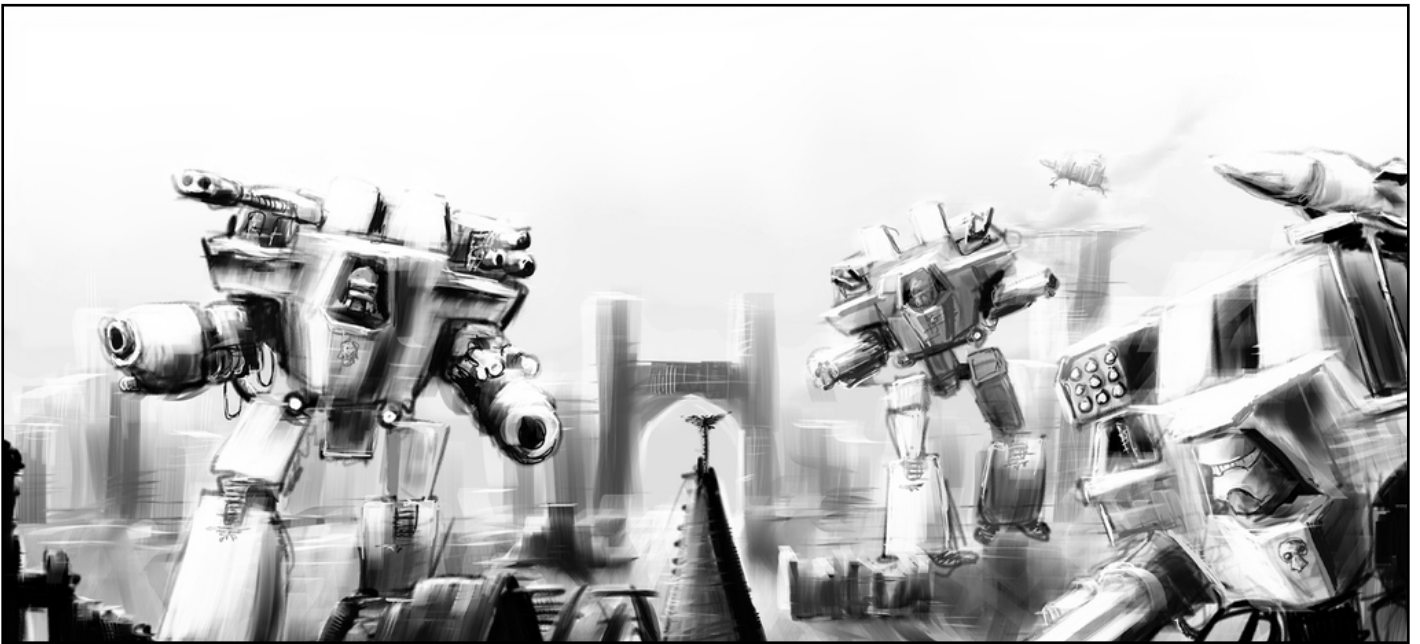


# ADEPTUS TITANICUS

Ben Skinner



Draft D



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Total size ~80 pages.

\*\*\* == Not included yet.

Other resources:

DOWNLOADABLE ROSTER SHEET

DOWNLOADABLE RACE-SPECIFIC PLAYSHEETS (Rules, Orders, etc on one side, race-specific damage tables and hit locations on the other side)

# IMPERIAL WARHOUND TITAN

The Warhound Titan is the smallest of the three main Imperial Titan classes, those Titans that the Adeptus Mechanicus most regularly uses in its warfare.

Warhound Titans typically operate in pairs, ranging ahead of the main Titan battlegroups either to turn the enemy's flank, undertake forward observation, or engage with their opposite numbers in skirmishes that serve to distract the enemy's own scout Titans from harrying the larger Battle Titans.

It is rare for Warhound Titan pairs (Or 'packs', as they are known) to operate in battlezones that do not harbour larger Titan classes however; Although Warhound Titans are fearsome engines of war when placed against basic infantry or armoured tank columns, against enemy Battle Titans their formidable power is matched against superior armour and even greater attack capabilities. Only through superior manoeuvrability and weight in numbers can Warhound Titans hope to bring down larger prey.

