan replaces the Castellan's lascannon with a multi-barrelled auto cannon for increased firepower. Although only short ranged, when fired the hail of shells can cut a swathe through most infantry and light vehicle units or strip a Titan of shields in an instant.

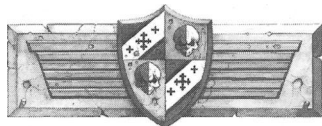


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Castellan	15cm	2+*	+3	Autocannon	50cm	3	5+	-1	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

*\*When shot at from the front the Knight Castellan receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

## BARON

A Baron is the leader of a contingent of Knights and as status demands every Baron has a specially constructed Knight suit



to complement his razor sharp warrior skills in the field of combat. The Baron's suit is armed with a power lance and rapid fire battlecannon. Its armour is thick and heavily worked with scrolling designs and bedecked with streaming pennants in the colours of the Baron's estates. In battle the Baron leads the charges of his kinsmen, crashing through enemy lines like a bolt of lightning with his followers battling around him with redoubled pride and fervour.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Baron	25cm	2+*	+4	Battlecannon	75cm	2	4+	-2	Lance. Shield
				Bolters	15cm	2	6+	0	Command unit
				Power Lance	15cm	1	3+	-3	

*\*When shot at from the front the Baron receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

# ORDINATUS

By Gavin Thorpe

## THE ADEPTUS MECHANICUS



Throughout the Imperium, the Adeptus Mechanicus deals with every level of technology. From the recycling plants on a hive world to a Predator battle tank, the construction and upkeep of almost every device falls to the auspices of this powerful organisation. It is their development and maintenance of the massive Titan Legions and Tech-Guard regiments which is of the most value in the war-stricken 41st millennium. Amongst the many war machines at their disposal are the immense Ordinatus.

## CENTURIO ORDINATUS

These huge engines of destruction are not attached to any specific Titan Legion or Tech-Guard army. Instead, they fall under the direct control of a division known as the Centurio Ordinatus. It is the Centurio Ordinatus who decide if these highly specialised machines are available, since many of them are ancient indeed and require a large amount of preparation and maintenance to ready them for war.

The Ordinatus themselves are amongst the strangest machines to be constructed by the Adeptus Mechanicus. Almost all of them were originally designed and built for a particular battle or campaign, and some of them have never been powered up for conflict since. One example of this is Ordinatus Priam. This huge tunnelling machine was assembled during the siege of Priam, a city overrun by the traitor forces in the Horus Heresy. The immense creation was designed to tunnel through the planet's crust and then navigate through the white-hot mantle underneath. This rendered it undetectable to Priam's defences and allowed four companies of elite Imperial Guard troops to storm the city's Generatum Vulcanis, breaking the siege. However, Ordinatus Priam was irrevocably damaged during the attack, as parts of its heat-shielding gave way.

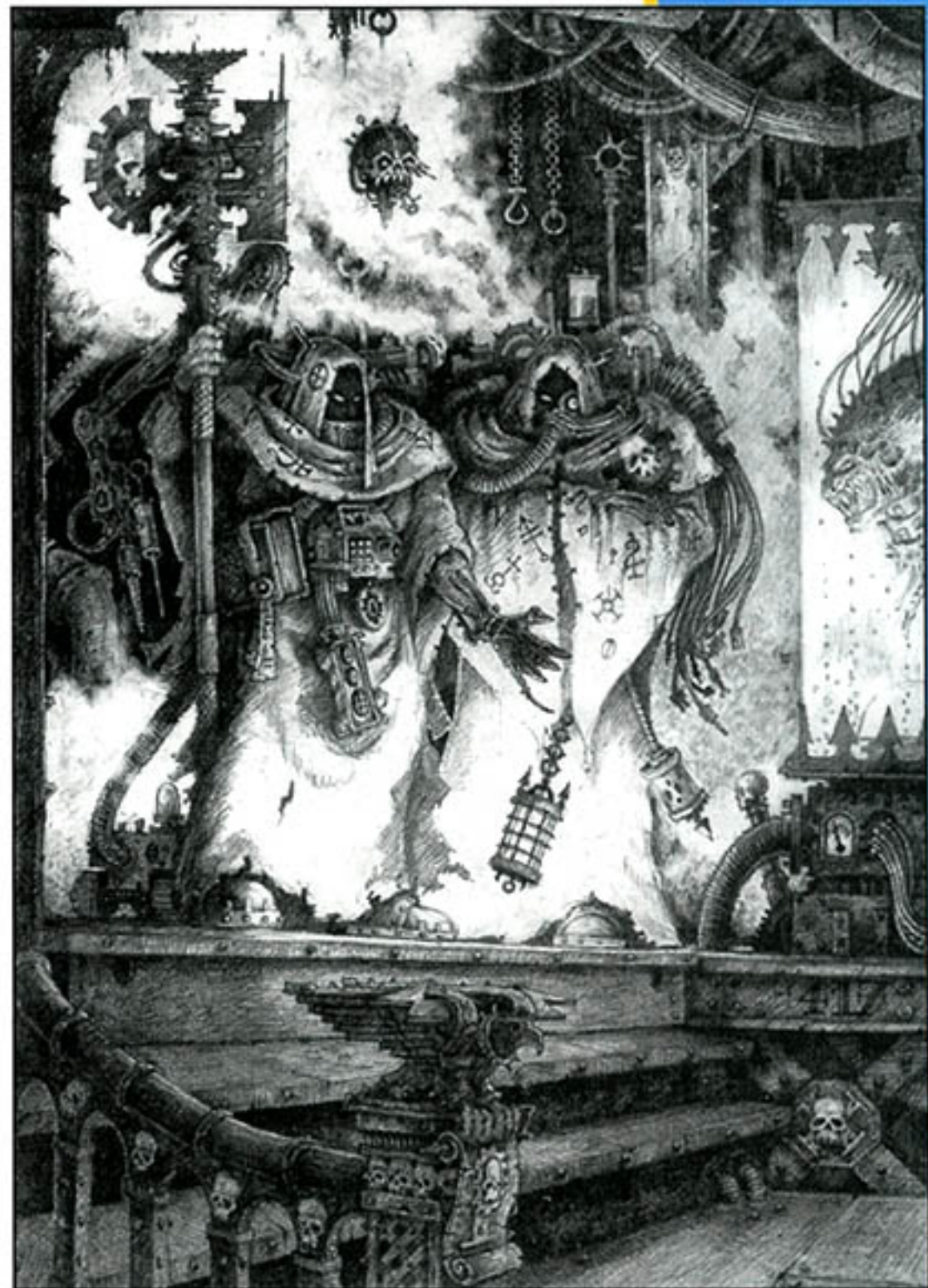
Other Ordinatus have weapons and capabilities which see more general use, and demand for them is high. Only in the most important battles or campaigns are the Ordinatus sent to war, and even then only for pre-specified operations. Amongst

the enemies of the Imperium, the names of the Ordinatus are spoken with reverent fear, their devastating capabilities displayed on thousands of battlefields since the Emperor's Ascension to the Golden Throne.

The Cult Mechanicus revere the Ordinatus as avatars of the Machine-God, creations of such cunning and power they could never be improved or outdated. Thus they have been carefully maintained, and when sent to war they are inscribed with sacred runes, anointed with the most precious oils and unguents, and blessed by the Lord of the Centurio Ordinatus. Their crews are the most highly trained of the Tech-Guard, warriors who fight with the zealous fanaticism of those who serve a living god.



Enemies of the Imperium beware! The Adeptus Mechanicus have unleashed their latest additions to the Imperial armies arsenal – the awesome Ordinatus!





*The Hellfire missiles of Ordinatus Golgotha devastated the Ork army of Warlord Ghazghkull Thraka, driving him from the Squat Homeworld of Golgotha and freeing the inhabitants from slavery.*

### SPECIAL RULES



The Ordinatus are renowned for their relentless advance towards the enemy, trailing havoc and destruction in their wake. An Adeptus Mechanicus Ordinatus is not given orders like other troops. Instead, the Ordinatus can always move up to 10cm and fire in the first fire segment. Ordinatus are powered by immense plasma generators, which drive the tracks and energise their weapons systems. These are very volatile, and if the Ordinatus is destroyed it will explode into a massive ball of roiling plasma, inflicting a single hit with a 0 saving throw modifier on any models within 2D6cm.

### DISPERSION FIELD

Adeptus Mechanicus Ordinatus are protected by a massive force wall known as a dispersion field. Projectiles and energy bolts deflect harmlessly away from the crackling dome of power, leaving the Ordinatus unscathed. Unfortunately, the dispersion field requires tremendous amounts of power, and will eventually overload its

generators. This means that what starts as a near-impenetrable force field gradually weakens as the battle progresses, letting more and more enemy fire through.

On the first turn of the battle, any shot which hits the Ordinatus is automatically negated unless your opponent rolls a 6 on 1D6. If he manages to roll a 6, the shot passes through the flickering dispersion field and hits the Ordinatus as normal. On the second turn this chance increases to a 5 or 6, and so on. This applies to all damage against the Ordinatus and saving throw modifiers have no effect on the dispersion field. The shield also allows the Ordinatus a fixed 4+ psychic saving throw, like void shields. See the Titan Legions rulebook for details of psychic saving throws.

#### TURN PENETRATES SHIELD ON A D6 ROLL OF

1	6
2	5, or 6
3	4, 5, or 6
4	3, 4, 5, or 6
5+	2, 3, 4, 5, or 6

The Soul of the Machine-God surrounds thee.  
 The Power of the Machine-God invests thee.  
 The Hate of the Machine-God drives thee.  
 The Machine-God endows thee with life.  
 Live!

*Adeptus Mechanicus Litany of Ignition,  
 chanted while runes of life are cast upon a  
 vehicle and its power plant is bathed in the  
 sacred oils of the Machine-God.*



## GOLGOTHA



After Ork Warlord Ghazghkull Thraka was defeated on the Hive world of Armageddon, he fled to the stars. His nemesis, Commissar Yarrick, tracked Ghazghkull down to the Squat world of

Golgotha. Despite the assistance of Yarrick, the Squats were defeated by Ghazghkull's horde and Yarrick was captured. In an attempt to humiliate his arch-foe, Ghazghkull did not kill Yarrick, but imprisoned him instead.

However, the resourceful Yarrick managed to escape and returned to Golgotha with a punitive force of Titans and Tech-Guard. The early battles went badly for the Imperium, as the sheer size of the Ork horde overwhelmed them time and time again. In an attempt to smash the massive Ork mobs, Ordinatus Golgotha was constructed in the recaptured strongholds of the Squats. Golgotha's terrifying Hellfire missiles devastated the Orks, slaying thousands over the course of a week. The Orks were routed from the Squat homeworld and since then Ordinatus Golgotha has always been in the forefront of any battle against enemies who have a strong numerical advantage.

### HELLFIRE MISSILES

Hellfire is a common term for a potent acidic-virus compound developed by the Adeptus Mechanicus. It burns through armour and sears

flesh, usually leaving the few who survive hideously scarred and crippled. It is a matter of opinion whether it is better to die by a Hellfire attack or to survive! Golgotha carries six Hellfire missiles, so you will have to keep track of how many are fired. Hellfire missiles are fired just like any other barrage. You can fire one or two missiles each turn.

A Hellfire missile has multiple warheads, allowing it to completely devastate a wide area. Each missile is totally independent and fires D3 barrage templates (roll a D6 and halve the result, rounding up) using the following procedure. Place one barrage template as normal, then roll a D3. If you score two or three, the one or two extra templates must be placed so that they are touching the original barrage template. Work out hits on any models covered as normal.

In addition, the extensive scanning equipment aboard Ordinatus Golgotha allows it to fire with unerring accuracy. The Hellfire missiles can be fired at any point on the battlefield, even at targets that are out of line of sight, with no chance of scattering. Unlike normal indirect barrages, there is no need for friendly troops to spot for a Hellfire missile.

Enemy units attacked by this horrendous weapon may be panicked by the agonised screams of their comrades, as their flesh burns away and their bones melt. For this reason, any unit which suffers one or more casualties from a Hellfire missile must pass an immediate morale test or go onto fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Golgotha	10cm max	3+ all round	+5	Hellfire Missiles	200cm	8 Barrage points		-1	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

**ARMAGEDDON**



Ordinator Armageddon first shed blood during the massive Chaos invasion of the planet of the same name. The Khorne Banelords, Lords of Battle and daemon engines were instrumental in the

destruction of many cities, but a genius of the Adeptus Mechanicus, Geronimus Undersen, devised an Ordinator as a defence against the marauding war machines. Undersen mounted a massive starship weapon onto a land-bound chassis, giving the Imperial forces an immense machine powerful enough to destroy even the largest and most heavily armoured foes.

This idea was by no means original, and followed the concept behind the famous Squat Titan-killer – the Cyclops. In the ensuing battle for Tartarus Hive, Armageddon destroyed no less than four Chaos Titans, and two detachments of daemon engines. Without the heavy firepower of these machines, the Chaos assault waves broke upon the mile-high walls of Tartarus Hive like a tide against the rocks. Ordinator Armageddon is feared by all enemies of the Imperium as a war machine capable of destroying all opposition.

**NOVA CANNON**

The Nova Cannon is similar to the Plasma Annihilator of an Emperor Titan. However, rather than releasing a burst of raw plasma, the Nova Cannon can focus and control the potent energies with greater precision. This allows the crew to siphon small amounts of plasma into the discharge chamber, producing a rapid burst of

fire. Alternatively, the crew can flood the chamber with all the remaining plasma and send out an earth-shattering blast of energy.

Ordinator Armageddon uses the special Nova Cannon template which is printed on card elsewhere in this issue. At the start of every Orders phase, roll 1D6+3 to determine how much plasma is available for the Nova Cannon. Take this number of power counters and allocate them to either pulse fire or maximal fire. For each power counter allocated to pulse fire, the Nova Cannon can fire one attack dice with the profile shown on the Nova Cannon card. After any pulse fire has been worked out, the remaining plasma is released in a flash of energy. The profile of the maximal burst depends on how much plasma is allocated at the start of the turn. As the maximal shot is achieved by releasing all the remaining energy, any pulse fire shots *must* be worked out before the maximal shot. Although it isn't a barrage, a maximal shot may destroy buildings.

