

# Engine war

## A note on scale

A game of Engine war is normally played on a 6' by 4' board with epic scale titans. Whilst the models are about 1:600 scale the scale of the board is much greater. The entire board represents a battle field of about 30Km by 20Km, even then this is a close quarters clash by engine standards!

## Dice

Engine war uses D10 for all dice rolls. Most characteristics tests need a score of 10 or more after modifiers. A roll of a 1 is always a fail. If a titan cannot score a 10 after modifiers then it can still attempt the test. However the test will only succeed on a roll of a 10 followed by a 4+.

## Characteristics

Each Engine has a set of stats that are used to determine how the titan behaves in combat. Be it how well it can shoot, act or run

The characteristics are as follows:

Name – The class of the engine and its name

Ranged – The Titan's ability to engage enemy engines at range. The higher the ballistics stat

of the titan the greater its chance of hitting the opponent.

Melee – The Titan's ability to engage enemy engines in close combat. The higher the melee stat of the titan the greater its chance of hitting the opponent.

Perception – the Titan's ability to lock onto enemy engines.

Wit – The response time of the engine's crew. The higher the wit of the titan the quicker the titan can act, allowing it to move and fire before slower engines

Stride rate – How far the titan can move in each speed bracket, in inches.

Turn rate – how far a titan must move before it can turn (in inches), and what angle it can turn through.

Armour – How thick the armour plates on the titan are. This will reduce the damage of incoming fire

Integrity – How much damage a titan can take before it is destroyed.

Shields – The type and strength of the shielding on the titan

## Example

Name	Ballistics	Melee	Perception	Wit	Stride rate	Turn rate	Armour	Integrity	Shields
Romulus warhound	4	2	5	6	4	3/90°	6	15	Voids D10/2

*Romulus is a Warhound class scout titan, as such it is very fast and nimble. This is represented by its high wit, stride rate and turn rate. Romulus has no close combat weapons its ranged weapons do not make*

## Game turn

### Each Game

In each game turn Titans are activated in order of wit, with the highest wit Titan's going first. If two or more titans have the same wit then the player with the most titans on the table goes first. If both players have an equal number of titans then both players roll a D10 with the highest roll activating a titan first in that wit bracket.

### Activating a titan

When you activate a titan declare which stride rate the titan will move at. This will determine how far the titan can move in the

Example

*Romulus declares that it will move at battle stride and attempt to shoot the Eldar titans wind of sorrow and glittering winter*

Stride rate	How far the titan can move
Reverse pace	The titan may move up to 1-2 its' stride rate backwards
Brace	The titan doesn't move
Bring about	The titan doesn't move but can turn up to its' turning rate
About face	The titan doesn't move but can turn up to double its' turning rate
Slow advance	May move up to its' stride rate
Battle stride	May move between its' stride rate and twice its' stride rate
Flank	May move between twice its' stride rate and three times its' stride rate

*good improvised weapons, as such it has an appalling Melee score. Its' Ballistics and perception are slightly below average, due to a new princeps and its armour and integrity are average for a light scout titan It also has a compliment of two light void shields.*

turn. A higher stride rate increases the distance the titan can move but reduces the chance of getting a solid target lock with ranged weapon. Also declare which enemy titans you will be attempting to shoot at, or if you will engage an enemy titan in combat. It is important to declare all enemy targets since engaging multiple targets will reduce the accuracy of ranged weapons as the titan's crews focus is split.

Once you have declared what a titan will do, you may move the titan. It may attempt to shoot any enemy titans it has declared against at any point during its' move.

A titan may only move a distance that falls within its movement bracket.

## Example

*Carrying on from the last example Romulus can move a total of 10". It advances 4 inches before turning to face the two eldar titans it attempts to shoot at glittering winter before*

## Shooting

At any point during a titans move it is allowed to fire any of its' weapons. Each weapon can only be fired once and only at enemy engines that they have declared against. The shooting of each weapon is split into two phases. The first action is locking on in which the titan attempts to gain a target lock on the enemy titan. The second phase is the firing of the weapon.