As the lightest of the Titan classes regularly deployed by the Adeptus Mechanicus, the Warhound Titan is a fairly common sight amongst the enemies of the Imperium; Faster than a Reaver or Warlord Titan, and more numerous than Reaver Titans in particular, the Warhound's great speed often make it seem to be the most common Titan class on any particular battlefield, as its rapid pace ensures that it will be seen on all quarters of the battlefield, darting back-and-forth in rapid strikes before slinking away to stalk new prey. Thus, whilst it may not be the most numerous Titan class involved in Titan-vs-Titan warfare, its typical method of war will make it seem (To enemy commanders, at least) as if there are orders of magnitude more Warhound Titans operating in the area than are really present, so wide-ranging are their standard tactics.

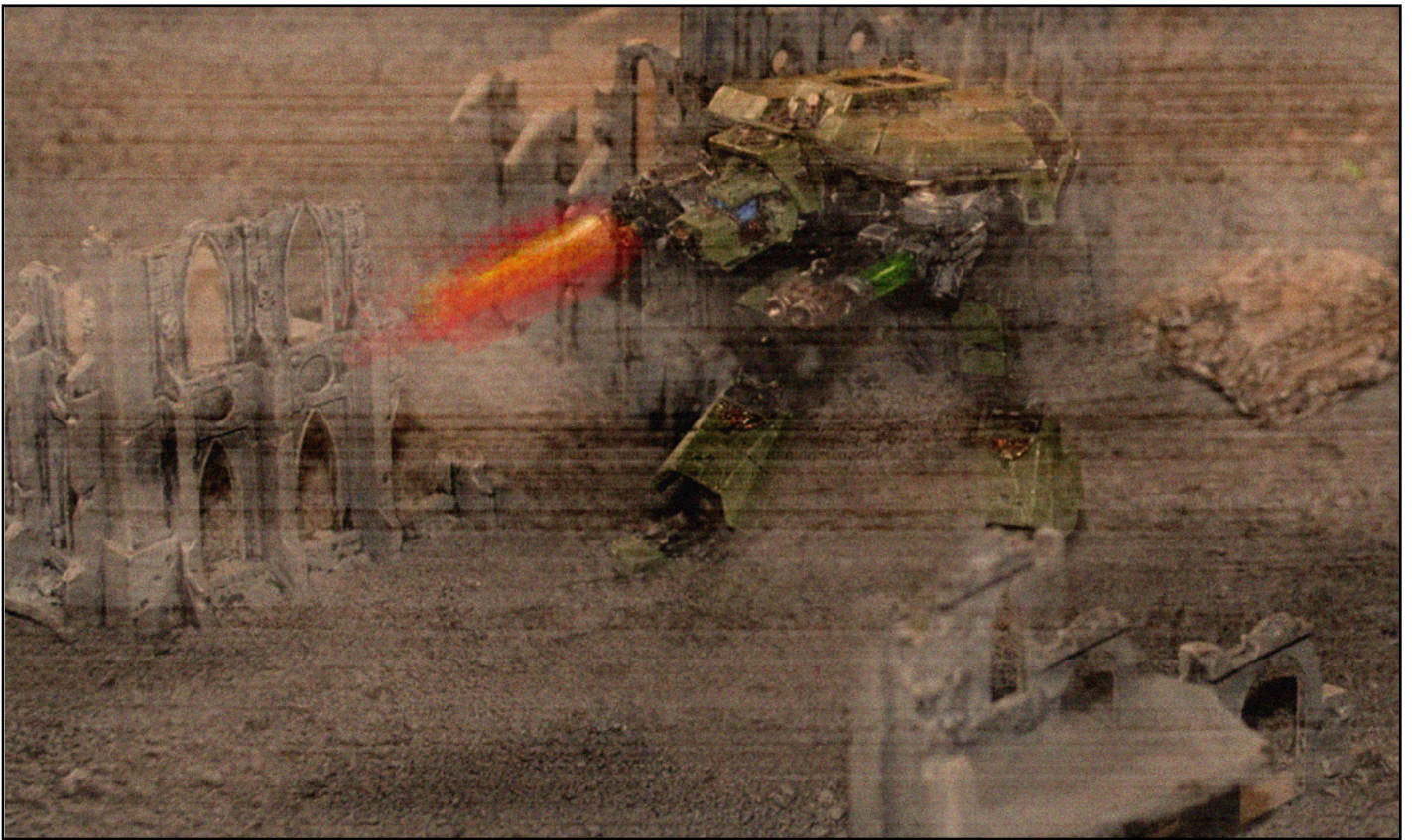
When a Warhound is finally pinned down and forced to fight, it can prove itself a worthy adversary, capable of striking with surprising power when cornered. However, its comparably weak armoured protection means that it cannot withstand incoming fire for long. This fact means that Warhound-versus-Warhound engagements tend to be short and decisive, as an ambushing Warhound Titan quickly gains the upper hand and destroys its off-guard enemy.