In addition, the immense energy released by a maximal burst produces a beam of plasma which covers a wide area. A maximal shot that hits a target that uses a hit location template follows these special rules. Determine which location the Nova Cannon hits as normal, by rolling the Aim dice. Once the final location has been determined make saving throws and roll for damage as normal. In addition, every location adjacent to this area is also hit. The saving throw modifier of this hit is equal to half the save modifier of the initial maximal burst (round fractions down). For example, the Nova cannon hits with a -3 saving throw modifier. This is halved and rounded down to -1. All locations adjacent to the main hit must make a saving throw modified by -1.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Armageddon	10cm max	3+ all round	+5	Nova Cannon	150cm	Special		special	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

*Example: The Imperial player has rolled seven power counters. He assigns three of these to pulse fire, and the remaining four to maximal fire. This means he has three attack dice of pulse fire and a maximal shot that hits on a 2+ with a -4 save modifier.*

**ARMAGEDDON NOVA CANNON**

**POWER GENERATION**

At the start of each Orders phase, Armageddon gains 1D6+3 power counters. Assign each of these to pulse or maximal fire using the tables below. Maximal and pulse fire both have a range of 150cm.

**PULSE FIRE**

Each power counter allows one attack dice with the profile given below. Remember that pulse fire always occurs *before* maximal fire.

Roll to Hit	Target's Save Mod.
4+	-1

**MAXIMAL FIRE**

Look up the number of power counters to find the profile of the maximal fire for the turn.

No. Power	Roll to Hit	Target's Save Mod.
1	4+	-1
2	3+	-2
3	2+	-3
4	2+	-4
5	2+	-5
6	2+	-6
7	2+	-7
8/9	2+	-8





During the Horus Heresy Mars itself, homeworld of the Adeptus Mechanicus, was riven by civil war. The traitor armies, led by Magos Solomon Abaddon, turned against the Emperor and

attempted to overthrow the rulers of Mars. From his mountain citadel of Jericho, Abaddon sent forth his rebel forces to attack the factories and installations of those who remained loyal to the Emperor. Inevitably, the Imperium retaliated and sent an armada of ships to annihilate Abaddon's foul minions and to bring Imperial justice to the rebel lord. This proved impossible though, since the fortress of Jericho was protected by an ancient alien device discovered during the Great Crusade. The Vortex field generator, thought to be an artefact of the enigmatic C'tan, rendered any attack from orbit impossible. Any ship which approached too close was torn apart or displaced into the warp. Eventually, an army fought its way to the foothills of the mountains, a few kilometres from Jericho, where it was discovered that the Vortex field did not cover the planet's surface.

Castellum Jericho, as the citadel was known, boasted walls half a mile thick, which soared into the clouds. The central bastion was constructed from the hardest metal alloys known to humanity and could withstand any amount of pounding by the Imperium. Another solution was needed, and the Adeptus Mechanicus provided the answer. Ordinatus Mars utilised unique technology to produce a sound wave which resonates across the battlefield. When this sonic wall hit Jericho the walls crumbled to dust as they shook themselves apart. The infamous Tower Of Steel bent and crumpled like foil, filling the air with the tortured shriek of twisting metal. Thousands of Tech-Guard poured through the breach, and Solomon Abaddon was summarily executed for his treacherous crimes.

### SONIC DISRUPTOR

It is not only buildings that are vulnerable to the Sonic Disruptor – bones shatter, organs burst and electronic equipment explodes as the wall of sonic energy passes over them. The frequency of the Sonic Disruptor ravages those who fall victim to it, from a subsonic rumbling that tears buildings apart to a supersonic squeal that pierces



*Many times, the Lord of the Centurio Ordinatus must deploy Ordinatus Mars to crush a rebel citadel or enemy stronghold, and in doing so order the destruction of irrecoverable pieces of ancient technology. This death of knowledge is felt keenly by the Adepts of the Machine-God, thus Ordinatus Mars is also known by the grim title of "Bringer of Woe" by the Adeptus Mechanicus.*

eardrums and flays skin from flesh. The Sonic Disruptor scales rapidly up and down these frequencies, causing a blast of sonic energy that rolls forward like the force wave from some massive explosion.

Rather than an ordinary barrage template, the Sonic Disruptor uses the teardrop-shaped template used by Hellhound firethrowers and Titan inferno guns. Place this template anywhere within line of sight, so that the narrow end is facing towards Ordinatus Mars. Any model half or more under the template will be hit on a roll of 2+, since the Sonic Disruptor has ten barrage points. This to hit roll ignores cover, since woods and rubble are just blown apart and walls simply amplify the sonic wave if they are not shattered.

Any model hit by the Sonic Disruptor has a saving throw of 5+ on 1D6, regardless of what its saving throw would normally be. Even the mighty armour of a Titan or the reinforced buttresses of a stronghold provide little protection against the wrath of Ordinatus Mars.

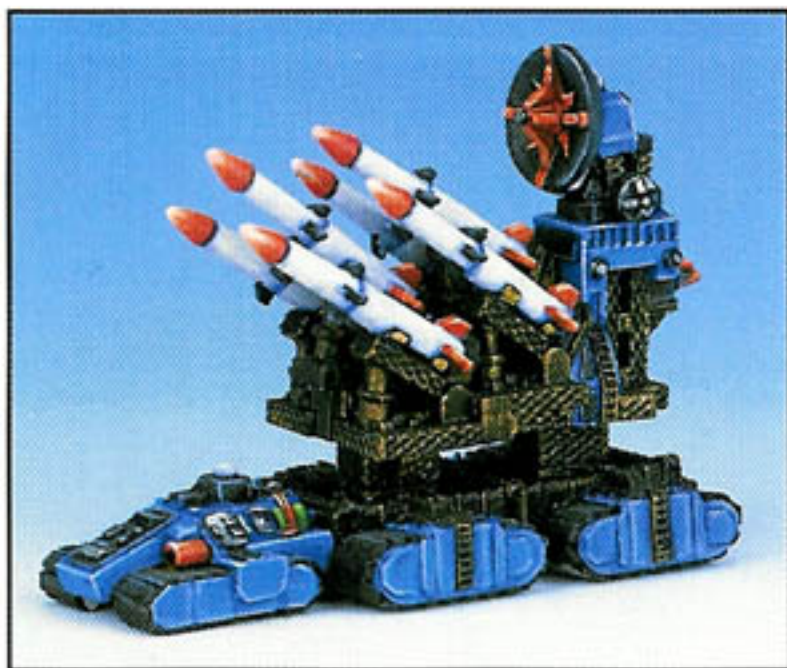
Targets protected by energy fields such as void shields will lose one shield to the sonic wave before it passes.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mars	10cm max	3+ all round	+5	Sonic Disruptor	LOS	10 Barrage points		special	Dispersion field
				Lascannon	50cm	3	5+	-2	See rules
				Bolters	15cm	8	6+	0	

# SPECIAL CARD

## ORDINATUS GOLGOTHA

Ordinatus Golgotha carries eight deadly Hellfire Missiles, used to annihilate massive swathes of enemy infantry and light vehicles.



**POINTS VALUE 350**

## ORDINATUS GOLGOTHA

Ordinatus Golgotha does not need to be given orders. It can always move up to 10cm and fires in the first fire segment of the Combat phase.

Ordinatus Golgotha is protected by a dispersion field. Unless your opponent can make the penetrating roll indicated below, any shot hitting the Ordinatus has no effect.

TURN	PENETRATES SHIELD ON A D6 ROLL OF
1	6
2	5, or 6
3	4, 5, or 6
4	3, 4, 5, or 6
5+	2, 3, 4, 5 or 6

Ordinatus Golgotha never takes morale checks and cannot be broken. Victory points are awarded to your opponent when Ordinatus Golgotha is destroyed.

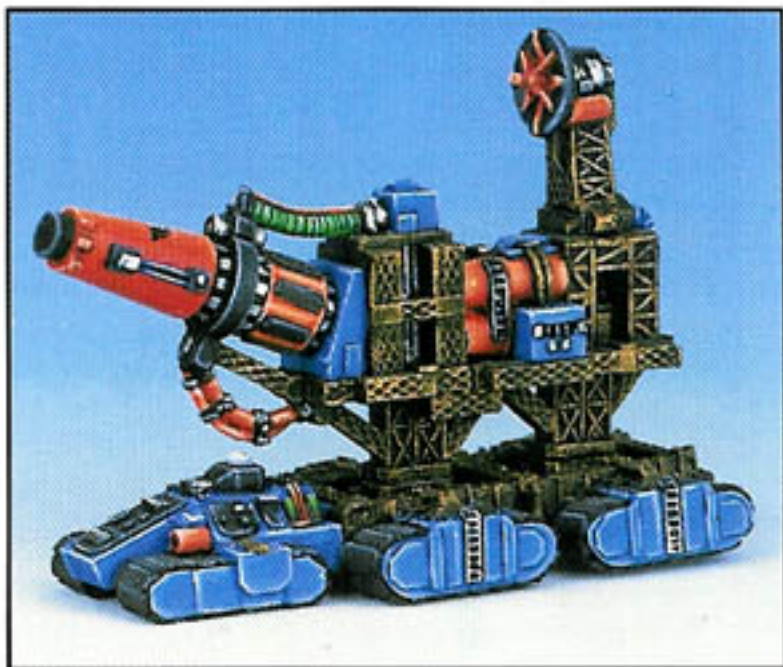
## VICTORY POINTS 4

Your opponent gains 4 VPs when Ordinatus Golgotha is destroyed

# SPECIAL CARD

## ORDINATUS ARMAGEDDON

Ordinatus Armageddon bears the massive Nova Cannon, capable of blasting apart enemy Titans with one shot, or destroying a tank detachment with a single salvo.



**POINTS VALUE 350**

## ORDINATUS ARMAGEDDON

Ordinatus Armageddon does not need to be given orders. It can always move up to 10cm and fires in the first fire segment of the Combat phase.

Ordinatus Armageddon is protected by a dispersion field. Unless your opponent can make the penetrating roll indicated below, any shot hitting the Ordinatus has no effect.

TURN	PENETRATES SHIELD ON A D6 ROLL OF
1	6
2	5, or 6
3	4, 5, or 6
4+	3, 4, 5, or 6
5+	2, 3, 4, 5 or 6

Ordinatus Armageddon never takes morale checks and cannot be broken. Victory points are awarded to your opponent when Ordinatus Armageddon is destroyed.

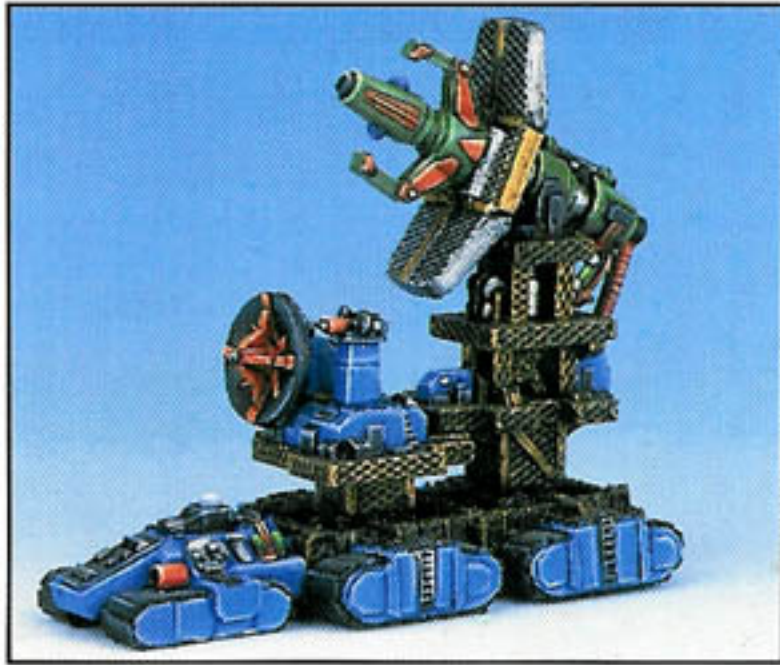
## VICTORY POINTS 4

Your opponent gains 4 VPs when Ordinatus Armageddon is destroyed

# SPECIAL CARD

## ORDINATUS MARS

Ordinatus Mars is armed with the devastating Sonic Disruptor. This immense weapon can level buildings with ease, and annihilate enemy tank formations.



**POINTS VALUE 350**

## ORDINATUS MARS

Ordinatus Mars does not need to be given orders. It can always move up to 10cm and fires in the first fire segment of the Combat phase.

Ordinatus Mars is protected by a dispersion field. Unless your opponent can make the penetrating roll indicated below, any shot hitting the Ordinatus has no effect.

TURN	PENETRATES SHIELD ON A D6 ROLL OF
1	6
2	5, or 6
3	4, 5, or 6
4	3, 4, 5, or 6
5+	2, 3, 4, 5 or 6

Ordinatus Mars never takes morale checks and cannot be broken. Victory points are awarded to your opponent when Ordinatus Mars is destroyed.

## VICTORY POINTS 4

Your opponent gains 4 VPs when Ordinatus Mars is destroyed

# ARMAGEDDON NOVA CANNON

## POWER GENERATION

At the start of each Orders phase, Armageddon gains 1D6+3 power counters. Assign each of these to pulse or maximal fire using the tables below. Maximal and pulse fire both have a range of 150cm.

## PULSE FIRE

Each power counter allows one attack dice with the profile given below. Remember that pulse fire always occurs *before* maximal fire.

Roll to Hit	Target's Save Mod.
4+	-1

**POWER**

## MAXIMAL FIRE

Look up the number of power counters to find the profile of the maximal fire for the turn.

**POWER**

No. Power	Roll to Hit	Target's Save Mod.
1	4+	-1
2	3+	-2
3	2+	-3
4	2+	-4
5	2+	-5
6	2+	-6
7	2+	-7
8/9	2+	-8

**POWER**

**POWER**

**POWER**

**POWER**

**POWER**

**POWER**

**POWER**

**POWER**

**POWER**

**NOVA CANNON POWER COUNTERS**

# WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR
25cm	+8

The Warhound Titan has two void shields and capacity to mount two weapons.