Note even if the titan is firing more than one weapon at an enemy engine it still needs to pass a lock on test of each weapon.

Perception	Add the titans perception value
Stride rate	Apply the following modifier
Brace	+2
Bring about	0
About face	-2
Slow advance	+1
Battle stride	0
Flank	-2
Distance	Apply the following modifier
0-12"	+2
12-24"	+1
24-36"	0
36"-48"	-1
48+	-2
Multiple targets	-1 per additional target if the titan has declared against more than one target
Up to ½ obscured	-1
½ to totally obscured	-2
Misc	±?

## Example

*Romulus attempts to shoot at Wind of sorrow, he has a perception of 5, for a +5 modifier, moving at battle stride, for a 0 modifier. Wind*

*advancing a further 3 inches to close with wind of sorrow. After attempting to fire at Wind of sorrow Romulus turns again and uses its final 3 " of movement to lope behind a ruin building.*

## Weapon arcs

The weapons on a titan have limited arcs that they can fire in. Unless otherwise noted the weapon arcs are as follow

- Carapace weapons – front 90°
- Limb weapons – front 180°

## Lock-on

Before shooting an enemy engine a titan first needs to be able to lock on its guns. If it fails to do so then it will be harder to land any hits with its attacks. To lock on to an enemy titan you need to roll a 10 on a D10. The following modifiers are applied to the roll.

Your basic Hierophant isn't too smart, but you can blow off a limb and it's still 86 percent combat effective. Here's a tip: Aim for the synapse nexus, and put it down for good.

*of Sorrow is 24" away, for a +0 modifier, and Romulus is engaging two titans, for a further -1 modifier. Finally Wind of sorrow has a holo field for a final -3 modifier. This gives a total*

modifier of +3, meaning Romulus can lock-on on a roll of 8+.

When shooting at an enemy engine roll a D10 per shot. Any roll of 10+ results in a hit. When rolling, apply the following modifiers

### Firing

ballistic	Add the titans ballistic value*
Carapace mount	+2
Braced stride rate	+1
Weapons to hit modifier	±?
Misc	±?

\* If the titan failed its' lock-on test then its' ballistics value is halved, round down

### *Example of shooting*

*Romulus has closed to within 6" of Glittering winter and attempts to lock on with its Vulcan megabolter. The modifiers are:*

*Perception +5, distance 0-12" +2, battle stride +0, multi locking -1, eldar holofield -3. This give a total modifier of +3. Romulus rolls a 6 which gives a total score of 9, so fails to lock on.*

*Romulus now has a choice as to how which mode it fires the Vulcan in. If it fires a short burst then it has a total ballistics modifier of +2. +2 for firing at short range, +2 for its' ballistics (remember its' ballistics are halved since it failed to lock on) and finally -2 for the Eldar titan's holofield.*

*If it chooses to fire a sustained burst then it has no modifier to the dice roll. +2 for its ballistics, 0 for weapon accuracy and -2 for the Eldar titan's holofield.*

*Romulus decides to fire a short burst and rolls; 2, 2, 4, 6, 7, 8, 8, 9 scoring 3 hits.*

Flor-el danced his agile Revenant around the clumsy Mon-kiengh warlord titan. Its' weapons blasting massive craters in the landscape and the city it was suppose to defend. If just one of the shots connected then Flor-el's mount would be destroyed, but his holo field prevented it from gaining anything near a target lock. Within seconds he was behind the enemy engine and ignited the jump pack of his titan. He landed neatly on top of the clumsy warlord and in one swift move grabbed the cockpit in his power fist and tore it lose, before jumping off of his doomed prey. Before the 10,000 ton machine crashed to the ground Flor-el was already sprinting to his next target.

