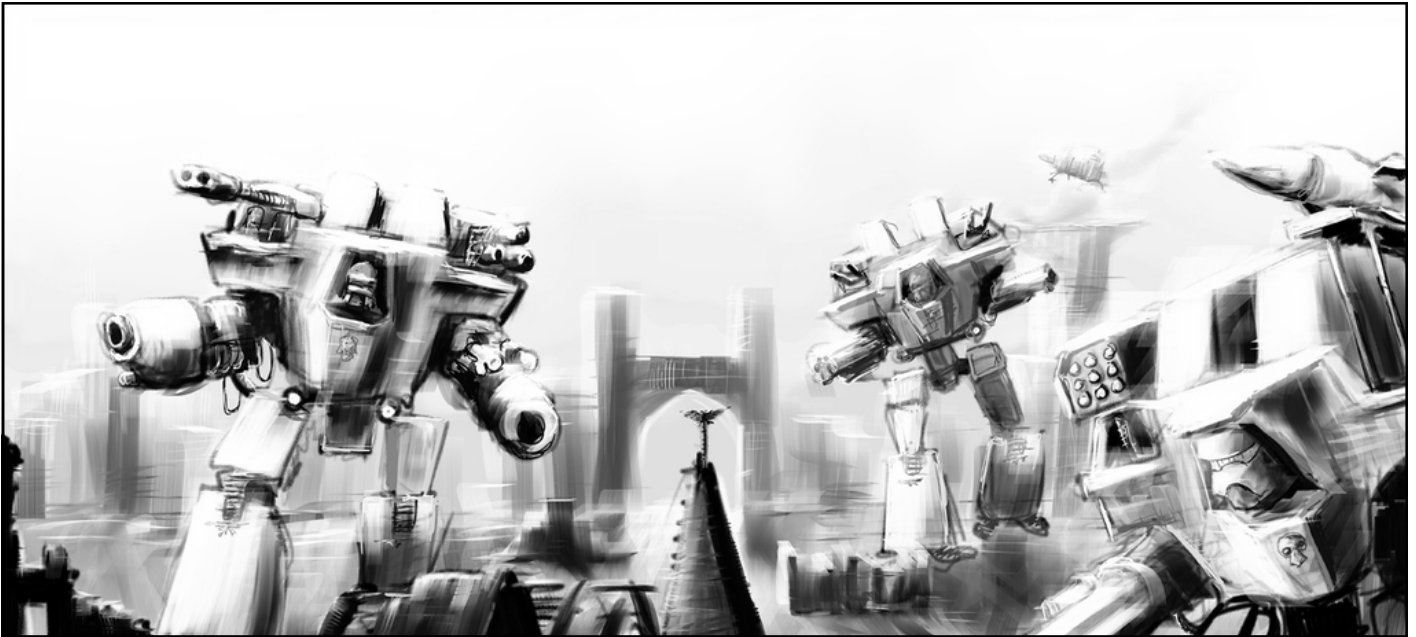


VARIANT TITAN WEAPONS CONFIGURATIONS



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 AND (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.

REAPER 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.

REAPER 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 AND (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) 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 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.

