

Weapon	Slot	Range	Attack Dice	To Hit	TSM	Notes
	Head					
	Right Carapace					
	Left Carapace					
	Right Arm					
	Left Arm					
Devotional Bell or Carapace Multi Lasers only	Banner Mount					

Head		Reactor	
1 - 2	Damaged. CAF Halved & roll 4+ to move & fire each turn	1 - 2	Damaged. Titan may not move or fire until repaired on 4+
3	Crippled. CAF Halved for the rest of the game	3-4	Crippled. If repair roll fails, reactor explodes
4	Crippled. CAF Halved & roll 4+ to move & fire each turn	5 - 6	Reactor explodes! Units within 3D6 are hit with 0 TSM
5 - 6	Destroyed and Titan falls		
Weapon		Legs	
1 - 2	Damaged. Cannot fire until repaired	1 - 2	Damaged. Speed halved & cannot enter difficult terrain
3 - 4	Destroyed	3 - 4	Damaged. Roll D6, subtract 1/2 for advance/charge. 0 leg snaps
5	Weapon blown off	5	Crippled. Titan may no longer move or turn
6	Weapon destroyed, 1-3 Reactor 4-6 Head	6	Destroyed. Titan crashes to the ground.
Carapace			
1 - 2	Void Shield Generators are damaged and may not be used until repaired		
3 - 4	Void Shield Generators are destroyed and may not be used any further in the game		
5	The shields are in danger of overloading. Roll a D6. 5-6 the shields shut down safely, 1-4 they explode as 6 (below)		
6	The Titan's void shields overload and explode. The Titan is destroyed but remains standing. Units within 2D6 are hit with 0 TSM		