## Shields

Titans are often protected by powerful and often enigmatic shields to protect them from incoming fire. The three main types of shields are

### Holo fields

Used exclusively by the ancient Eldar race Holo fields hide the titan in a swirl of electromagnetic radiation. To the unaugmented eye Eldar titans appear as a mass of swirling colours and patterns. Scanning devices are effected to an even greater degree, with ghost images appearing and disappearing as well as patterns of static covering vast areas of the screen.

Any titan attempting to attack an Eldar Titan with a holo field suffers the following penalties:

- -3 to all lock on rolls
- -2 to all ballistic rolls
- -3 to all melee rolls

In addition titans with holo fields add +2 to any attempt to break from melee

### Power fields

Power fields are a weaker version of the massive void shields. They are able to absorb massive amount of damage before their generators are destroyed.

Engines with power fields have two characteristic in their shield entry. The first is the amount of damage the field and absorb. The second is the number of field generators the engine has. Each time the engine is hit add the value rolled for the shields. If you roll a natural 1 or 10 for the shield strength then a power field generator is destroyed. When an engine loses a number of power fields equal

to its generator value then it may no longer add its shield bonus to its armour.

Power fields cannot be used against attacks from within 3".

### Void Shields

Void shields act just like power fields except that they have stronger generators which can be repaired. In the end phase of each turn roll a D10 for each void shield a titan has lost. On a roll of 8+ it is regained.

*Example.*

*Pride of Terra has the following shield profile void D10/2. This means it's shields can be repaired in the end phase and that they stop D10 points of damage. Finally it can roll two 10s before it is shieldless.*

*Example of shields*

*Pride of Terra comes under fire from a traitor Warhound. The enemy engine fires its plasma blast gun first scoring one hit. Pride of Terra rolls for shield strength and scores a 9, which is added to its armour value. The traitor engine rolls poorly for the strength of the attack. It then fires its Vulcan and gets lucky scoring 5 hits from 8.*

*Pride of Terra rolls for shield strength against the first hit and scores a 10. This is added to its armour, but he loses 1 of his two generators. Against the second hit Pride of Terra rolls a 5 and against the third another 10. This removes Pride of Terra's last shield, so it only has its armour against the last two hits.*

## Melee

Only titans with close combat weapons may attempt to engage other titans in close combat. To do so they must end their move

in base contact with one or more enemy titans.

Once in melee a titan can chose to use its melee weapons, if it has them or attempt to break from combat and act normally. A titan with no close combat weapons must attempt to break from combat

To attempt to break form combat the titan has to pass a wits test. If passed it can choose

to act normally. If failed one enemy titan in base contact may make a free melee attack on it.

To hi an enemy titan in melee you roll 1 D10 per attack of the close combat weapon(s) being used and need to score a 10+, after applying the following modifiers

Melee skill	+ melee skill
Opponents melee skill	- ½ (round up) Opponents highest melee skill
Weapon attack bonus	+ weapon bonus
Enemies weapon parry bonus	-parry bonus (use highest if more than one)
Attacking from the rear	+2
Attacking from the side	+1
Enemy out of weapon's arc	-2
Moved into base contact this turn	+1
Using more than one weapon	+1
Fighting more than one enemy	-1 per additional enemy engine
Friendly engine in the engagement	+1 per ally engine

### Damaging enemy titans

If a melee or ranged weapon hits an enemy titan then it has a chance to damage it. Roll

The damage value of the weapon and minus the armour value of the target (and any shields if appropriate). The score is the amount of integrity lost.

Once the titan's integrity reaches zero it is destroyed.

### Buildings

If a titan is more than half obscured b intervening buildings then it has a bonus to its armour value of +4.