Ultimately, the Warhound Titan is an essential component to Adeptus Mechanicus Titan Battlegroups, as what it lacks in raw firepower and armoured protection, it makes up for in speed and tactical utility.

## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

Vehicle Designation 0550-4332-982-WH 04	
Vehicle Name WARHOUND TITAN	Main Armament PLASMA ELASTGUN
Forge World of Origin LUCIUS	Secondary Armament VULCAN MEGABOLTER
Known Patterns III-XXI	Traverse 100°
Crew PREFECT, 2X MODERATI, TECHPRIEST	Elevation -33° TO +36°
Powerplant TYPE XII PLASMA REACTOR	Main Ammunition UNLIMITED FROM REACTOR
Weight 410 TONNES	Secondary Ammunition 14000 ROUNDS
Length 12.1 M	Armour
Width 11 M	Turret N/A
Height 14 M AT REST	Superstructure 95 MM
Ground Clearance 8.5 M	Hull 95 MM
Max Speed / On Road 58 KPH 8.25M STRIDE LENGTH	Gun Mantlet N/A
Max Speed / Off Road 42 KPH	
	Doc No. 1474099.M39
	Signature <i>John Angeloth</i>

# IMPERIAL WARHOUND TITAN



Warhound Titan Photoshop 2.

# CORE RULES

## 1.0—BASIC PRINCIPLES

Although these rules cover the operation of many different massive war machines of the 41st millennium, such as Imperial Titans, Ork Gargants, Tyranid Bio-Titans, Tau Mantas, etc, for brevity's sake the following rules will refer to all of the aforementioned vehicles as 'Titans', and unless specifically mentioned, all follow the same basic rules.

### Dice

The Adeptus Titanicus rules make heavy use of Dice to decide what happens on the battlefield. The dice used are six-sided dice, with each side marked with a number from 1 to 6 (Henceforth referred to as the 'D6'). Sometimes you will be asked to roll more than one D6, and for brevity we will refer to this using a simple shorthand method; If you are required to roll three dice, this will be shortened to '3D6', if required to roll five dice this will be shortened to '5D6', etc.

The other dice you will come across in the Adeptus Titanicus rules is the D3; If you need to roll a D3, simply roll a D6 and count a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3.

### Measurements:

All measurements are listed in Centimetres. Pre-Measuring is not allowed ; This means that orders, and shooting attacks, must be declared before measuring any distances on the tabletop.

## 1.1—BASIC TITAN STATS

Each Titan in the Adeptus Titanicus game system has a set of values that tell you about the basic abilities of the Titan. For example, the basic stats of a *Warbound Titan* look like this:

Speed	Void Shields	Close Combat	Size
30cm	2	5+	3

### Speed:

This tells you the distance the Titan can travel in centimetres each time it moves. You will find during your games that as your Titan is damaged, this speed may decrease.

### Void Shields:

All Imperial Titans carry Void Shields, these are powerful barriers of pure energy that wrap the Titan in a protective bubble. The more shields you have, the longer you can keep taking hits before the enemy's attacks start hitting your hull. As with your Titan's speed, you will find that the rigours of battle will sometimes damage or even destroy your Void Shield Generator.

### Close Combat:

This value denotes how skilled your Titan is at causing damage when engaged in Close Combat.

### Size:

A Titan's size is used for various 'book-keeping' purposes, such as checking victory conditions in scenarios, or for comparing the total size of rival player's Titan battlegroups.

## 1.2—SEQUENCE OF PLAY

Adeptus Titanicus games use a sequence of play that is composed of *turns*, which are themselves composed of three distinct *phases*.