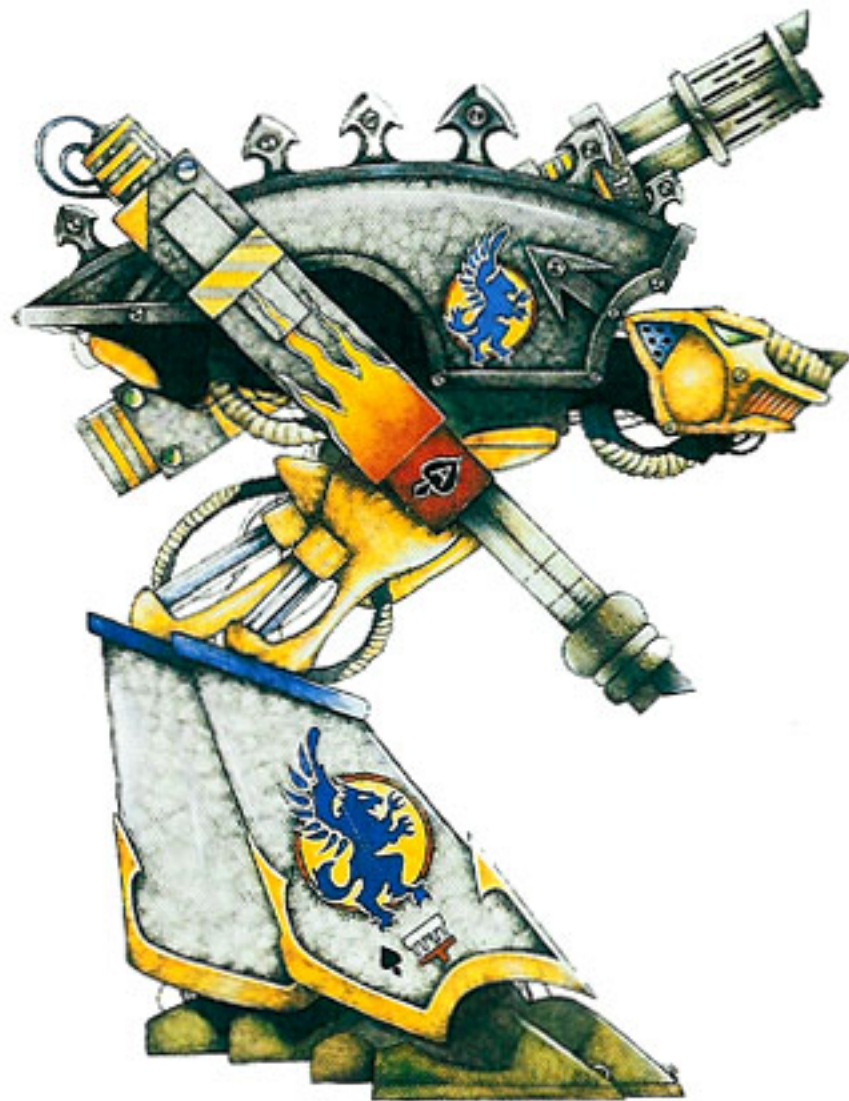
Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

**PERMITTED WEAPONS:** Inferno Gun, Plasma Blastgun, Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

## HIT LOCATION TEMPLATES

### FRONT

WEAPON 2+	HEAD 2+	WEAPON 2+
	LEGS 3+	
LEG 2+		LEG 2+

### SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
	LEG 3+	
	LEG 2+	

### REAR

WEAPON 2+	PLASMA REACTOR 4+	WEAPON 2+
	LEGS 3+	
LEG 2+		LEG 2+

# REAYER TITAN

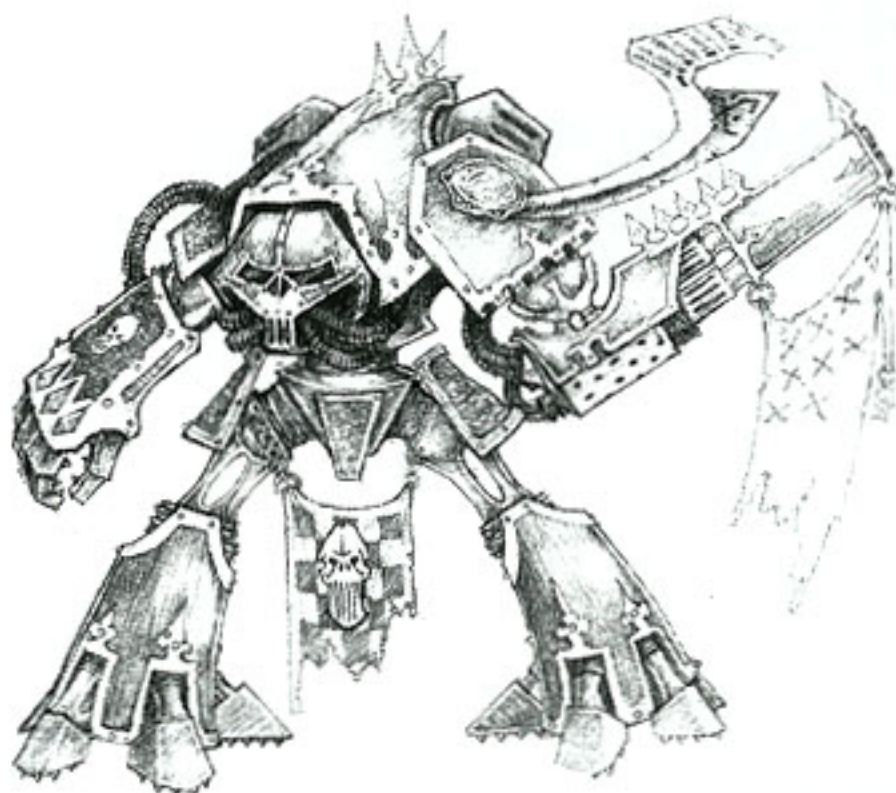
MOVE	CLOSE ASSAULT FACTOR
20cm	+12

The Reaver Titan has four void shields and capacity to mount three weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Record shield loss using markers on the Reaver Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

**PERMITTED WEAPONS:** Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

## HIT LOCATION TEMPLATES

### FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

### SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
PLASMA REACTOR	WEAPON	HEAD
3+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	3+	
	LEG	
	2+	

### REAR

	WEAPON	
	2+	
WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

# REAVER AND WARHOUND TITAN DAMAGE TABLE

## HIT LOCATION

### HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

### CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

## WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

- 1-3 Reactor
- 4-6 Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

## REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

## HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.



## LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps  
If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

# WARLORD TITAN

<b>Move</b>	<b>Close Assault Factor</b>
15cm	+14
<b>Notes</b>	
The Warlord Titan has 6 Void Shields and capacity to mount 4 Weapons.	
Note down the details for the weapons mounted on your Titan model in the spaces given below. Record shield loss using the Titan's shield wheel.	



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

## HIT LOCATION TEMPLATES

### FRONT

WEAPON		WEAPON
2+		2+
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	PLASMA REACTOR	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
1+		1+

### SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
CARAPACE	WEAPON	HEAD
1+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	2+	
	LEG	
	2+	

### REAR

WEAPON		WEAPON
2+		2+
CARAPACE	CARAPACE	CARAPACE
1+	1+	1+
WEAPON	REACTOR	WEAPON
2+	3+	2+
LEG		LEG
2+		2+
LEG		LEG
3+		3+

# IMPERIAL TITAN DAMAGE TABLES

## CARAPACE DAMAGE TABLE - Roll D6

- 1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.
- 3-4 The Titan's void shield generators shut down and may not be used any further in the game.
- 5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
- 6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

## REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

## HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

## WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:
  - 1-2 Carapace
  - 3-4 Reactor
  - 5-6 HeadThen roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

## LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

## HIT LOCATION

### HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of aim dice and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

### CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.



# IMPERIAL TITAN DATA CARDS

To make your data cards, cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards in your games of Space Marine.

## SPECIAL CARD

### REAVER TITAN



**POINTS VALUE 500**

## REAVER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights like a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.



### VICTORY POINTS 5

Victory points are awarded when the Titan is destroyed.

## SPECIAL CARD

### 2 WARHOUND SCOUT TITANS



**POINTS VALUE 500  
FOR 2 WARHOUNDS**

## WARHOUND TITANS

Warhound Scout Titans are the eyes and the ears of the Titan legions. Fast and agile, they perform dangerous reconnaissance missions and raids behind enemy lines. Each Titan fights as a single unit which cannot be broken and so does not need to take morale checks. Victory points are awarded to the opposing player as soon as one of the Titans is destroyed.

### VICTORY POINTS 5

Victory points are awarded once one Warhound has been destroyed.

# IMPERIAL TITAN DATA CARDS

To make your data cards, cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards in your games of Space Marine.

## SPECIAL CARD

### WARLORD TITAN

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**POINTS VALUE 900**

### WARLORD TITAN

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The Warlord Titan is among the most formidable fighting machines of the Titan Legions. It fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.



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**VICTORY POINTS 9**

Victory points are awarded once the Titan is destroyed.

# BATTLE TITAN WEAPONS

## BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads that vaporise the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.



The barrage missile launcher may only be used once per game. Place the barrage template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of extra templates. These must be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

A barrage missile launcher may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	8 BPs	-	-2	D6 extra barrage templates. One shot weapon.

## BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (ie, best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

## CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets that it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will not scatter, and always land on target, just as if they had been fired directly.

## CARAPACE MULTI-LASERS

Warlord Battle Titans fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers always fire in the first fire phase and have a range of 15cm with 2 attack dice each. A 5+ is required to hit. Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	2	5+	0	Always shoots in first fire

## CHAIN FIST

The chain fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry a chain fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building they attack is destroyed unless it makes its saving throw.

## CORVUS ASSAULT POD

The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly amidst the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

## DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centreline cannon mount. The Deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.

Carrying a Deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The Deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie, the weapon must be pointing straight at the target it is attacking).

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	10 BPs	-	-2	Barrage weapon

## FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

## HARPOON MISSILE

Like the Vortex missile, the Harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A Harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single void shield or power field to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.



A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function; on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the enemy player can even make the Titan attack its own side. Harpoons will not affect Gargants because they are controlled by mechanical systems.

A Harpoon missile may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	-	Auto	-2	Takes over target Titan if save is failed. One shot weapon.

## INFERNO GUN

The Inferno gun fires a devastating jet of super-heated fuel.

To use the Inferno gun you will need the teardrop-shaped flame template. Position the template so that the 'sharp' end touches the firing Titan and the other covers the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flames lap round any cover.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Special	Special	4+	0	Uses Flame template

## GATLING BLASTER

The Gatling blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armoured troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	4	5+	-1	

## LASER BLASTER

The Laser blaster fires a hail of shots much like the Gatling blaster except that it shoots blasts of laser energy instead of shells. It is a highly effective weapon against massed ranks of lightly armoured targets.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6	5+	0	

## LASER BURNER

The Burner is a searing laser beam whose energy is focused a few metres in front of the weapon. This intense energy causes bare metal to vaporise and electrically powered systems to burn out. The Laser burner is commonly used to attack other Titans. A Titan armed with a laser burner which hits another Titan in close combat can decide to strike with its Burner instead of rolling for damage as normal. The player rolls a D6 to determine the number of hits caused by the Burner. Work out each hit by choosing a target location and rolling damage as normal. A Burner can only hit a location once during the attack, so damage will be spread throughout the enemy Titan, and even if the target survives it is likely to be badly damaged.

## MELTA-CANNON

The Melta-cannon fires a blast of heat which melts away the target, turning metal, flesh and concrete into molten slag. It has only a short range as the heat is easily dissipated, but it is still extremely effective.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	4	3+	-3	

## TITAN HEAD VARIANTS

The head of a Titan is its control bridge, and contains its mind impulse units. A wide range of variant heads is used by different Titan Legions, some mounting weapons or fitted with experimental devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

**Close Combat Head.** Many of the most common Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by 1 point.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
				Close combat weapon. Adds +3 to Titan's CAF.

**Weapon Head.** Some Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by 1 point but gains an extra attack.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	5+	-1	

## PLASMA BLASTGUN

The Plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power them.

The Plasma blastgun works by siphoning off small amounts of plasma and storing them in special chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish 1 dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish 2 dice worth of energy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	3+	-4	Must recharge after use



## PLASMA CANNON

The Plasma cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, as its own structure is instantly turned to plasma. A Plasma cannon requires tremendous energy to use and saps power from the Titan's other systems. If a Titan fires its Plasma cannon it cannot fire any of its other weapons that turn, nor use any of its special close combat weapons if it has any. This does not stop the Titan fighting in close combat by treading on things and barging them as normal.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	4+	-3	May not fire other weapons

## PLASMA DESTRUCTOR

This is a bigger version of the Plasma cannon and puts even more of a drain on the Titan's power system. It is astonishingly effective but the pay-off is also considerable. If you decide to shoot with a Plasma destructor you may not shoot with any other weapon that turn (like the Plasma cannon) and you may not move at all in your following turn. The energy drain is so great that the Titan is unable to activate its normal drive motors and becomes temporarily immobilised.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	4	3+	-6	May not fire other weapon or move next turn

## POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which allows the Titan to tear chunks from other Titans or buildings. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its power fist instead of rolling for damage as normal. To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a power fist the building is destroyed unless it can roll its saving throw with a -4 modifier.

## POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier or be destroyed.

## POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry this weapon roll an extra D6 to resolve combat, and add +2 to damage rolls against enemy Titans. Any building hit is destroyed unless it makes its saving throw.

## QUAKE CANNON

The Quake cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake cannon can burst apart even the most heavily armoured opponent. Quake cannons can be fired at buildings. Even though it is not being attacked by a barrage, the building must make a saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-3	Affects buildings

## TITAN MULTIPLE ROCKET LAUNCHER

The launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 BPs		0	Fires barrage

## TRIDENT

The Trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity void and power shields do not stop it.

If the Trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The Trident has no effect on infantry at all, though it can be used to attack vehicles.

As the Trident closes on its target and the Titan that fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the Trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the Trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the Trident loses its grip and does no damage. If the Titan using the Trident loses the tug of war his opponent breaks the chain attaching the power winch to the Trident, rendering the weapon useless for the rest of the battle. Unless the Trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	3+	-	See special rules

## TURBO-LASER DESTRUCTOR

The Turbo-laser destructor is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	3+	-2	

## VOLCANO CANNON

This large laser cannon fires a bolt of explosive laser energy which tears through steel and destroys the best armoured enemy. When determining damage against Titans add +3 to the damage roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-4	+3 to damage rolls against Titans

## VORTEX MISSILE

The Vortex missile is a one-shot weapon carried by Battle Titans. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of this weapon is that it is unpredictable and also very difficult to produce – consequently the Vortex missile is rare and extremely precious.

