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Titan Customization

One key factor has kept the Imperial Battle Titan relevant on the field of battle across tens of millennia, its flexibility of weapon configuration. The Adeptus Mechanicus has fine-tuned its construction and maintenance templates for the Warhound Scout Titan and the Emperor and Warmonger Emperor Class Titans. However, the Reaver and Warlord Battle Titans have been dually blessed by the Machine god and Emperor and these mighty machines have found themselves used for many battlefield roles likely never dreamed of by their creators.

The Battle Titan does not have the need for agility and mobility as desired in a Scout Titan, nor does it require the sheer might of the Emperor Titans. Thus, as a platform it is highly modifiable and can make compromises between armament, speed and function.

The number and type of weapons that may be attached to a location on a Titan is, in reality, much more varied than the standard rules give scope for. If your Opponent agrees, you can use the following rules to decide which weapons and equipment are allowed to be fitted to your Titan. Note that you may not be able to represent this with your model and should keep a written record instead.

Battle Titan Variants

Most common head and weapon variants are covered in the AMTL Army List. A few stand out and should be mentioned again for clarity.

- **Nemesis Psi Titan** – A very rare but well-known unit, the Psy Titan replaces all carapace weapons with a large Sensorium mounted on its back. This construction houses the Adeptus Astra Telepathica battle Psykers and their associated Psychic Resonator, and doubles as the mount for the deadly Psy Cannon. The Nemesis also uses a special head variant that is equipped with Psy Blasters for offense and a Psychic Dampener system for improved defense.
- **Deathstrike Artillery Platform** – Based on a Warlord hull, the Deathstrike cannon replaces the titan's head, while its Carapace bristles with targeting arrays and a Fire Control Center or Landing Pad. These modifications make it a deadly accurate support platform. Movement and Firing Arc are sacrificed on the altar of sheer firepower.
- **Corvus Assault Variant** – A Warlord modified internally and externally to garrison and act as a fortress-like troop transport platform for the Imperium's most elite troops, Terminator Marines. The Corvus Pod and Corvus Head are a welcome sight to friendly troops and your enemies' vision of death as the Terminator Marines are brought deep into their territory.

While the god machines are truly the Imperium's most magnificent constructs, there are limitations of the physical plane to consider. For reasons as far ranging and mundane as life support, plasma reactors and space for conduits, The above Warlord variants are not eligible for further modification by these rules. Even the Emperor shows his enemies the grace of a fair fight!

Hard Points

Each location on a Battle Titan has 3, 4 or 5 Hard Points (see table below) to which weapons can be attached.

Warlord	HP	Reaver	HP
Arm Mounts (Each)	4	Arm Mounts (Each)	3
Carapace Mounts (Each)	5	Carapace Mount	4

The number of hard points taken up by the weapon depends on the size and power requirements of each weapon that is fitted to the location:

Description	Hard Point Value	Mounting Location	Description	Hard Point Value	Mounting Location
Gatling Blaster	1	Any	Harpoon Missile	3	Carapace
Quake Cannon	1	Any	Vortex Missile	3	Carapace
Turbo-Laser Destructor	1	Any	Warp Missile	3	Carapace
Vulcan Mega-Bolter	1	Any	Volcano Cannon	4	Any
Blastgun	1	Any	Cannon	5	Any
Inferno Gun	1	Any	Destructor	5	Any
Laser Blaster	2	Any	Doomburner	CC*	Any
Melta-Cannon	2	Any	Chain Fist (Power Saw)	CC*	Arm
Hellstrike Cannon	2	Any	Laser Burner	CC*	Arm
Multiple Rocket Launcher	2	Any	Power Fist (Battle Claw)	CC*	Arm
Cerberus AA Gun	2	Any	Power Ram	CC*	Arm
Barrage Missile Launcher	3	Carapace	Wrecker	CC*	Arm
			Trident	CC*	Arm

*A Close Combat Weapon takes up all available Hard Points.

If you are using these rules, you are allowed to fit up to 2 different weapons to the same location, as long as the total number of Hard Points used does not exceed that location's rating. However, Close Combat Weapons, due to their complex control mechanics, are assumed to take up all available hard points for that location, regardless of the base hull (and you are still not allowed to fit Close Combat weapons to the Carapace [Laser Burner excepted]). These rules do not modify the weapon restrictions for the hulls themselves.