Each turn is composed of the following three phases:

- 1—The Strategy Phase
- 2—The Orders Phase
- 3—The End Phase

After a turn is complete, you check the 'Victory Conditions' of the game you are playing... if someone has won, you stop there, otherwise, you play another turn, starting again with the Strategy Phase.

# CORE RULES

## 1.3—THE STRATEGY PHASE

During the Strategy Phase, each player rolls a D6, and adds that to the strategy rating of their chosen army. The highest scoring player will be entitled to choose whether to go first or second in the Orders Phase.

The strategy ratings of the various forces available in Adeptus Titanicus are as follows:

Alignment	Strategy Rating
Imperial Titans	3
Chaos Titans	3
Eldar Titans	4
Ork Gargants	2
Tyranid Bio-Titans	1

## 1.4—THE ORDERS PHASE

In the orders phase, players take it in turns to issue orders to their Titans, starting with the player selected to have the first order in the Strategy Phase. Once every Titan in the game has been issued one order, the turn is complete and the End Phase will begin.

A Titan may only undertake one Order per turn, and you must declare which order your Titan will use before you begin moving it, or shooting with it.

## 1.5—ORDERS

The following orders may be issued to your Titan:

Order	Effect
ADVANCE	Your Titan may make one move and then shoot.
DOUBLE	Your Titan may make two moves, then shoot with -1 to hit.
OVERWATCH	Your Titan may not move, but instead enters Overwatch. Being in Overwatch allows the Titan to interrupt an enemy Titan's movement to shoot at it.
SUSTAINED FIRE	The Titan may not move (Not even to turn) but its guns receive +1 to-hit.
CHARGE	The Titan may make one move into base contact with an enemy Titan, and then engage it in a Close Combat.
MARSHALL	The Titan may move once, or shoot (No turning allowed). In addition, the Titan may roll 1D6, and roll to attempt to raise that number of Void Shields, or roll to attempt to repair that many points of damage, or any combination of the two.

## 1.6—MOVEMENT

When a Titan takes an Order that allows it to move, it moves up to the distance in centimetres as indicated on the 'speed' value on its datasheet. If a Titan takes a Double order, it may move up to twice the speed indicated on its datasheet.

## 1.7—TURNING

For every 10cm a Titan is entitled to move, it may turn 45 degrees either left or right. Note that these turns may be taken at any point in the Titan's movement, so for example a Reaver Titan (Which is allowed 2 turns when Advancing 20cm) could turn 90 degrees on the spot, then move 20cm directly forwards.

# CORE RULES

## 1.8—ZONES OF CONTROL

A Titan may not voluntarily approach within 5cm of an enemy Titan unless it is undertaking a Charge Order.

After Charges have been resolved, the charging Titan must step back 5cm so that it is no longer within the Charged Titan's zone of control (Titans that are immobilised are allowed to remain in place).

## 1.9—TERRAIN

In Adeptus Titanicus, Terrain affects a Titan's movement in one of four ways:

- The terrain has no effect at all.
- The terrain is impassable to the Titan so that it cannot move into or through it at any time.
- The terrain is dangerous to move through.
- The terrain increases the Titan's speed, as long as it spends its entire move on the terrain (*Roads*).

If the terrain is dangerous, then a Titan must roll a D6 when it makes a move that passes through the dangerous terrain. On a result of '1', the Titan must make an armour save on its legs, if this save is failed, it takes a level of damage to its legs (*Yes, this can potentially destroy your Titan!*).

In order to take advantage of the speed increase afforded by roads, the Titan's entire move must be made upon the road. Note that if the Titan undertakes a 'Double' order, then *both* moves made by the Titan can benefit from the +5cm speed boost from travelling along the road (*As long as both moves are made along the road*). Alternatively, one move could be made along the road, followed by a second move that does not benefit from the +5cm speed bonus, as the Titan leaves the road during its second move.

The following chart covers the most common types of terrain found in Adeptus Titanicus, and the effect it has upon Titans:

Terrain	Effect
Buildings, Cliffs	Impassable
Jungle, Woods, Marsh, River, Ruins, Rubble	Dangerous
Open Ground / Hill Slopes / Scrub	No Effect
Roads	+5cm speed per move (As long as the move starts <i>and</i> finishes on the road)

## 2.0—SHOOTING

Many Orders allow a Titan to shoot its ranged weapons. This takes place in the Orders phase after the Titan undertaken any moves it may be permitted by its Order.