A Vortex missile may only be fired if the Titan has first fire orders. Place a Vortex template on the table where you want the missile to land. Missiles have an unlimited range, so you may place the template anywhere that the Titan can see.

Roll to determine if the vortex scatters as you would for an indirect barrage (see the special Barrage rule). Any building or model under the vortex is destroyed except for Titans (see below). No armour saving throw is allowed.

Titans are so large that the vortex may not cover them entirely. A Titan hit by a vortex suffers D6 hits with no armour saving throws – any location hit will automatically take damage. Once casualties have been removed, leave the vortex in place, to indicate that the area has turned into a whirling ball of dark energy that is impossible to enter or to see or shoot through.

During the end phase of the turn, roll a D6 for each vortex:

D6	Result
1-2	The vortex dissipates harmlessly. Remove it from the table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6cm in a random direction. Use the scatter dice to determine which way it moves. Anything in its path is hit as described above.

The Vortex missile is a one shot weapon and can only be used once per game.

## VULCAN MEGA-BOLTER

The Vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of only 25cm but a massive 8 attacks, hitting on a 4+.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	8	4+	0	

## WARP MISSILE

The Warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the Vortex missile, the Warp missile is a one shot weapon and can only be used once per game. A Warp missile can only be fitted to a Titan's carapace weapons mount. A Warp missile will hit a Titan or building automatically but smaller targets such as troop stands or vehicles will only be hit on a roll of 3+ on a D6. A vehicle, building or infantry model hit by a Warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a Warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	-	Auto/3+	-	To hit Titans/vehicles. Ignore shields. Roll twice on hit location template. One-shot weapon.

## WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been

established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base-to-base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

## BATTLE TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Barrage Missile Launcher	Unlimited	8 BP's	-	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw		Close combat weapon. Roll off against opponent - causes maximum damage			
Carapace Landing Pad		Used as platform for Recon Land Speeder			
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chain Fist		Close combat weapon. +D6 in close combat, +2 to damage			
Combat Head		Close combat weapon. Adds +3 to Titan's CAF.			
Corvus Assault Pod		Carries 4 Terminator stands. +D6 CAF in attack turn.			
Deathstrike Cannon	200cm	10 BP's	-	-2	Barrage weapon
Fire Control Centre		Adds +1 to all to hit rolls. Has save of 3+			
Gatling Blaster	75cm	4	5+	-1	
Harpoon Missile	Unlimited	-	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Laser Blaster	50 cm	6	5+	0	
Laser Burner		Close combat weapon. Hits D6 times.			
Melta-Cannon	25cm	4	3+	-3	
Multiple Rocket Lncer	100cm	8 Barrage points		0	Fires barrage.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons.
Plasma Destructor	100cm	4	3+	-6	May not fire other weapons or move next turn.
Power Fist		Close combat weapon. Roll off against opponent - cause maximum damage.			
Power Ram		Close combat weapon. Opponent knocked over if you win by 6+ points.			
Power Saw		Close combat weapon. Adds D6 to close combat score. +2 to damage.			
Quake Cannon	100cm	1	3+	-3	May attack buildings.
Trident	25cm	1	3+	-	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Volcano Cannon	100cm	1	3+	-4	+3 damage roll against Titans.
Vortex Missile		One shot weapon			
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	-	Auto/3+	-	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker		Close combat weapon. Get free strike before combat is resolved			

# CHAOS TITAN WEAPONS

## BLOODLETTER BATTLEHEAD

The Bloodletter battlehead is a hellish variant of the standard weapon head which has been horribly mutated so that it resembles the features of the daemonic servant of Khorne known as a Bloodletter. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire. The Banelord Titan is invariably fitted with a Bloodletter battlehead.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-1	



## CHAOS ENERGY WHIP

This is a close combat weapon used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 void shields if hit. If the Titan has fewer shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

## CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A Titan fitted with a tail may add +2 to its close assault factor.

The Khornate Banelord Titan has a tail armed with a large battlecannon on the end. In battle the tail can either be used to strike its enemies, or to fire at opponents that are too far away to be attacked in close combat. In the combat phase the tail may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn. If used in close combat the tail adds +2 to the Banelord's close assault factor.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1	5+	-2	Add +2 to close assault factor

## DEATH STORM

The Death storm fires salvos of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	5+	-1	

## DOOMBURNER

The doomburner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doomburners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doomburner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doomburner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

## DOOMFIST

The Doomfist is a deadly hand-to-hand combat weapon which combines the close combat abilities of a chainfist and a power fist. In addition, it is armed with a pair of melta cannon which provide a powerful ranged attack. In the combat phase the Doomfist may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If the Doomfist is used in close combat then the Chaos Titan rolls an extra D6 to resolve the combat. If the Chaos Titan wins a combat against another Titan, then the Chaos player may choose to make a special grab attack with the Doomfist instead of rolling for damage as normal.



To represent the grab attack the attacker nominates the location on the victim he is going to grab and both sides roll a D6. The Chaos Titan adds +1 to its score, and if its score is highest it has ripped the nominated location apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's score is highest he manages to slip out of his attacker's grasp and no damage is caused. If the scores are equal, the defender has slipped away but sustains normal damage to the nominated location. If the Chaos Titan hits a building with the Doomfist the building is destroyed unless it can make its saving throw with a -4 modifier.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-3	Add D6 to close combat score



**HELLBLADE**

The hellblade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Chaos Titan armed with a hellblade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hellblade must make a saving throw with a -2 modifier or be destroyed.

**HAVOC MISSILE RACK**

The Havoc missile rack is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. The Havoc missile is unusual because it occupies both carapace mounts on a Warlord Battle Titan. Havoc missiles are commonly fitted to the dreaded Banelord Battle Titan.

The missiles are fired individually so it's up to the Chaos player to decide whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired, record the fact with a counter or a D6 placed close to the Titan. Once all six missiles have been fired the racks are empty, and no more missile attacks can be made.



Each missile creates a barrage with 8 barrage points and a -1 saving throw modifier. If the Chaos player wants to fire more than one missile on the same turn, then all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	8 BPs		-1	

**HELLSTRIKE CANNON**

The Hellstrike cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture appropriately known as hellfire. The shells are set to explode in mid-air just above the target, so that they splatter as wide an area as possible with the deadly hellfire mixture. As the hellfire saturates the area it ignores cover, making it particularly potent against infantry in woods or buildings.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6 BPs		-1	Ignore to hit modifiers for cover

**CHAOS TITAN WEAPONS SUMMARY**

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Chaos Energy Whip					
Khorne Chaos Titan Tail	50cm	1	5+	-2	Add +2 to close assault factor.
Bloodletter Battlehead	25cm	2	4+	-1	
Hellstrike Cannon	50cm	6 Barrage points		-1	Ignore to hit modifiers for cover.
Havoc Missile Rack	75cm	8 Barrage points		-1	Limited to 6 shots.
Doomfist	25cm	2	4+	-3	Add D6 to close combat score.
Hellblade					+3 CAF
Death Storm	75cm	6	5+	-1	
Doom Burner	75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

## STEEL AND STONE

*Well, well! We certainly have been busy little bunnies haven't we? Last issue we asked you to contribute your ideas to the Journal and we've been all but swept away on a veritable tidal wave of letters and floppy disks! This isn't to say that we don't want any more articles, stories, photos, etc. because we do! One of the main topics seem to be that Epic Squat players feel hard done by on the 'variety of troops' front. Well, we can't have this can we? So, to redress this balance we have scoured the pile of submissions and picked the best examples for you to peruse at your leisure. As ever the stuff we publish in the Journal is wholly optional and is NOT 'official' in any way shape or form - get your opponents permission first!*

*Paul O'Donoghue, Michael J. Lawhorn and Johnathan Rees are responsible for these articles which should allow any self respecting Squat General to pull a few surprises on the field of battle.*

### The Steel Hawk & War Hawk Gyrocopters

One of the most successful Squat war machines is the Iron Eagle Gyrocopter. Unlike most Squat machines, the Iron Eagle is a fast and manoeuvrable machine and thus is used to scout ahead of the main Squat convoys and provide vital information on enemy troop movements. On the battlefield its speed is put to good use, where it performs lightning raids on enemy artillery and HQ units. There were some areas however where, it had difficulty, such as when dealing with large formations of infantry or powerful well-armoured tanks. To deal with these shortcomings the Squat Engineers mounted new weapon fits, namely the short range rocket pods and multi meltas of the Steel Hawk and the laser-guided armour-piercing missiles of the War Hawk.

These new weapon configurations allow these new Gyrocopter variants to perform more specialised roles, while the Iron Eagles perform multi-purpose roles.

#### Special Rules

As with normal Gyrocopters, the Steel and War Hawks retain the gravitic thrusters and high power turbo-fans, allowing them to fire their

weapons in any direction, not just the normal 180 degree arc.

The laser guided missiles on the War Hawk means they can provide excellent supporting fire. When the missiles are launched, they ride a laser beam to the target. When a unit of War Hawks fire only one of the Gyrocopters needs to see the target. This is represented on the tabletop by these rules:



When a unit of War Hawks are on first fire orders, only one of the Gyrocopters needs expose itself to the enemy when firing. All the missiles launched by the unit follow the same laser beam to the target. Roll to hit as if the whole unit could see the target. This applies to pop up attackers as well.

**Note:** only targets visible to the 'copter making the attack may be fired at. The barrages fired from a Steel Hawk unit may not be combined.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Steel Hawk Gyrocopter	40cm	4+	3+	Multi Melta	25cm	2	4+	-2	Skimmer. May not Fire indirectly
				Battlehammer Rockets	25cm	4 barrage points		0	
War Hawk Gyrocopter	40cm	4+	3+	Bolters	15cm	1	6+	0	Skimmer. See rules
				Doom Anvil missiles	50cm	1	3+	-2	

## Specialist Land Train Battlecars

One of the most vital Squat machines is the Land Train. For thousands of years these massive machines have transported Squats and their equipment across the dangerous surfaces of Homeworlds, where their thick armour protects them from the raging elements. In times of war these machines are armed with deadly weapons, such as siege mortars and fearsome fire throwers. These are typical armament but more specialised weapons and equipment are sometimes mounted on the Battlecars. Two of these variants are the Fire Shield Battlecar and the Skyhammer Battlecar.

### Fire Shield Battlecars

The Fire Shield Battlecar holds little weaponry, mounting one autocannon and an array of bolters, but it's main use is that is filled with additional void shield generators, giving the Land train further protection. These generators add 3 void shields to the train, instead one like other Battlecars. Also, the car allows downed shields to be repaired on a roll of 4+.

### Skyhammer Battlecars

The Skyhammer Battlecar provides protection for the Land train and nearby Squat forces against enemy flyers. To do this it mounts a technologically advanced missile system, which is able to lock-on to a fast moving target with relative ease. To represent this the missiles are allowed to snap-fire if the train is on first fire or advance orders. If any of the missiles miss the dice may be

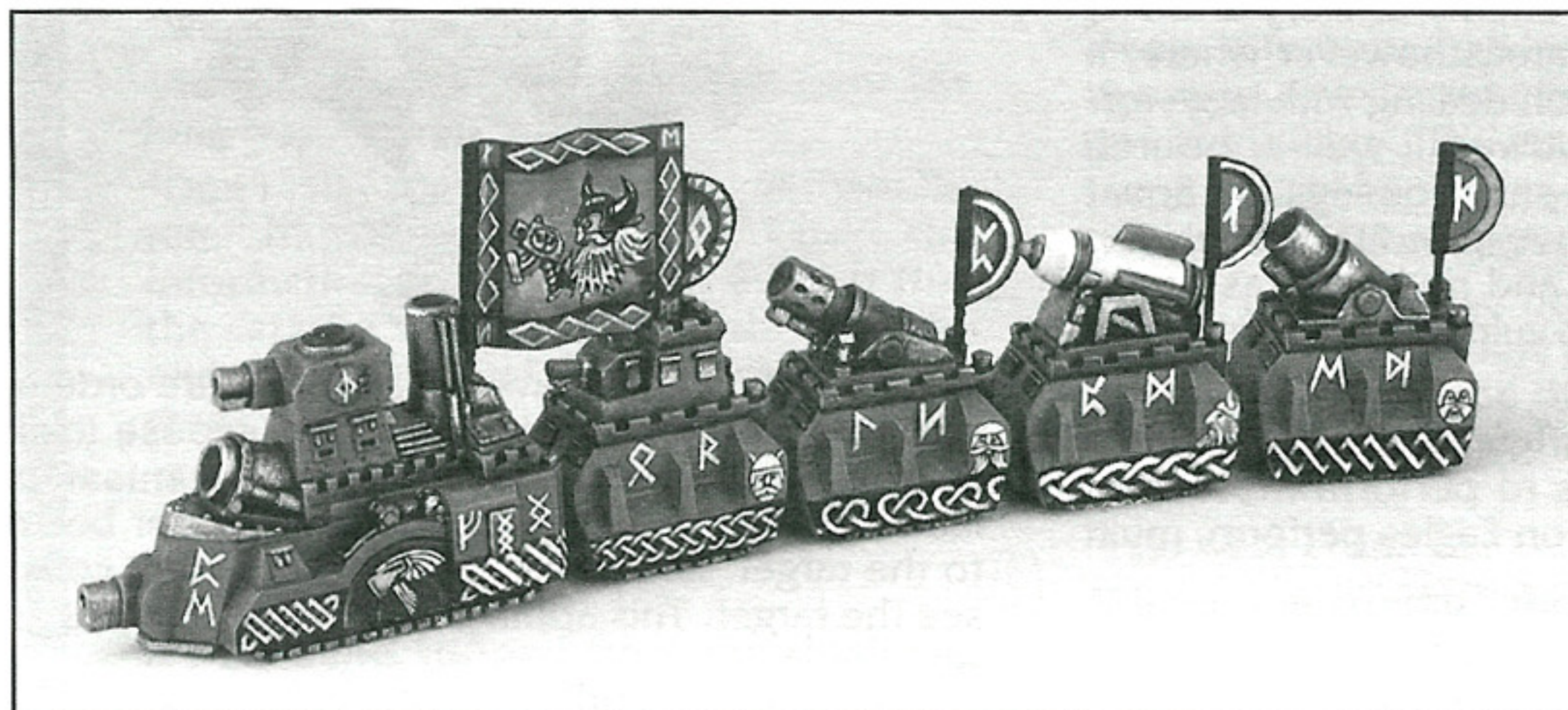
re-rolled once. Note that the dice may only be re-rolled if the train has first fire orders. This re-roll represents the advanced guidance system in the missiles. This advanced guidance system also allows the missile to ignore to hit modifiers for fast moving targets, such as the Eldar Nightwing.