Heads and equipment

Head variants and other equipment can also take up Hard Points and should be counted as follows:

Equipment	Hard Points	Equipment	Hard Points
Close Combat Head	1	Carapace Multi-Lasers	2
Command Head	1	Fire Control Center	2

Weapon Head	1	Close Combat Weapon	**
Carapace Landing Pad	1	Corvus Assault Head	***
Devotional Bell	1	Deathstrike Cannon	***
Custodian Head	2	Corvus Assault Pod	***

** Close combat Weapons are counted as the full number of hard points for the location mounted

***This equipment requires significant reconfiguration of a titan hull and prevents the titan from accepting further modification.

Battle Rating

To represent the effect of increased power draw and weight, we introduce the concept of 'Battle Rating'.

Warlord	Hard Points	Reaver	Hard Points
Battle Rating	12	Battle Rating	8

The above table shows the Battle Rating for the Reaver and Warlord hulls. If the combined total Hard Points exceed the Battle Rating for the hull, the titan's plasma reactor is strained and movement is decreased by 1cm for each additional Hard Point above the Battle Rating.

Examples:

- Warlord hull with
 - Close Combat Head - 1HP
 - Close Combat weapon Left Arm - 4HP
 - Volcano Cannon Right Arm - 4HP
 - Missile Carapace - 3HP
 - Dual Quake Cannon Carapace - 2HP
 - $1+4+4+3+2 = 14\text{HP}$, Movement is slowed to 13cm
- Reaver hull with
 - Close Combat weapon Left Arm - 3HP
 - Gatling Blaster Right Arm - 1HP
 - Volcano Cannon - 4HP
 - $3+1+4 = 8\text{HP}$, Movement is unaffected

Targeting Restrictions

A Location that holds multiple weapons is known as a mixed weapon. Additional weapons are considered to be barrels of the primary weapon, thus a mixed weapon must fire all of its barrels at the same target.

Devices

Titans can be fitted with various additional non-weapon systems to enhance their combat performance. A selection of these devices is covered here but note that devices have the same hull restrictions as hard points. A titan can only be fitted with 2 devices.

Points Cost

These optional systems are not paid for with a set point value, unlike weapons and variant equipment. Instead, each optional system fitted increases the Titan's points cost by a percentage of the Titan's cost.

So, for example, a Warlord Titan hull (500pts) fitted with 300pts of weapons, COBRA and Cameleoline (2 devices) would have a final points multiplier of $(800 \times 1.35 = 1080\text{pts})$.

Cameleoline - +15%

Cameleoline is a reactive camouflage which mimics the background and helps mask a Titan from all forms of sighting device. It works on a broad spectrum, and hides the Titan from sight and all other sensing systems. Any attacks against a Titan fitted with Cameleoline are treated as though the range were 10cm greater than the measured distance - so, for example, a shot from 25cm is treated as a range of 35cm. A unit attempting to initiate close combat must add 10cm to the necessary distance when charging the titan.

COBRA - +20%

COBRA (Command Override Battle Reaction Automation) is a generic term covering a number of different devices which allow a Titan to react to a threat more quickly.

*Optional Rule – I go – U go play

COBRA allows a Titan to fire one segment earlier than normal in the combat phase. But it can never allow a Titan to fire before the First Fire segment. Equipped Titans can Snap Fire without the -1 modifier if given First Fire Orders, Fire in the First Fire Segment if given advance orders, and Fire with a -1 modifier if on charge orders.

*Optional Rule – Alternating Activation play

COBRA allows a Titan to either split its turn into 2 parts or change orders mid turn as long as it has not moved more than half of its base move value or fired its weapons.

Examples:

- A Warlord is activated and moves 7cm on Advance Orders. In any of the player's future activations that turn, the Warlord may a) complete its movement and fire as normal b) change its orders to charge and move the rest of its movement on charge (16cm) c) Snap Fire, ending its play for the turn.
- A Reaver Titan is activated and given charge orders, but does not move. In any of the player's future activations that turn, the Reaver may a) Snap Fire b) move and shoot as if on Advance Orders c) Charge as normal, ending its turn.
- A Warlord Titan is activated and given advance orders. It moves 10cm and fires, ending its turn.

Jump Packs - +10%

Battle Titans may be fitted with a jump Pack, allowing them to fly short distances. Jump Packs allow a Titan with Charge orders to move over (but not onto) a building or another Titan. The move distance is unaffected. The titan moves as if it is a skimmer, ignoring all terrain modifiers except standard buildings and fortifications. It must end the turn in terrain classified as “normal” for a Titan, per the Core Rule Terrain chart and may not be pinned in close combat except by other jump-equipped titans.

