

## Death of an engine

When an engine is destroyed there is a chance that its internal power supply will be damaged and explode. Roll 1D10 and add to it the amount of extra damage the last round if shooting caused.

### *Example*

*A Warhound is on 3 points of integrity and loses 7 points due to an attack by a Revenant Titan. When rolling on the engine death chart add +4 to the roll.*

## Imperial, Ork and Eldar Titans

roll	Result
1-4	<b>Wrecked</b> – <i>The titan is badly damaged and its' servos grind to a halt. The titan is destroyed, but remains upright.</i>  The titan may still be targeted in the chance of destroying it utterly.
5-12	<b>Toppled</b> – <i>The titan is badly damaged and is wrecked by internal explosions. It slowly topples over and crashes to the ground.</i>  Randomly determine a direction for the titan to topple in. If any models lay under where the titan would fall they suffer D10+4 damage. Titans with holo fields ignore this damage on a roll of 4+.
12-20	<b>Magazine detonation</b> – <i>The titan's main magazines explode throwing pieces of burning metal hundreds of meters in all directions.</i>  All models within D10+2" suffer D10 damage. The titan is then removed from play.
21+	<b>Plasma Reactor explosion</b> – <i>The plasma reactor at the heart of the titan is breached, releasing the power of a small sun.</i>  All models within 2D10" suffer 3D10 damage. The titan is then removed from play.

## Tyranid bio-Titans

Roll	Result
1-3	<b>Rapid regeneration</b> – <i>The titans regenerative system goes into overdrive healing the monstrosity</i>  The titan isn't killed and now has 2D5 points of integrity.
4-8	<b>Redundant organs</b> – <i>the bio titan is barely alive, kept alive by its' few remaining Organs and its' symbiotes.</i>  The titan isn't killed, instead it has 1 point of integrity .
9-11	<b>Head shot</b> – <i>the bio titan is shot through a major organ bringing it crashing to the ground.</i>  The bio titan is removed form play.
12+	<b>Gory mess</b> – <i>The barrage of shots tears apart the bio-titan in a shower of ichor and limbs</i>  The bio titan is removed form play just like the above result, but in a more satisfying manner.

Stride rate	Minimum distance moved	Maximum distance moved	Extra turns	Lock on modifiers
Reverse pace	0	-1/2 stride rate	0	0
Brace	0	0	0	+2
Bring about	0	0	1*	-1
About face	0	0	2 <sup>‡</sup>	-3
Slow advance	0	Stride rate	0	+1
Battle stride	Stride rate	Double stride rate	0	0
Flank	Double stride rate	Triple stride rate	0	-1

\* The titan may turn once despite not moving

<sup>‡</sup> The titan can turn twice despite not moving