### Iron Eagle Battlecars

Iron Eagle battlecars come with an Iron Eagle Gyrocopter which can be used to spot for the Land Train as the Gyrocopter with the Colossus does. The gyrocopter counts as a Command unit for the purposes of orders, movement, etc. in all other respects it is identical to a normal Iron Eagle Gyrocopter. The Gyrocopter maintains a constant data-link with the Land Train's fire control centres so when the Land Train fires a barrage weapon it can make the attack using the Gyrocopter's line of sight if it wishes. This enables the Land Train to fire accurately at targets which it can't see but are visible to the Gyrocopter. Barrages fired indirectly in this way never scatter and automatically land on target just as if they had been fired directly.

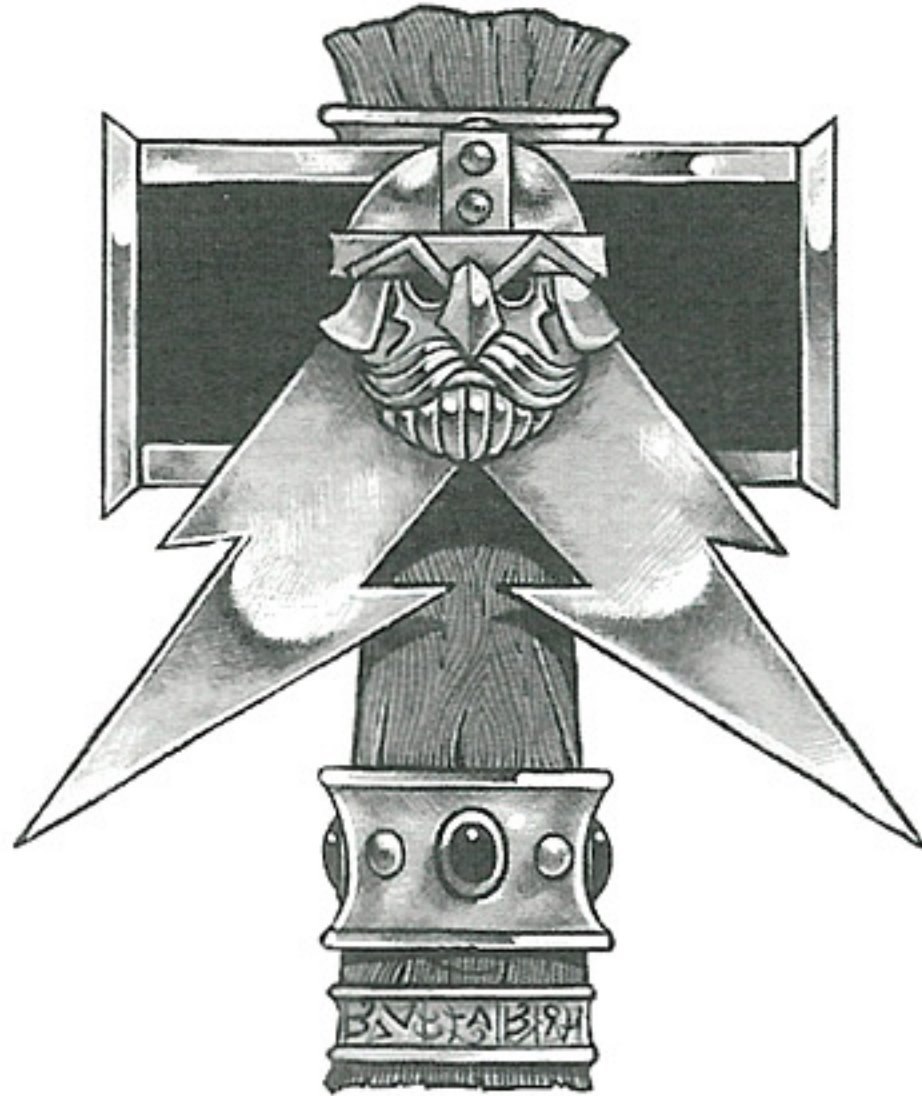
**Note:** You can choose one specialist Land train battlecar card for each normal battlecar card. Land Trains may still pull seven battlecars, but in order for them to have more than one of each type, they must have at least four different types of battlecars.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Shield Battlecar	5cm	2+ All round	+3	Autocannons Bolters	50cm 15cm	2 2	5+ 6+	-1 0	+3 to void shields (see rules)
Skyhammer Battlecar	5cm	2+ All round	+3	Bolters Ack-Ack missiles	15cm 75cm	3 2	6+ 4+	0 -2	+1 to void shields (See rules)
Iron Eagle Battlecar	5cm	2+ All round	+3	Bolters	15cm	2	6+	0	+1 to void shields Carries Gyrocopter

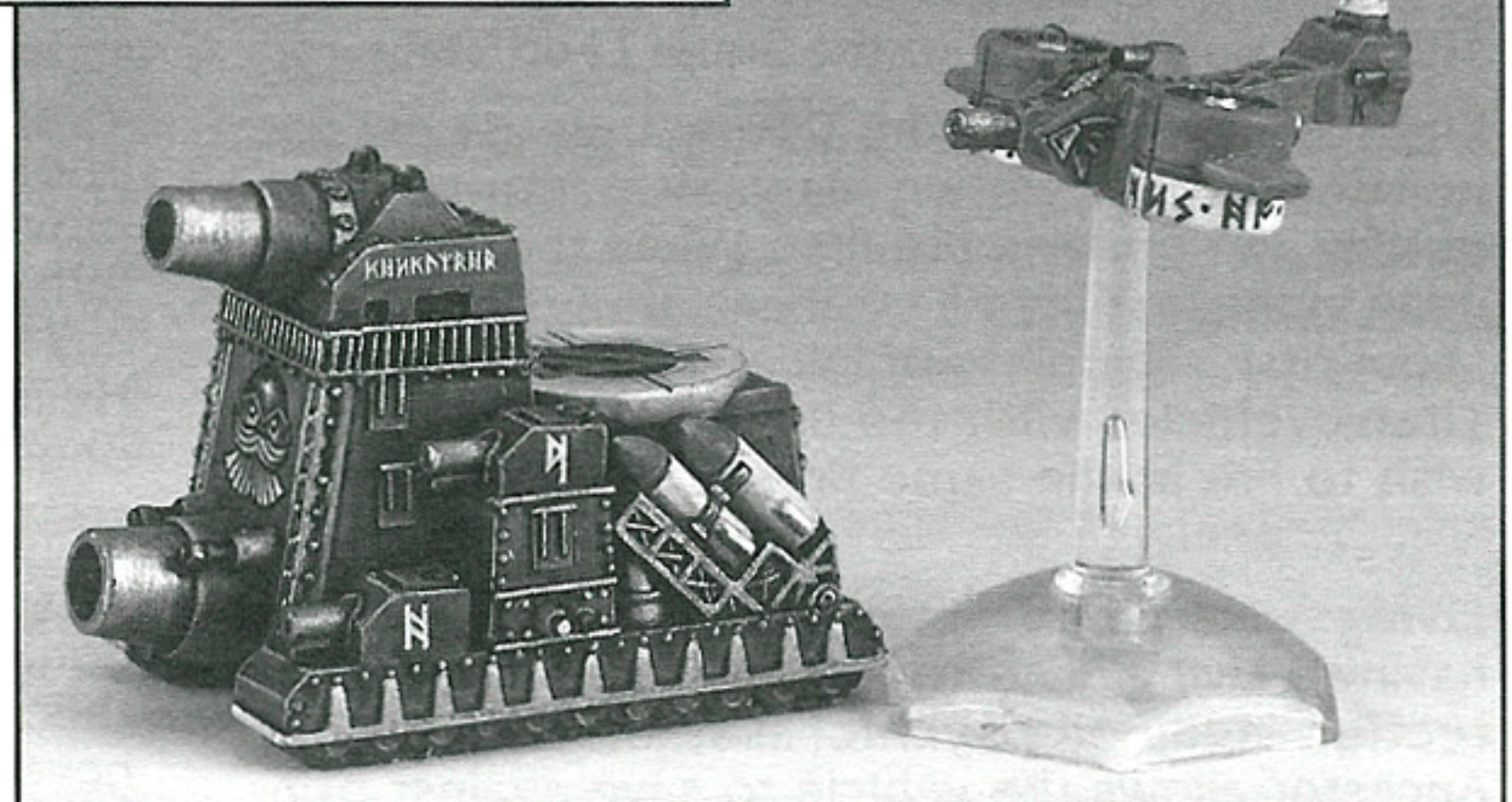
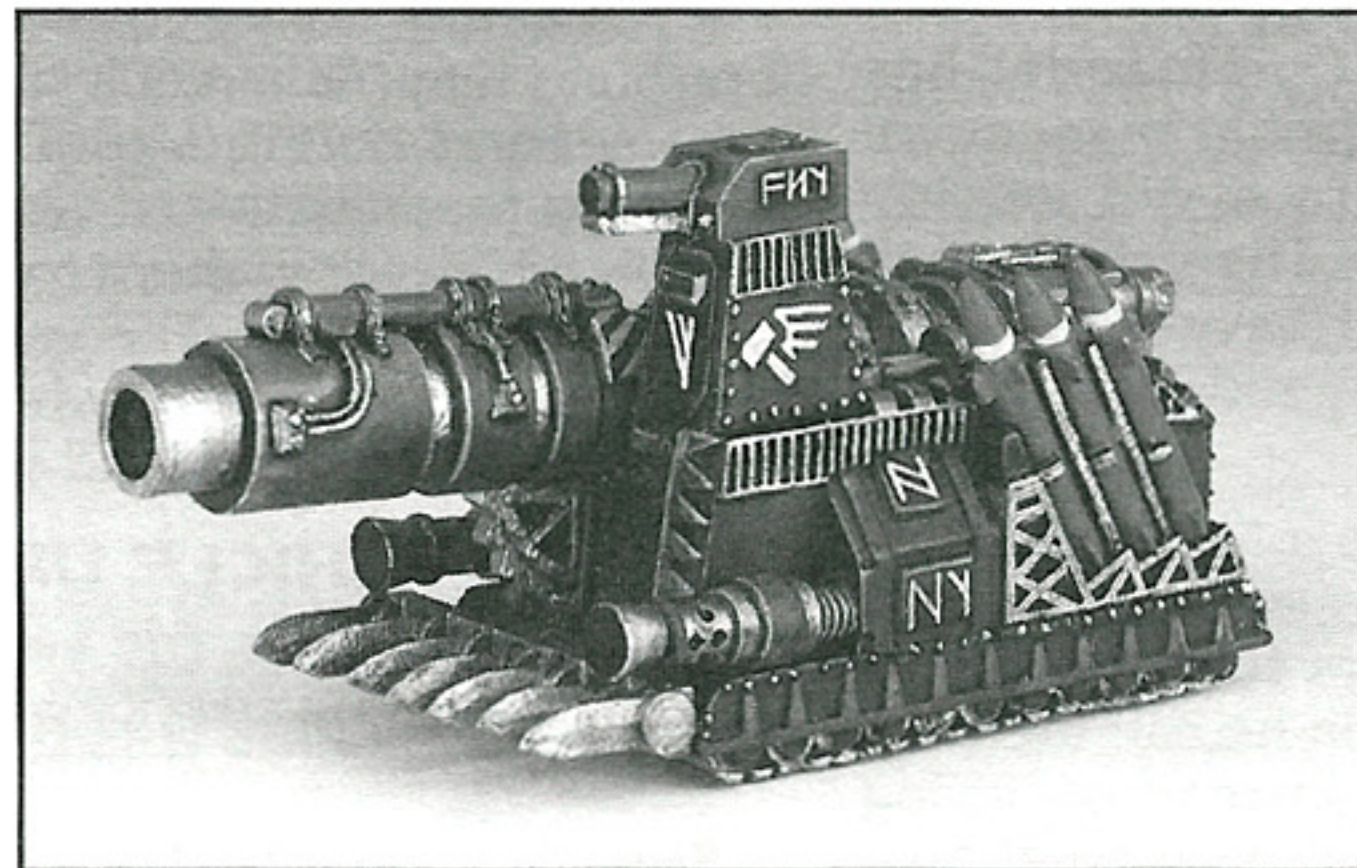
## SQUAT CREW EXPERIENCE

As the battlefield of the future rings with the clash of giant war machines and shakes with the thunderous tread of steel beasts toting tremendous firepower, battle hardened veterans become one of a race's most valuable assets. The experience that a well-trained crew brings to battle as well as the tricks of survival that they have learnt in the harshest of classrooms can turn the tide when all seems lost.



Crews that survive multiple battles will quickly begin to prove the truth behind the idea of the survival of the fittest. They will become even more deadly accurate with their weapons. They will be able to spot the best firing positions and bring their guns to bear before the enemy realises what has happened. On those few occasions that their machines do suffer damage, it will be contained quickly; hits that would normally destroy a machine such as theirs will produce only minor damage.

When crews have proven themselves in battle the various Tech Priests (Guild Engineers) and other keepers of these great weapons of war will begin to reward them with carefully husbanded resources from their dwindling stockpile of precious material. An escape pod, heavier armour, or experimental weaponry may be bestowed on a favoured crew for them to take into action, further insuring their survival as well as the untimely demise of their enemies.



## SUPER HEAVY VEHICLES

The following models count as Super Heavy Vehicles:

- Land Train
- Colossus
- Leviathan
- Cyclops

## SQUAT VEHICLE CREW SKILLS

**Damage Control:** The vehicle's crew are highly skilled at making repairs in combat and are well trained in damage control. The vehicle adds +1 to all repair rolls to raise downed void shields.

**Lucky:** The vehicle crew is just plain lucky! The vehicle may re-roll any dice roll once per battle. Unlike other skills, lucky may be chosen as a battle honour more than once.