RELAY - +10% single +15% double

RELAY (RADAR Extension Link and Analytics) is a sophisticated targeting system that allows an equipped titan to take over the guidance of support missiles and barrages fired by other titans and home them in on a target within its own line of sight. The titan may also act as a forward observer for artillery units.

The titan with RELAY must be within 50cm of unit(s) that are firing and have a clear line of sight to them. If both of these conditions are met, then the range and chance to hit are worked out as if the Titan with RELAY is firing the shot, ignoring minimum artillery distances.

A single RELAY unit can control any number of titans or artillery barrages at once, but they must all be aimed at the same target – a single RELAY unit can't designate two targets at once. A Battle Titan can be fitted with up to two RELAY units, and can designate one target with each unit if desired. It is possible to set up ‘chains’ of Titans with RELAY, with each Titan passing on control of the missile(s) to the next one in the chain. However each additional “hop” from the first titan suffers a -1 To-Hit penalty.

Rare Equipment

Over the Millenia, many weapon systems have been developed by various Titan Legions and Forge Worlds; many have been lost to the ravages of time and warfare. Often they are found as the spoils of war and recognized by the Tech Priests as the powerful relics they are. While typically not found in quantities useable for extended warfare or disassembled and studied in hope of replication, often need and desperation trump practicality and they show up on the battlefield.

Support Missile Variants

During the Horus Heresy there were seven main types of support missile: Blind, Haywire, Mine Dispenser, Plasma, Stasis, Vortex and Warp. While only the Vortex and Warp missiles remain in common use in the 41st millennia, not all stocks are depleted or knowledge lost to continue building the others.

Support missiles may only be fired if the unit has First Fire Orders. They are a one-shot weapon and may only be mounted on a carapace location.

BLIND MISSILE

Blind is a sophisticated form of smokescreen, combining dense smoke with broad-spectrum electromagnetic interference. No conventional detection and targeting systems will operate through a cloud of Blind, although Psychic abilities are not affected.

When a Blind Missile explodes, it scatters Blind emitters over a wide area. When you decide to fire the missiles, first place one barrage template within line of sight of the firing Titan and scatter it 2D6cm. This

weapon will always scatter even though the template is placed within line of sight. Once the point of impact has been determined, use the range ruler to draw a straight line from this point back to the firing titan. This is the missile's flight path. The player who fired the missile may now place 3 Blind markers anywhere along the flight path or at any point within 6cm of the point of impact.

Any line of sight that must be drawn through a Blind marker is blocked. During each End Phase, roll a D6 for each Blind marker; on a roll of 1, the Blind dissipates, and the marker is removed from play.

HAYWIRE MISSILE

Haywire Missiles are a specialized device designed to provide the killing blow to heavily damaged Titans and Superheavy Vehicles. Haywire Missiles release a massive burst of electrostatic and radioactive pulse waves when they explode, designed to disrupt the target's control systems.

A Haywire Missile is only effective against a pinning class 4 or 5 target that has all of its shields down. If a Haywire Missile hits a Titan, which still has an operating Void Shield, it will have no effect - it won't even knock down the Void Shield! If the Haywire Missile hits a Superheavy or Knight, the target must save against a -4 TSM or the control circuits of the target erupt in spark and flame killing the crew and rendering the target destroyed. If a Titan or Praetorian target without Void Shields hit, roll for a hit on the command module (head, bridge, etc) with a -2 modifier.

MINE DISPENSER MISSILE

Mine Dispenser Missiles (MDMs) scatter mines over a wide area; MDMs can be fired at any point on the table within the restrictions of the rules for line of sight.

When you decide to fire the missile, first place one barrage template within line of sight of the firing Titan and scatter it 2D6cm. This weapon will always scatter even though the template is placed within line of sight. When the landing point has been determined (either on target or after deviation), use the range ruler to draw a straight line from this point to the firing Titan. This is the missile's flight path. The firing player takes 2 Mine counters and 2 Dummy Mine counters, and places them face down on the table anywhere along the missile's flight path or within 6cm of the point of impact, so that his opponent cannot tell which mines are real and which are dummies.

The mines become operational at the end of the turn. If a unit (on either side) moves within 5cm of a Mine counter, the mines are activated. The counter is flipped over to reveal whether it is real or a dummy. Dummy mines have no effect, and are discarded immediately. Real mines become active and form a 5cm x 10cm minefield consistent with the terrain table in the core rules and automatically hit the target.

