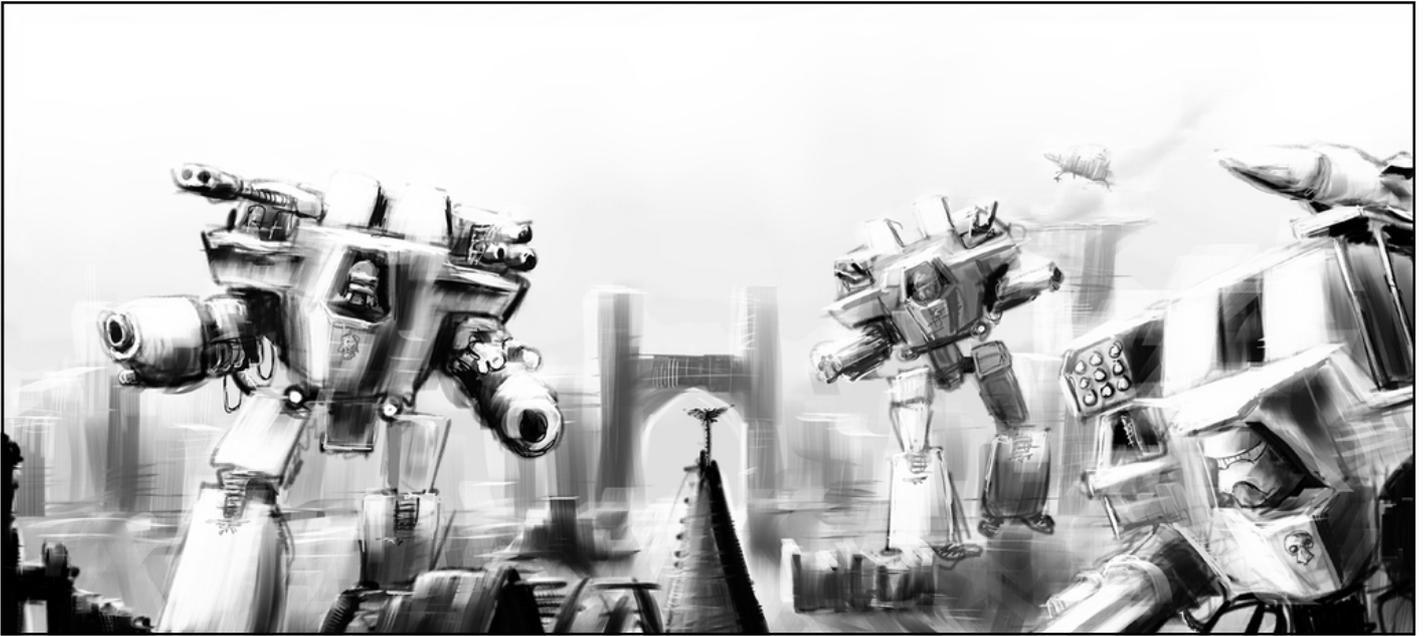


# VARIANT TITAN WEAPONS CONFIGURATIONS



**Variant Titan Weapons Configurations**

Version 1.01

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The following rules are intended to provide extra weapons configurations for Adeptus Mechanicus Titans. It may be assumed that any army list which has access to a Standard Configuration Imperial Titan type may also have access to variant configuration Imperial Titans.

For example, White Scars Space Marines armies are allowed to use Standard Configuration Warhound Titan allies, and should therefore be allowed to use Anti-Personnel and Anti-Armour Warhound Titans.

Rules developed for the NetEA Project.

### WARHOUND TITAN - Anti Personnel Role—275 points for one, 500 points for a pair.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
2x Vulcan Megabolter	45cm	4x AP3+ / AT5+	Forwards Arc



Optional Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP, Ignores Cover	Forwards Arc
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Forwards Arc

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

**Notes:** *Fearless, Reinforced Armour, Walker*, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall.

The Warhound Titan may swap the Vulcan Megabolter on its left arm for a Plasma Blastgun.  
The Warhound Titan may swap the Vulcan Megabolter on its right arm for an Inferno Gun.

### WARHOUND TITAN - Anti Tank Role—300 points for one, or 550 points for a pair.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Forwards Arc
Turbolaser Destructor	60cm	4x AP5+ / AT3+	Forwards Arc



Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

**Notes:** *Fearless, Reinforced Armour, Walker*, the Warhound Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 1.5cm tall.

### REAVER TITAN - Anti Personnel Role—625 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Vulcan Megabolter	45cm	4x AP3+ / AT5+	Fixed Forwards Arc
2x Gatling Blaster	60cm	4x AP4+ / AT4+	Forwards Arc



Optional Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP, Ignores Cover	Fixed Forwards Arc
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Fixed Forwards Arc
Apocalypse Missile Launcher	60cm	3BP	Varies ( <i>See notes</i> )

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

The Reaver Titan may swap its Vulcan Megabolter for an Inferno gun or a Plasma Blastgun.

The Reaver Titan may swap all of its weapons for three Apocalypse Missile Launchers for +25 points (Arm weapons Forwards Arc, Carapace weapon Fixed Forwards Arc).