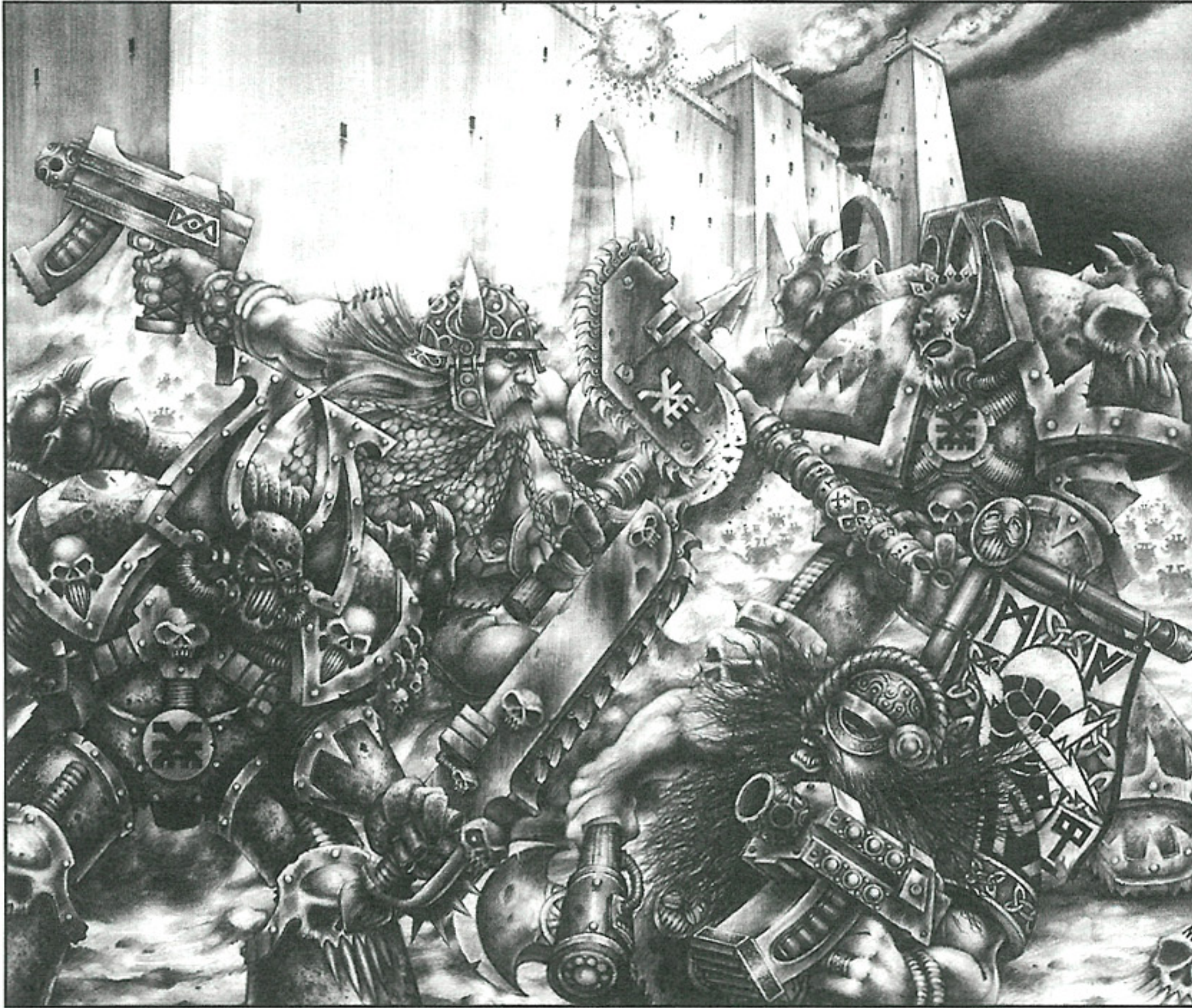
**Accurate:** One of the gunnery crews aboard is exceptionally accurate. The vehicle adds +1 to the hit rolls for one weapon system. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

**Emergency Response Crews:** The vehicle's crew are highly trained in damage control and respond well in emergency situations. The vehicle can ignore the first "destroyed" result against it during a battle. Any second and subsequent damage rolls effect the vehicle normally.

**Short Ranged Fire:** The weapon crews aboard the vehicle know exactly how to direct their fire for the maximum effect. The vehicle may re-roll any ones in close combat to represent the crew directing its fire at the most vulnerable areas of its

opponents or sweeping areas clear of enemy infantry. This only applies to the dice that the vehicle rolls in close combat, not to any first fire rolls that the vehicle takes against opponents that have charged into contact with it.

**Very Fast:** The Engineer's Guild members on the vehicle have tuned the engine to



optimum performance. The vehicle's Move value is increased by +5 cm.

## SQUAT VEHICLE COMMANDER SKILLS

**Close-in Manoeuvring:** The Commander has "written the book" on close combat manoeuvre techniques and knows how to avoid getting bogged down in close combat. The vehicle may not be pinned by other Super Heavy vehicles or Battle Titans but will still be pinned by Emperor class Titans or Mega Gargants.

**Leadership:** The Commander is a highly respected Squat warrior and can use his influence to requisition exactly what he wants for any battle. When he commands a Land train he can take any combination of cars he wishes instead of having to adhere to the usual combination restrictions. This skill only applies to the Squat Land Train.

**Lightning Reflexes:** The Commander is exceptionally good at getting his vehicle into position quickly and opening fire first. When the vehicle is firing in the first fire phase it can always choose to shoot first, regardless of initiative. If two or more Titans/vehicles with the lightning reflexes skill wish to fire at the same time roll a D6 for each, and the one with the highest roll fires first.

**Living Ancestor:** The Commander is blessed by having a Living Ancestor on board to provide protection against psychic assault. The Living Ancestor allows the vehicle to save against psy-

chic attacks on a roll of 3 or more on a D6.

**Ram:** The Commander's manoeuvring instincts are so good that the vehicle is exceptionally agile, and can attempt to ram enemy vehicles and infantry as it moves. Any infantry or Vehicles (not Super Heavy) the vehicle model contacts whilst moving can be attacked. Fight a round of close combat immediately, though the vehicle only uses half its ordinary close assault factor. Apply any damage results immediately. Each opponent may only be attacked once, and

each combat is separate so don't roll extra dice for secondary attackers.

**Tactical Genius:** The vehicle's Commander has an uncanny ability to read the tactical situation around him. As a result his vehicle can move first or second during a turn regardless of who has gained the initiative. If two or more vehicles have skills which allow them to move at the same time roll a D6 for each. The vehicle that rolls the highest has first choice of when to move, the second highest has second, and so on.

## SQUAT VEHICLE UPGRADES

**Heavy Shielding:** The vehicle's shields can only be damaged by attacks with a save modifier of -2 or better.

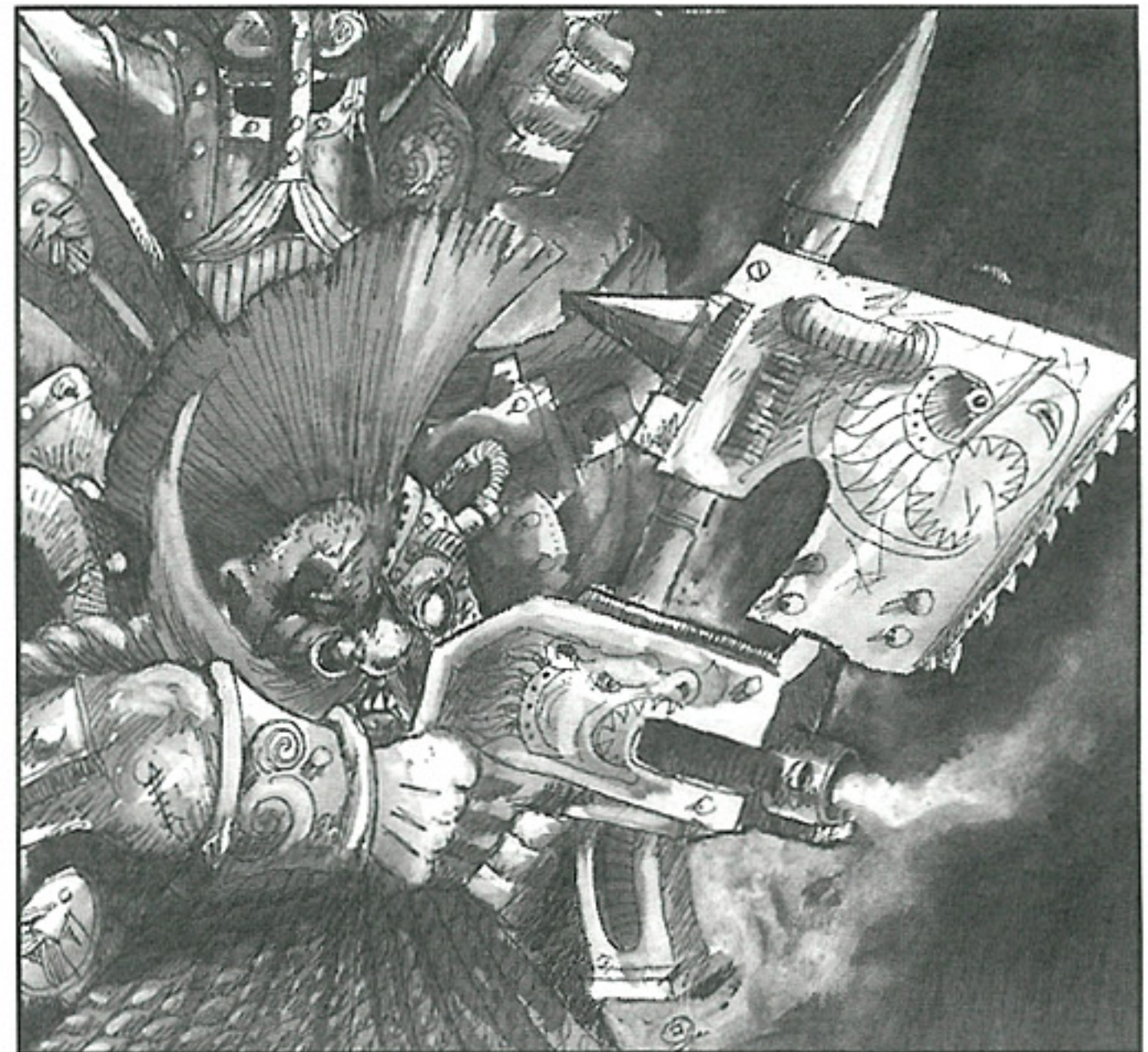
**Robotic Controls:** The Engineer's Guild have fitted the vehicle's weapon system with Robotic Controls which allow them to track fast moving enemy targets and engage them during the movement phase. This makes one weapon system a snap fire weapon but may not be applied to any weapon that uses a template or to the Squat Hellfury cannon. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

**Increased shielding:** the vehicle gains two additional shields. If chosen for the Squat Land train this only applies to the engine itself, and may never be chosen for Land train cars.

**Ejector pod:** The vehicle is fitted with a sophisticated ejector system which turns the entire bridge into an escape vehicle. If a vehicle with an ejector system is destroyed the Commander and crew will survive on a D6 roll of 3 or more. Any Commander or crew skills the vehicle had are kept but upgrades are lost when they transfer to another vehicle. Crews must be transferred to the same type of vehicle they manned previously.

**Thermal Targeters:** The vehicle has had one of its weapon systems outfitted with a prototype thermal sight. This allows the crew of that weapon to see their targets as nothing more than a heat signature and spares them the true horror of what they face. Any Squat vehicle outfitted with Thermal Targeters is allowed to fire one weapon system at Daemons who engage it in close combat if it is capable of firing in the first fire phase. This applies to all Daemons including Grater Daemons, even if they are invisible but only if they engage the vehicle in close combat.

**Turbo Weapons:** The vehicle is armed with experimental supercharged weaponry. One weapon system gains an additional -1 saving throw modifier and +1 on damage rolls. If the weapon system is destroyed this battle honour will be permanently lost.



tactical foresight and personal prowess in battle were noticed early in his career. Even amongst the combative Squats his unquenchable thirst for battle set him apart from his kin. After serving in his father's Hearthguard he devoted his life to the study of war and before his rise to Grand Warlord had been given battlefield commands of most troop and vehicle formations ever taken to battle by the Squats - from Land Trains to Bike Squadrons The great ballads written of him are a catalogue of Squat battle honours. To date there has not been campaign under his command that has ended in disaster.

The number of Grand Warlords is always very small and of these venerable battle masters Grimtrek is surely the greatest. Squats are a very proud race and although most would never sing the praises of a Warlord from another Homeworld. All in their own minds at least, recognise and respect him as the mighty warrior he is.

In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in 3 Rhinos. This Hearthguard is assumed to be comprised of the elite of all the Warlord's Hearthguard. They gladly send their best troops to serve with Grimtrek, so that they may share the glory he is bound to bring...

**Special Rules:** Any Squat within 10cm can chose orders after all the other orders on the table have been revealed. Any Squats within 20cm automatically pass any moral check they must make. Any Squats within 15cm of Grimtrek gain +1 to their CAF.

## DOOMANVIL SQUADRON

To counter the threat of opposing Titan battle-groups and Gargant big mobz, Squat engineers have fitted suitable comm-links between the Colossus command vehicle and the two Cyclops which complete the Doomanvil squadron. The Colossus' Iron Eagle Gyrocopter may act as a reconnaissance for the Cyclops. These squadrons have proved highly effective in many campaigns, taking down a great many enemy Titans. This formation is represented by a Special card and is printed for your pleasure on the covers of this issue.

**Special Rules:** Each vehicle must stay within 25cm of each other in order to class as a command unit. Any vehicle that is out of range has to be given orders.

## GRAND WARLORD GRIMTREK

Grimtrek, a Squat of noble birth is of the "old school", perhaps the greatest compliment that can be paid to a Squat. As a youngster he fought with his kinsmen in his father's Hearthguard rising quickly to the command of this elite unit. Both his

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Grand Warlord Grimtrek	10cm	Fixed 3+	+8	Bolter	50cm	2	5+	-2	Command Unit. Special

## SPECIAL CARD

### GRAND WARLORD GRIMTREK

Grimtrek is the greatest Squat Warlord ever to take the battlefield. Both his tactical foresight and personal prowess in battle were noticed early in his career. Even amongst the combative Squats his unquenchable thirst for battle set him apart from his kin. To date there has not been a campaign under his command that has ended in disaster. In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in 3 Rhinos.