Optional Rule – Alternate Mine loadouts

As an alternative to their normal load, MDMs may carry a single Stasis or Vortex mine and three dummy mines. If you are using an alternative load, you should note this down before the game. The mines are dropped and activated in the normal way, but instead of exploding they create a 3cm field (stasis or vortex, as appropriate). Refer to the notes on Stasis Missiles below and Vortex Missiles in the AMTL list. Altering the load of a MDM does not change its points cost.

PLASMA MISSILE

The Plasma Missile is a huge and very effective weapon. While in flight, it splits into six masses of seething plasma, which spread out to saturate the target area. When you decide to fire the missiles, first place one barrage template within line of sight of the firing Titan and scatter it 2D6cm. This weapon will always scatter even though the template is placed within line of sight.

When a Plasma Missile lands, place a 6cm Template at the point of impact. This is where the first of the six warheads landed; the remaining five deviate from this point, using the normal scatter procedure. Use a 3cm to mark their landing points. Any unit under any of the templates will suffer hit with a -4 TSM, ignoring normal modifiers for cover.

STASIS MISSILE

The Stasis Missile carries a Stasis Field Generator (SFG) as its warhead. The SFG is a highly-sophisticated device which creates an area where time literally stands still. Anything caught within the stasis field is frozen in place and unable to do anything - but units outside the field cannot fire into it.

When rolling to hit with a Stasis Missile, ignore any modifiers for cover. If the missile misses, it will deviate normally. Wherever the missile lands, a 5cm Stasis Field is created. Place a Stasis Field marker on the table, centered on the point of impact. Any unit wholly or partly Within the field may neither move nor attack, but cannot be attacked itself. Its orders cannot be changed until the turn after the Stasis Field dissipates or moves. During the end phase of each turn, roll 1D6 for each Stasis Field on the table;

Die Roll	Result
1-2	The Stasis Field dissipates. Remove the marker from the table.
3-4	The Stasis Field stays in place.
5-6	The Stasis Field moves 2D6cm in a random direction - use the deviation procedure for this. The field will stop if it comes into contact with a Titan.

If two Stasis Fields ever come into contact. They both dissipate immediately. If a Stasis Missile is destroyed before it can be used, it explodes, creating a stasis field over the Titan that was carrying it.

DEMOLISHER MISSILE

The Demolisher Missile is an ancient weapon design that predates the Titan. Designed to deal with large and heavily armoured targets, this javelin-shaped missile is adamantium tipped to carve through a target's armour. The melta warhead then delivers a devastating explosion deep inside the target.

A Demolisher Missile is only effective against a pinning class 4 or 5 target. If it hits a target without a hit template, the target must make 1d3 saves. If a target with a hit template is hit, it is hit 1d3 times and a scatter die should be used to see which adjacent spot is hit. If a scatter die would cause the hit to land outside the template, roll to hit for the original spot.

Rubble Claw

The Rubble claw is a replacement foot utilized during the times of the Horus Heresy. Improvements in Titan technology have made them all but obsolete.

The extra weight of the Rubble Claws encumbers the Titan significantly, reducing its charge movement. When equipped a Titan may only move 1.5x base move when on Charge orders. However, the Rubble Claw retains a unique feature; Trampling. When a titan begins moving, lay a counter at its starting point and for each turn, another counter should be placed. Using a ruler, draw straight lines between the counters and then on to the Titan's final position. Any Pinning Class 2 or lower units within 6cm of the center of the path are Trampled. Pinning Class 3 units are simply overrun. At Titan may not run through friendly troops or Superheavy and larger units.

*Optional Rule - Trampled

While similar to being Overrun, Trample is different in that the intent is to utilize the Titan's size advantage to crush its foes like insects. It is thus more deadly, albeit limited.

Large units (such as titans) may move over smaller ones (like infantry) and have a chance of killing them on the way. In order to perform a Trample you must be a) a Titan b) least three pinning classes larger than your opponent (e.g. titans to cavalry, etc). Move the attacking model and roll a D6 as you pass over enemy units. On a "5-6" the target takes a hit with -2 TSM. If the target survives it moves aside (a few centimeters at most) and lets the larger one pass. The unit has scrambled to avoid the Titan and loses its action (as it does with the Eldar Deathspinner or Eldrich Storm).

Void Shields

Titans are typically configured with a set number of void shields, but optionally can reduce their void shield count and subtract 25pts from the unit cost. A titan must be fielded with at least 1 void shield.