### REAVER TITAN - Anti Armour Role—675 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Apocalypse Missile Launcher	60cm	3BP	Fixed Forwards Arc
Volcano Cannon	90cm	MW2+, Titan Killer (d3)	Forwards Arc
Gatling Blaster	60cm	4x AP4+ / AT4+	Forwards Arc



Optional Weapon	Range	Firepower	Notes
Turbolaser Destructor	60cm	4x AP5+ / AT3+	Fixed Forwards Arc
Laser Blaster	60cm	6x AP5+ / AT3+	Forwards Arc
Melta Cannon	30cm <b>AND</b> (15cm)	MW2+, Titan Killer (d3) Small Arms, Extra Attacks(+1), Titan Killer (d6)	Forwards Arc
Titan Close Combat Weapon	(Base Contact)	Extra Attacks (+3), Titan Killer (d3)	

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

The Reaver Titan may swap its Apocalypse Missile Launcher for a Turbolaser Destructor.

It may swap its Volcano Cannon for a Laser Blaster or Melta Cannon.

It may swap its Gatling Blaster for a Titan Close Combat Weapon.

### REAVER TITAN - Heavy Support Role—750 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Deathstrike Missile	Unlimited	MW2+, Titan Killer (d6), Indirect Fire	Fixed Forwards Arc
2x Laser Blaster	60cm	6x AP5+ / AT3+	Forwards Arc



Optional Weapon	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+, Titan Killer (d3)	Forwards Arc
Melta Cannon	30cm AND (15cm)	MW2+, Titan Killer (d3) Small Arms, Extra Attacks(+1), Titan Killer (d6)	Forwards Arc

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

The Reaver Titan may swap its Laser Blasters for Volcano Cannons or Melta Cannons.

### REAVER TITAN - Assault Role—575 points

Weapon	Range	Firepower	Notes
Vulcan Megabolter	45cm	4x AP3+ / AT5+	Fixed Forwards Arc
Corvus Assault Pod	N/A	Transport 10 Infantry (Mounted, Ogryn, and Terminator units take up 2 slots)	
Laser Burner	(15cm) OR (Base Contact)	Extra Attacks (+2), Small Arms Extra Attacks (+4), Assault Weapon	



Optional Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP, Ignores Cover	Fixed Forwards Arc
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Fixed Forwards Arc
Titan Close Combat Weapon	(Base Contact)	Extra Attacks (+3), Titan Killer (d3)	

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

**Notes:** *Fearless, Reinforced Armour, Walker*, the Reaver Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall.

The Reaver Titan may swap its Vulcan Megabolter for an Inferno Gun or a Plasma Blastgun. The Reaver Titan may swap its Laser Burner for a Titan Close Combat Weapon.

### WARLORD TITAN - Anti Personnel Role—775 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
2x Vulcan Megabolter	45cm	4x AP3+ / AT5+	Fixed Forwards Arc
2x Gatling Blaster	60cm	4x AP4+ / AT4+	Forwards Arc

Optional Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP, Ignores Cover	Fixed Forwards Arc



Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall.

The Warlord Titan may swap one or both Vulcan Megabolters for Inferno guns.

### WARLORD TITAN - Anti Armour Role—850 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
2x Turbolaser Destructor	60cm	4x AP5+ / AT3+	Fixed Forwards Arc
Volcano Cannon	90cm	MW2+, Titan Killer (d3)	Forwards Arc
Gatling Blaster	60cm	4x AP4+ / AT4+	Forwards Arc

Optional Weapon	Range	Firepower	Notes
Laser Blaster	60cm	6x AP5+ / AT3+	Forwards Arc
Melta Cannon	30cm <b>AND</b> (15cm)	MW2+, Titan Killer (d3) Small Arms, Extra Attacks(+1), Titan Killer (d6)	Forwards Arc
Titan Close Combat Weapon	(Base Contact)	Extra Attacks (+3), Titan Killer (d3)	
Apocalypse Missile Launcher	60cm	3BP	Fixed Forwards Arc



Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall.

The Warlord Titan may swap its Volcano Cannon for a Laser Blaster, or a Melta Cannon.  
It may swap its Gatling Blaster for a Titan Close Combat Weapon.  
It may swap one or both Turbolaser Destructors for Apocalypse Missile Launchers.

### WARLORD TITAN - Heavy Support Role—950 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
Vulcan Megabolter	45cm	4x AP3+ / AT5+	Fixed Forwards Arc
Deathstrike Missile	Unlimited	MW2+, Titan Killer (d6), Indirect Fire	Fixed Forwards Arc
Plasma Destructor	75cm	4x MW2+, Slow Firing	Forwards Arc
Quake Cannon	90cm	3BP, Macro Weapon	Forwards Arc

Optional Weapon	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Fixed Forwards Arc



Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall.

The Warlord Titan may swap its Plasma Destructor for a second Quake Cannon, or it may swap its Quake Cannon for a second Plasma Destructor. It may also swap its Vulcan Megabolter for a Plasma Blastgun.

### WARLORD TITAN - Assault Role—725 points

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
2x Vulcan Megabolter	45cm	4x AP3+ / AT5+	Fixed Forwards Arc
Corvus Assault Pod	N/A	Transport 10 Infantry (Mounted, Ogryn, and Terminator units take up 2 slots)	
Laser Burner	(15cm) <b>OR</b> (Base Contact)	Extra Attacks (+2), Small Arms Extra Attacks (+4), Assault Weapon	

Optional Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP, Ignores Cover	Fixed Forwards Arc
Plasma Blastgun	45cm	2x MW2+, Slow Firing	Fixed Forwards Arc
Titan Close Combat Weapon	(Base Contact)	Extra Attacks (+3), Titan Killer (d3)	



Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Walker, Thick Rear Armour*, the Warlord Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 2.5cm tall.

The Warlord Titan may swap its Laser Burner for a Titan Close Combat Weapon. It may also swap one or both Vulcan Megabolters for Inferno Guns or Plasma Blastguns.