POINTS VALUE 350



## SPECIAL CARD

In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in Rhinos. This Hearthguard is assumed to be comprised of the elite of all the Warlord's Hearthguard. They gladly send their best troops to serve with Grimtrek, so that they may share the glory he is bound to bring...

**SPECIAL RULES:** Any Squat within 10cm can choose orders after all the other orders on the table have been revealed. Any Squats within 20cm automatically pass any morale check they must make. Any Squats within 15cm of Grimtrek gain +1 to their CAF.

**BREAK POINT:** The unit is only broken when Grand Warlord Grimtrek is destroyed

**MORALE VALUE:** As a Command Unit the Grand Warlord and his retinue always pass their morale checks



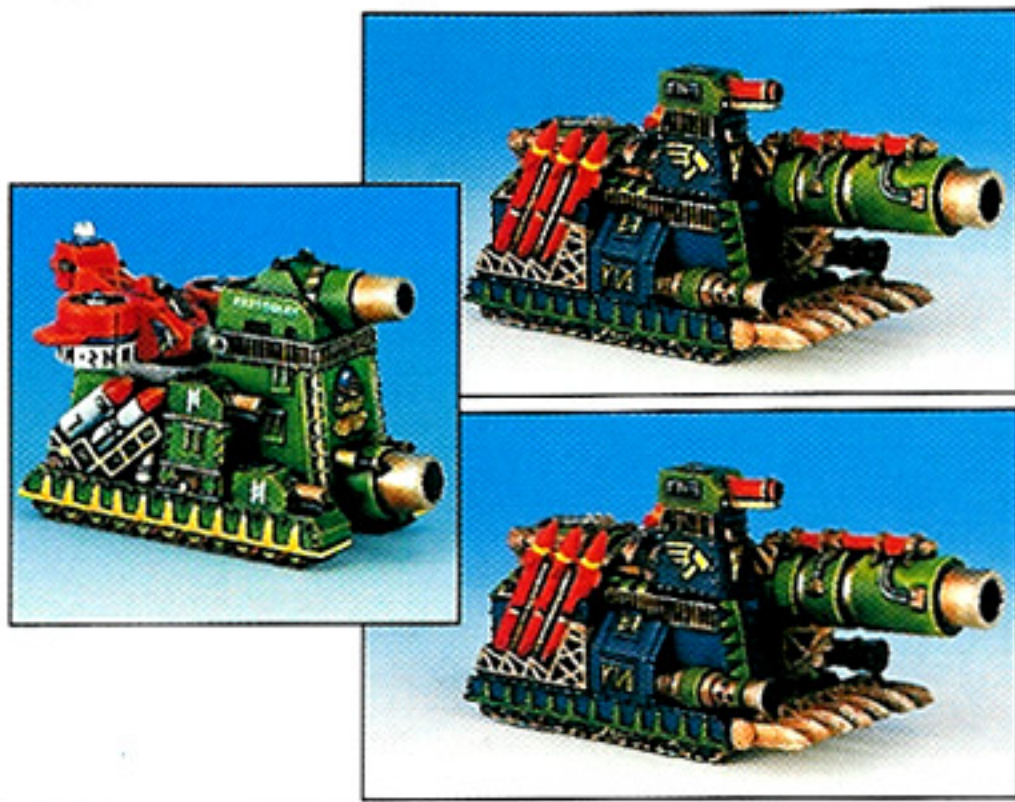
VICTORY POINTS 4

Your opponent gains 4 VPs when Grimtrek is destroyed

## SPECIAL CARD

### DOOMANVIL SQUADRON

To counter the threat of opposing Titan battlegroups and Gargant big mobs, Squat engineers have fitted suitable comm-links between the Colossus command vehicle and the two Cyclops which complete the Doomanvil squadron.



POINTS VALUE 900



## SPECIAL CARD

The Colossus' Iron Eagle Gyrocopter may act as a reconnaissance for the Cyclops. These squadrons have proved highly effective in many campaigns, taking down a great many enemy Titans.

**SPECIAL RULES:** Each vehicle must stay within 25cm of each other in order to class as a command unit. Any vehicle that is out of range has to be given orders.

**BREAK POINT:** The unit is only broken when two of the vehicles are destroyed

**MORALE VALUE:** The vehicles in this squadron must roll 1 or more on a D6 to pass their morale checks



VICTORY POINTS 9

Your opponent gains 9 VPs when the unit is broken

## SPECIALIST SQUAT LAND TRAIN BATTLECARS

3 Specialist Land Train Battlecars



POINTS VALUE 200

## SPECIALIST SQUAT LAND TRAIN BATTLECARS

Specialist Land Train Battlecars can only be chosen to accompany a Land Train Special Card. You can choose one Specialist Land train battlecar card for each normal battlecar card. Land Trains may still pull seven battlecars, but in order for them to have more than one of each type, they must have at least four different types of battlecars. Each Battlecars card you add to a Land Train increases its break point by +2 and the victory points awarded to your opponent for breaking the Train goes up by +2.

**VICTORY POINTS ADDS +2**

## STEEL HAWK/WAR HAWK GYROCOPTER SQUADRON

A Steel Hawk Gyrocopter squadron consists of 3 Steel Hawk Gyrocopters. A War Hawk Gyrocopter squadron consists of 3 War Hawk Gyrocopters.



POINTS VALUE 200

## STEEL HAWK/WAR HAWK GYROCOPTER SQUADRON

Mounting new weapon fits, namely the short range rocket pods and multi meltas of the Steel Hawk and the laser-guided armour-piercing missiles of the War Hawk., these Gyrocopters wreak devastation on enemy formations

**BREAK POINT:** The squadron is broken once it has lost 2 models. Once the squadron is broken it must take a morale test

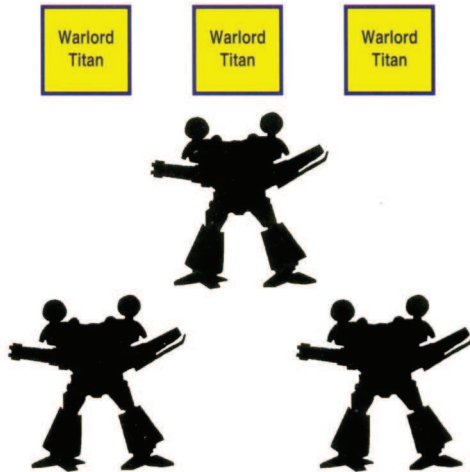
**MORALE VALUE:** Squats must roll a 2 or more on a D6 to pass their morale test

**VICTORY POINTS 2**

Your opponent gains 2 VPs when this squadron is broken

## WARLORD TITAN BATTLE GROUP

A Warlord Titan battle group consists of three Warlord Battle Titans.



 **POINTS VALUE 1500**

## WARLORD TITAN BATTLE GROUP

Warlord Battle Titans form the heaviest battle groups deployed by the Titan Legions. The terrifying firepower of a Warlord battle group is normally reserved for destroying enemy strongholds or blasting a path into enemy territory.

Each Warlord must remain within 25cm of at least one other Warlord Titan from the battle group. If a Titan is more than 25cm from its battle group in the Orders phase it must go onto advance orders until it is back within 25cm of another Warlord from the group in the Orders phase of a subsequent turn.

Warlord Battle Titans cannot be broken so they do not need to take morale checks. 8 Victory points are awarded to the opposing player for each Warlord Titan destroyed.

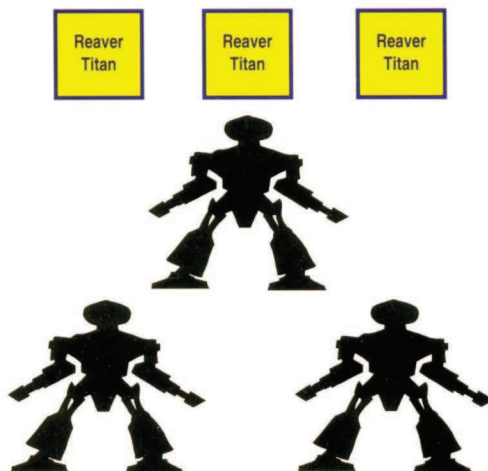


### VICTORY POINTS 8

Your opponent gains 8 VPs for each Warlord Titan destroyed

## REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.



 **POINTS VALUE 1000**

## REAVER TITAN BATTLE GROUP

Reaver Battle Titans are used at all levels from raids and scouting parties to full scale offensives. Reaver battle groups are one of the most flexible arms of a Titan legion.

Each Reaver must remain within 25cm of at least one other Titan from the battle group. If a Titan is more than 25cm from its battle group in the Orders phase it must go onto advance orders until it is back within 25cm of another Reaver from the group in the Orders phase of a subsequent turn.

Reaver Battle Titans cannot be broken so they do not need to take morale checks. 5 Victory points are awarded to the opposing player for each Reaver Titan destroyed.



### VICTORY POINTS 5

Your opponent gains 5 VPs for each Reaver Titan destroyed

## COMMISSAR

The Commissar is a unique kind of command unit. Like other command units the Commissar does not need orders but automatically moves as if on charge orders and shoots as if on first fire orders. The Commissar stand can join any Imperial Guard unit and issue orders to it directly, thus enabling units with no chain of command to be given orders. The Commissar cannot be broken. If the Commissar stand is destroyed the Rhino is removed automatically.

No victory points are gained for destroying a Commissar stand or the Rhino.

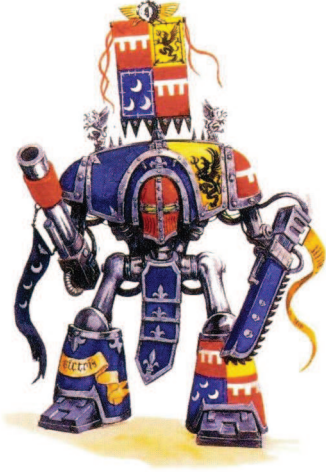
## COMMISSAR

The Commissar is a unique kind of command unit. Like other command units the Commissar does not need orders but automatically moves as if on charge orders and shoots as if on first fire orders. The Commissar stand can join any Imperial Guard unit and issue orders to it directly, thus enabling units with no chain of command to be given orders. The Commissar cannot be broken. If the Commissar stand is destroyed the Rhino is removed automatically.

No victory points are gained for destroying a Commissar stand or the Rhino.

# SPECIAL CARD

## BARON



POINTS VALUE 150

## BARON

The Baron is a command unit and therefore needs no orders, cannot be broken and never checks morale. Victory points are only awarded once the Baron is destroyed.

Knight formations within 10cm of a Baron gain +1 on their dice roll for morale checks. This means that Knights within 10cm will pass their morale checks automatically.

## VICTORY POINTS 2

Your opponent gains 2 VPs when the Baron is destroyed.

# SPECIAL CARD

## KREUGER'S HEROES LEMAN RUSS TANK SQUADRON

Kreuger's Heroes are a Leman Russ tank squadron consisting of 3 tanks including 1 squadron HQ tank.



POINTS VALUE 200



## KREUGER'S HEROES

**BREAK POINT 2:** Kreuger's Heroes are broken once the squadron has lost 2 models. Once the squadron is broken, it must take a morale check.

**MORALE VALUE 4:** Imperial Guard have a morale value of 4. They must roll 4 or more on a D6 to pass their morale check.

Kreuger's Heroes do not have to remain within 25cm of a company HQ to receive orders. You may give the squadron orders as normal in the Orders phase.

The ferocity of Kreuger and his squadron is renowned throughout a large sector of the Imperium, and many would rather run than face the full might of his three Leman Russ battle tanks. Any enemy units with 15cm of any tank in Kreuger's squadron suffer a -1 penalty to any morale check they have to make.



## VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken

## IMPERIAL GUARD ASSAULT PLATOON

An Assault Platoon consists of 5 Imperial Guard assault stands, including 1 section HQ.



POINTS VALUE 100



## ASSAULT PLATOON

The platoon must remain within 25cm of its company HQ unit to receive orders. Place this card with its company HQ card to show its chain of command.

**BREAK POINT 3:** The platoon is broken once 3 stands have been lost. Once broken, the platoon must take a morale check.

**MORALE VALUE 4:** Imperial Guard must roll 4 or more on a D6 to pass their morale check.

## VICTORY POINTS 1

Your opponent gains 1 VP when this platoon is broken.

# EPIC<sup>®</sup>

# TITAN LEGIONS™

## SPACE MARINE RAZORBACKS

By Gavin Thorpe

### HISTORY

The vast armouries of the Space Marines contain many types of vehicles. Some have been used for thousands of years whilst others, like the Razorback, have only recently been rediscovered. Based on a Standard Template Construct found by Chief Artisan Tilvius, the Razorback is a heavily armed variant of the Rhino troop transport.

### BATTLE TACTICS

Space Marines often use a Squadron of Razorbacks to provide close support for their troops as they advance under fire. With their mixture of troop carrying ability and concentrated firepower they are also able to help re-deploy the Space Marines even if they have lost some of their Rhinos.

Occasionally a Space Marine detachment has all three of its Rhinos replaced with a Razorback transport detachment, giving them greater firepower and allowing them to deliver a hard strike to the enemy.

The Razorback has one attack dice for its lascannon and one attack dice for its plasma guns. However, the Razorback cannot spread its attacks between targets like most vehicles as the lascannon and plasma guns are linked to fire in the same direction. Both weapons must be fired at the same target, so if the plasma guns are out of range they miss automatically – they may not be fired at a different target.

With a large weapon system taking up much of its hull, the Razorback does not have the full transport capacity of a Rhino and can only carry one troop stand.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Razorback	25cm	4+	+0	Plasma Guns Lascannon	50cm 75cm	1 1	5+ 5+	-1 -1	Cannot divide fire, Carries one stand



*Razorbacks lead an Imperial attack against an Ork force in the shadow of a nearly completed Mega-Gargant.*

# SPACE MARINE RAZORBACK ARMY CARDS

To assemble, first cut out the three army cards, taking care to keep the front and back of each one together. Fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

## RAZORBACK TRANSPORT DETACHMENT

The Razorback transport detachment card allows you to replace the Rhinos of one Space Marine detachment with Razorbacks. They become the detachment's transport vehicles and are considered part of the detachment for all purposes.

**BREAK POINT +3:** Replacing a detachment's Rhinos with a Razorback transport detachment increases its break point by +3. If the Space Marine detachment is part of a company it increases the whole company's break point by +3.