## Examples of titans

Name	Ballistics	Melee	Perception	Wit	Stride rate	Turn rate	Armour	Integrity	Shields
Warhound	3-5	0-2	3-6	5-6	4	3/90°	6	15	Voids D10/1
Reaver	3-5	0-2	3-6	5-6	3	3/45°	7	30	Voids D10/2
Warlord	4-6	0-2	3-6	5-6	3	5/45°	8	45	Void D10/3
Revenant	5-7	2-4	4-7	7-9	5	0/180°	5	18	Holo
Hierophant	2-5	5-7	4-7	7-9	5	0/90°	8	30	None
Greater Hierophant	2-5	5-7	4-6	6-8	4	3/90°	9	40	None
Gargant	1-4	3-5	3-4	3-5	3	4/45°	8	35	Powerfield D10/4
Super heavy Tank	2-4	0	3-4	3-5	3	4/45°	5	7	None
imperator	4-6	0-2	5-7	4-6	2	6/45°	9	60	Voids D10+2/5
Engine of Vaul	4-6	0	4-6	6-7	4	3/90°	3	7	Holo

### Special rules

#### Revenant

- Nimble: the titan can fire its' weapons out of arc with an additional -1 modifier to hit.
- Jump pack: Instead of moving normally the titan may instead use its jump pack to move anywhere within 12". It may end its move facing in any direction.

#### Hierophant

- Regeneration: in each end phase the Hierophant regains D5+2 points of integrity.

#### Greater Hierophant

- Regeneration: in each end phase the Hierophant regains D5+3 points of integrity.

Melee Titan with melee weapons should have an additional 1 to 2 points of melee skill

## Titan ranged weapons

Weapon	Number of shots	Weapon to hit modifier at different ranges				damage
		Point blank	Short ranged	Medium ranged	Long ranged	
Vulcan mega bolter (short burst)	8	0-6"/+2	6-12"/+1	12-18"/-1	-	D10
(sustained burst)	16	0-6"/-0	6-12"/-1	12-18"/-3	-	D10
Volcano cannon	1	0-18"/-6	18-28"/-4	28-36"/-2	36"+/+1	3D10+6
Gatling blaster	5	0-8"/-2	8-16"/0	16-24"/+1	24-32"/0	D10+4
Las blaster	3	0-8"/-1	8-16"/+1	16-24"/+2	24-32"/+1	D10+8
Plasma destructor	2	0-18"/-3	18-28"/0	28-36"/+1	36"+4/+2	2D10+6
Plasma cannon	2	0-8"/-1	8-16"/+1	16-24"/+2	24-32"/0	2D10+4
Plasma blastgun	2	0-8"/+1	8-16"/+2	16-24"/-1	24-32"/0	2D10+2
Missile pod (Single shot)	1	0-18"/na	18-24"/0	24-36"/+3	36"+/+6	D10+7
(Volley)	3	0-18"/na	18-24"/-1	24-36"/-2	36"+/-4	D10+7
Melta cannon	1	0-6"/+2	6-12"/+2	12-18"/+1	18-24"/0	4D10*
Las burner	6	0-6"/+3	6-12"/0	12-18"/-2	-	D10+4
Pulsar	3	0-12"/+1	12-24"/0	24-36"/-1	36-48"/-2	D10+6 <sup>§</sup>
Vibro cannon	1	0-6"/+3	6-12"/+2	12-18"/+1	18-24"/0	5D10 <sup>Ⓢ</sup>
Psychic lance	2	0-8"/+4	8-16"/+1	16-24"/-2	24-32"/-4	2D10 <sup>∞</sup>
Eldar missile launcher	5	0-12"/-2	12-24"/0	24-36"/+2	36-48"/0	D10
D-cannon	1	0-6"/na	6-18"/+2	18-26"/0	-	3D10 <sup>Ⓜ</sup>
Blasta kannon	4	0-12"/-1	12-24"/-2	24-36"/-3	-	2D10+3
Gatlin' kannon	10	0-12"/+4	12-24"/0	24-36"/-4	-	D10+4
Bellygun	1	0-12"/0	12-24"/+2	24-36"/0	36-48"/-2	3D10
Supa Zzapp kannon	3	0-6"/+2	6-18"/0	18-24"/-2	24-48"/-4	2D10 <sup>¥</sup>
Bio cannon	5	0-8"/+2	8-16"/+1	16-24"/0	-	2D10
Pyroacid	1	0-3"/+6	3-6"/+4	6-9"/+2	-	2D10 <sup>Δ</sup>

\* For each range bracket over point blank the melta cannon rolls 1 less D10 for damage

§ Half enemy armour value

Ⓢ For each range bracket over point blank the vibro cannon rolls 1 less D10 for damage

∞ For every 2 points of integrity a titan loses when damaged by a psychic lance it loses 1 point of wit and 1 point of perception. If either are reduced to 0 then the titan is destroyed.

Ⓜ Power fields and Void Shields may not be used against D-cannons

¥ Enemy shields are lost on a 9 or 10 instead of just a 10

Δ Half enemy armour value

## Titan close combat weapons

Weapon	Number of attacks	Attack bonus	Parry bonus	Damage
Power fist	2	+3	+1	4D10
Chain fist	3	+1	+3	2D10+5
Eldar power fist	3	+3	+2	3D10
Power Klaw	2	+2	+1	3D10+6
Rippa fist	3	+2	+1	2D10+6
Scything talons	4	+3	+3	2D10+6
Crushing claws	2	+2	+1	3D10*

\* Half enemy armour values



## Updates

1) Added Imperial super heavy tanks  
Added eldar missile launchers

2) Added imperator class titan and greater hierophant  
Increased regeneration rate of biotitans

3) Added variable stats for all engines to show possible variability.  
Increased integrity by approximately 50%

4) Removed highest stride rate  
Added Reverse stride to allow titans to move backwards  
Reduced stride rates of most engines by 1"  
Changed shields so they fail on 1 or 10 instead of just 10  
Added armour bonus for being behind a building  
Reduced accuracy of missile salvo  
Added melee modifiers for multiple combatants  
Added D-cannon  
Added engines of Vaul

5) Increased close combat weapons damage, so they can do something  
Reduced many ranged weapons distances and increased long range penalties to make titans need to move  
Increased armour and integrity of both bio titans

Name	Ballistics	Melee	Perception	Wit	Stride rate	Turn rate	Armour	Integrity	Shields
warhound	4	2	5	6	4	3/90°	6	15	Voids D10/1
Plasma blast gun, Vulcan mega bolter									
Reaver	4	1	4	5	3	3/45°	7	30	Voids D10/2
2 gatling blasters chain fist									
Reaver	5	3	4	5	3	3/45°	7	30	Voids D10/2
Las blaster two volcano cannons									
Warlord	5	1	5	5	3	5/45°	8	45	Void D10/3
2 gatling blasters, 2 las blasters									
Super heavy Tank	4	0	4	4	3	4/45°	5	7	None
Volcano cannon									
Hierophant (black)	2	6	5	9	5	0/90°	7	24	None
2 scything talons									
Hierophant	2	6	7	8	5	0/90°	7	24	None
2 scything talons									
Greater Hierophant	4	7	6	8	4	3/90°	8	36	None
2 scything talons, pyro acid									
Greater Hierophant	4	6	6	7	4	3/90°	8	36	None
2 crushing claws									

Name	Ballistics	Melee	Perception	Wit	Stride rate	Turn rate	Armour	Integrity	Shields
warhound	4	2	5	6	4	3/90°	6	15	Voids D10/1
Plasma blast gun, Vulcan mega bolter									
Reaver	5	3	4	5	3	3/45°	7	30	Voids D10/2
2 gatling blasters chain fist									
Warlord	5	1	5	5	3	5/45°	8	45	Void D10/3
2 gatling blasters, 2 las blasters									
Revenant	6	2	5	8	5	0/180°	5	18	Holo
2 pulsars									
Revenant	6	2	5	7	5	0/180°	5	18	Holo
2 pulsars									
Revenant	6	2	5	7	5	0/180°	5	18	Holo
2 pulsars									