**MORALE VALUE 2:** Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

### VICTORY POINTS +2

The Razorback transport detachment adds +2 to the VPs awarded to your opponent when the Space Marine detachment/company is broken.

## SPECIAL CARD

### RAZORBACK TRANSPORT DETACHMENT

A Space Marine Razorback transport detachment consists of 6 Razorbacks.



POINTS VALUE 200

## SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

**BREAK POINT 2:** The unit is broken once it has lost 2 models. Once the unit is broken it must take a morale check.

**MORALE VALUE 2:** Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

### VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken

## SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.



POINTS VALUE 150

## SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

**BREAK POINT 2:** The unit is broken once it has lost 2 models. Once the unit is broken it must take a morale check.

**MORALE VALUE 2:** Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

### VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken

## SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.



POINTS VALUE 150



# IMPERIAL AIRPOWER

By Andy Chambers

Above the tanks and troops of the Emperor's armies roar waves of Thunderbolt fighters and Marauder fighter-bombers. As the ground forces prepare to attack, the aerial assault smashes a hole in the enemy line, preparing the way for the advance. In this article, Andy Chambers climbs into the cockpit as Imperial flyers take to the air.

## THE REDISCOVERY OF FLIGHT

As man tumbled down from the highest peak of his civilisation into the barbarity and darkness of the Age of Strife, the secret of flight was almost completely forgotten. The mighty air armadas of the Warlords on ancient Earth drove each other from the skies, and even the victors became earthbound for want of precious fuel.



The skies were empty for over a millennium while the Warlords continued to war against each other. Finally, the Emperor arose to lead Mankind out of barbarity in the Great Crusade. This was as much a quest for knowledge as a reunification of the scattered fragments of mankind's old confederation and the secret of flight was re-discovered. The Tech-Adepts of Mars had guarded their hidden stores of knowledge well during the Age of Strife, and as the Emperor's forces spread across the galaxy they were overshadowed by the wings of Imperial aircraft.

## AIRBORNE ASSAULT

Aircraft are a potent fighting arm on the battlefield. They can bomb and strafe ill-prepared defenders almost with impunity, diving down to strike at them like a bolt of lightning. Roving squadrons of fighter-bombers are able to move quickly to attack enemy breakthroughs or silence artillery behind the foe's front line, as well as directly supporting attacks by ground forces. Fighters are also supremely useful for intercepting enemy flyers and keeping them away from vulnerable positions by engaging them in dogfights. However,

aircraft invariably sacrifice protection for speed and most flyers are lightly armoured in comparison to battle tanks. Combat pilots have to be wary about taking too much incoming fire, or their fine craft can quickly turn into a flaming, earth-bound coffin.

## ORGANISATION

Within the Imperium there is no single air force. Instead, each fighting arm maintains a number of its own flying machines for the support of its own armies. The Imperial Navy undoubtedly has the largest number of fighters and bombers at its command, and they play a vital role in space battles as well as planetary invasions. The Adeptus Mechanicus' well-supplied Tech-Guard regiments normally have a large number of aircraft at their disposal. The presence of aircraft to support Imperial Guard regiments is largely dependent on the individual commanders – some maintain regimental squadrons while others eschew them in favour of plentiful anti-aircraft guns and more men.



The Space Marines of the Adeptus Astartes use aircraft to protect their Thunderhawk Gunships and to soften up landing zones and spearhead their lightning assaults. These aircraft squadrons usually operate from orbiting Imperial battle barges and are configured to fight in the vacuum of space as well as within planetary atmospheres.

## THUNDERBOLT FIGHTER

The Thunderbolt fighter has served the Imperium faithfully for over ten millennia. Squadrons of these blunt, heavy aircraft fought over the Imperial Palace in the Horus Heresy and they continue to do battle in the skies over a thousand different worlds throughout the Imperium to this day. The versatility of the Thunderbolt's design has kept it in service with the Imperial Guard, Space Marine Chapters, the Adeptus Mechanicus' Tech-Guard and the Imperial Navy with only minor modifications for the myriad of different environments it has fought in.



The Thunderbolt is well armed with autocannon and rockets for ground-attack and air-to-air combat, but it is this craft's remarkable durability which has always endeared it to its pilots. The plane itself is powered by two reliable plasma ramjets and its wings and fuselage are comparatively well-armoured with armourplating and ceramite plates.

The Thunderbolt fighter is a flyer and follows the full rules for flyers which can be found in the Titan Legions rulebook. Each Thunderbolt carries several rocket pods but the craft in a squadron are not equipped to fire combined salvos like artillery. Instead, the Thunderbolts in the squadron fire individually at targets of opportunity. Because of this the fighters in a Thunderbolt squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Thunderbolt squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunderbolt	30-60cm	4+	+2	Autocannon	25cm	3	5+	-1	Flyer,
				Rockets	25cm	4 Barrage points	-1	does not combine barrage.	

## MARAUDER FIGHTER-BOMBER

During the bitter campaigns after the Horus Heresy as the Imperium fought to cleanse itself of the taint of Chaos, the shortcomings of the Thunderbolt became evident. Though the Thunderbolt excelled as an all-purpose machine for close support and dogfighting, it lacked the heavy weaponry to shatter heavy tanks and Titans. The short range of the Thunderbolt's rockets and guns also meant that it had to dive into the heart of the enemy to deliver its strike and this often proved to be a one-way trip for inexperienced pilots.

Various alternative weapon fits were tried on the Thunderbolt airframe to overcome these problems, but none were very successful. It seemed that the Thunderbolt was too well balanced for its standard armament to change it without seriously affecting the whole plane. Eventually, newly discovered knowledge enabled the Tech-priests to modify an obsolete STC (Standard Template Construct) fuselage and wing into a lethal new craft – the Marauder fighter-bomber.

The Marauder fighter-bomber is a much heavier plane than the Thunderbolt but its quad ramjets mean it is just as fast when it needs to be. The Marauder is designed for making slower attack passes than the fighters, picking off targets with its longer ranged weaponry. To deal with tanks, the Marauder carries a stripped-down battle cannon as its main armament,

and this massive weapon occupies most of the forward fuselage area. The Marauder also carries missile racks slung under its wings, and a lascannon mounted in a turret.



The Marauder fighter-bomber is a flyer and follows the full rules for flyers which can be found in the Titan Legions rulebook. The lascannon on the Marauder is turreted so it can fire in any direction, not just into the Marauder's forward fire arc. Each Marauder carries several missiles but the craft in a squadron are not equipped to fire combined salvos like artillery. Instead, the Marauders in the squadron fire individually at targets of opportunity. Because of this the fighter-bombers in a Marauder squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Marauder squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marauder	20-60cm	3+	+1	Battlecannon	50cm	1	4+	-2	Flyer,
				Lascannon	50cm	1	5+	-1	does not combine barrage.
				Missiles	50cm	4 Barrage points	-2		

## THUNDERBOLT AND MARAUDER EPIC ARMY CARDS

To assemble your new Epic army cards, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, spread a thin layer of glue across the back of the card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

### THUNDERBOLT FIGHTER SQUADRON

Thunderbolt fighters are independent and may be given orders even if they have no chain of command.

**BREAK POINT 2:** The squadron is broken once it has lost 2 fighters. Once broken the squadron must take a morale check.

**MORALE VALUE 3:** Imperial Guard fighter squadrons have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

#### VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

### THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.



POINTS VALUE 250



### MARAUDER FIGHTER-BOMBER SQUADRON

Marauder fighter-bombers are independent and may be given orders even if they have no chain of command.

**BREAK POINT 2:** The squadron is broken once it has lost 2 models. Once broken the squadron must take a morale check.

**MORALE VALUE 3:** Imperial Guard fighter-bomber squadrons have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

#### VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

### MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.



POINTS VALUE 350



### THUNDERBOLT FIGHTER SQUADRON

**BREAK POINT 2:** The squadron is broken once it has lost 2 fighters. Once broken the squadron must take a morale check.

**MORALE VALUE 2:** Space Marine fighter squadrons have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

#### VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

### THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.



POINTS VALUE 250

### MARAUDER FIGHTER-BOMBER SQUADRON

**BREAK POINT 2:** The squadron is broken once it has lost 2 models. Once broken the squadron must take a morale check.

**MORALE VALUE 2:** Space Marine fighter-bomber squadrons have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

#### VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

### MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.



POINTS VALUE 350

# EPIC®

## CHIMERA ASSAULT!

By Andy Chambers

### CHIMERA ASSAULT TROOP CARRIERS

The highly adaptable Chimera troop carrier has spawned innumerable variant designs as a result of the constant modification and experimentation which takes place in the research weaponshops of the Adeptus Mechanicus. The most popular of these have been the Chimera assault variants which replace or upgrade the vehicle's turret mounted multi-laser armament with more powerful weaponry. In all cases the variants have retained their full troop carrying capacity so they can be used to replace ordinary Chimeras on a one for one basis in unit organisations. Assault Chimeras are used to attack strongly fortified positions, to aggressively seize vital objectives and to give heavy fire support to armoured attacks and their accompanying infantry. To date, three variants of the assault Chimera have been combat tested and approved by veteran regiments of the Imperial Guard and the Tech-Guard.

### CHIMERAX

Chimerax assault vehicles are easily recognisable because their turret has been upgraded to mount four light autocannon. These multiple autocannon allow the Chimerax to lay down a ferocious curtain of fire. This is highly effective for keeping enemy infantry, light skimmers and flyers at bay even though the Chimerax is not equipped with complex tracking and ranging sensors like its larger cousin, the Hydra self propelled anti-aircraft gun.

### CHIMEDON

Chimedon assault vehicles have had their turret strengthened to mount a short barrelled battle cannon similar to those carried by Stormhammer super-heavy tanks (though Stormhammers bristle with four such weapons). The battle cannon's powerful armour-piercing shells can easily smash opposing tanks and Titans at medium range, giving it tremendous tactical flexibility when combined with the Chimera's sturdy and manoeuvrable hull. The Chimedon's only real failing is its lack of bolters, which means that it can be vulnerable to infantry assaults. Because of this, Chimedons

are seldom used as tanks to spearhead attacks (though they can do so), instead they provide supporting fire for platoons of infantry which are facing enemy armour or dug-in infantry.

### CHIMERRO

Chimerro assault vehicles are the least modified of all the Chimera assault variants, mounting a standard hunter missile tube with an autoloader system on the side of the existing Chimera turret. The addition of this missile system gives the Chimerro a longer range weapon which is powerful enough to destroy enemy tanks or Titans. The multi-laser is still retained, enabling the Chimerro to mow down marauding enemy infantry and support its own dismounted troops.



### NEW ARMY CARDS

On the following page we've included army cards for you to use in your Epic battles. If you don't want to cut up your copy of White Dwarf, or need several copies of a single card, feel free to photocopy the army cards. To assemble them, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chimerax	20cm	3+	+1	Autocannon	50cm	2	5+	0	Carries 2 troop stands
Chimedon	20cm	3+	+1	Battlecannon	50cm	1	4+	-2	Carries 2 troop stands
Chimerro	20cm	3+	+1	Multi-laser Hunter missile	25cm 50cm	1 1	4+ 5+	0 -2	Carries 2 troop stands

## TECH-GUARD MECHANISED ASSAULT COMPANY

Any combination of Chimerax, Chimedon and/or Chimerro assault vehicles may be chosen to transport the assault company.

**BREAK POINT 15:** The Tech-Guard mechanised assault company is broken once it has lost 15 models, either Guard stands, HQ stands or Chimera assault vehicles. Once the company is broken each platoon must take an individual morale check.

**MORALE VALUE 3:** Tech-Guard have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

For a platoon to receive orders it must be within 25cm of a company HQ at the start of the Orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but they may fire in the advance fire segment of the combat phase in the same way as other troops with no orders.

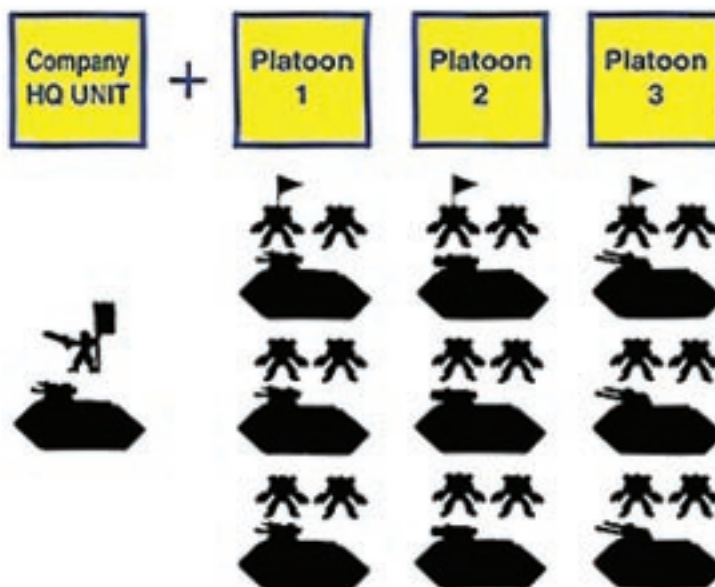
The company HQ is a command unit. It does not therefore need orders and there is no need for the unit to check morale.

### VICTORY POINTS 9

Your opponent gains 9 VPs when the unit is broken.

## TECH-GUARD MECHANISED ASSAULT COMPANY

A Tech-Guard mechanised assault company consists of one company HQ unit with a Chimera assault vehicle and three assault platoons in Chimera assault vehicles. Each assault platoon comprises six assault stands, including a section HQ, in Chimera assault vehicles.



POINTS VALUE 850

## CHIMERAX ASSAULT SQUADRON

A Chimerax assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerax squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

### VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

## CHIMERAX ASSAULT SQUADRON

A Chimerax Assault Squadron consists of 3 Chimerax assault troop carriers.



POINTS VALUE 150



## CHIMEDON ASSAULT SQUADRON

A Chimedon assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimedon squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

### VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

## CHIMEDON ASSAULT SQUADRON

A Chimedon Assault Squadron consists of 3 Chimedon assault troop carriers.



POINTS VALUE 150



## CHIMERRO ASSAULT SQUADRON

A Chimerro assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerro squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

### VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

## CHIMERRO ASSAULT SQUADRON

A Chimerro Assault Squadron consists of 3 Chimerro assault troop carriers.



POINTS VALUE 150