### Picking Targets

When a Titan undertakes an Order, each weapon it carries may fire at any target that is in its Line Of Fire (*All of its weapons don't have to target the same enemy Titan*). Each weapon's Line Of Fire is determined individually. All of the Titan's weapon targets must be nominated before any attack dice are rolled.

### Line Of Fire

The Line Of Fire (*LOF*) is a straight line drawn from the Titan's weapon to its target. The LOF may be partially or totally blocked by intervening terrain features such as tall buildings, or other Titans. A partially blocked LOF will make it harder for your Titan to hit its target, whilst a totally blocked LOF will make it impossible to hit the target.

### Range

In order for a weapon to shoot at an enemy Titan, the weapon must be within range to shoot (*Note that you may not measure the distance to the target until after you have picked your targets*).

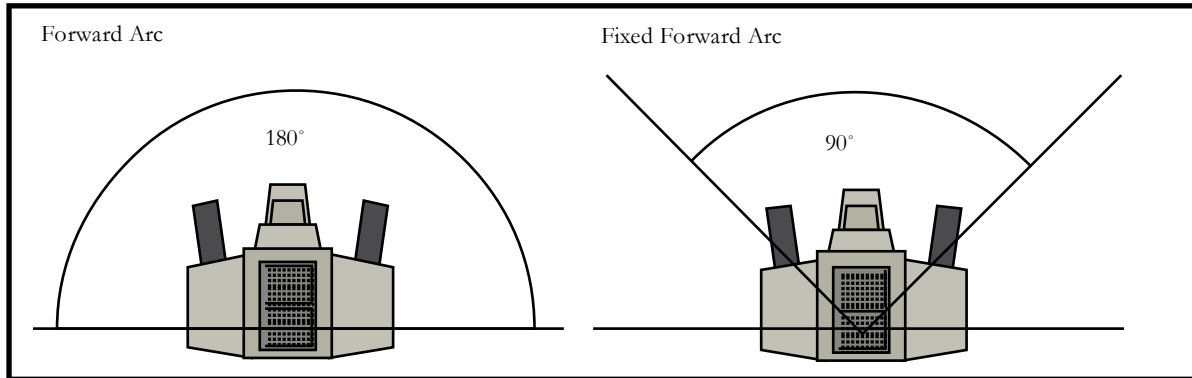
# CORE RULES

## 2.0—SHOOTING (CONTINUED)

### Weapon Fire Arcs

Weapons fitted to Titans are only able to fire according to the Fire Arcs listed on their Titan's datasheet; There are two types of Weapon Fire Arcs in Adeptus Titanicus:

- Weapons with a **Forward Fire Arc** have an 180° arc of fire to the front of the Titan.
- Weapons with a **Fixed Forward Fire Arc** have a 90° arc of fire to the front of the Titan.



## 2.1—THE SHOOTING PROCEDURE

The shooting procedure is as follows:

- I - Nominate the target for each weapon on the Titan. *Slow-Firing* weapons must nominate how many of their shots they will fire.
- II - Roll to hit the target(s).
- III - Find which areas of the target(s) have been hit.
- IV - Take armour saves on the locations that have been hit.

## 2.2—ROLLING TO HIT

In order to hit the target, weapons must roll equal to or higher than their 'Firepower' value. For example, if a weapon has a Firepower value of 4+, you must roll a 4 or more to hit. A roll of 1 to hit is always a miss, regardless of any modifiers which may apply.

If a weapon has a multiplier listed in brackets after its Firepower value, then you may roll that many dice, and each one will apply a hit if it rolls equal to or over the Firepower value.

For example, here are the basic stats of a fairly common weapon, the Vulcan Megabolter:

Weapon	Range	Firepower	Notes	Cost
Vulcan Megabolter	45cm	5+ (x6)		Free

So, what can we understand about the Vulcan Megabolter from this?

- It has a range of 45cm
- It hits on a D6 roll of 5+
- It fires six shots
- It has no special rules (*Any special rules a weapon may have will be listed under 'notes'*)
- It is *Free* (*We'll get to what that means later!*)

# CORE RULES

## 2.3—MODIFIERS TO THE TO-HIT ROLL

The list of possible modifiers to the to-hit roll are presented on the right:

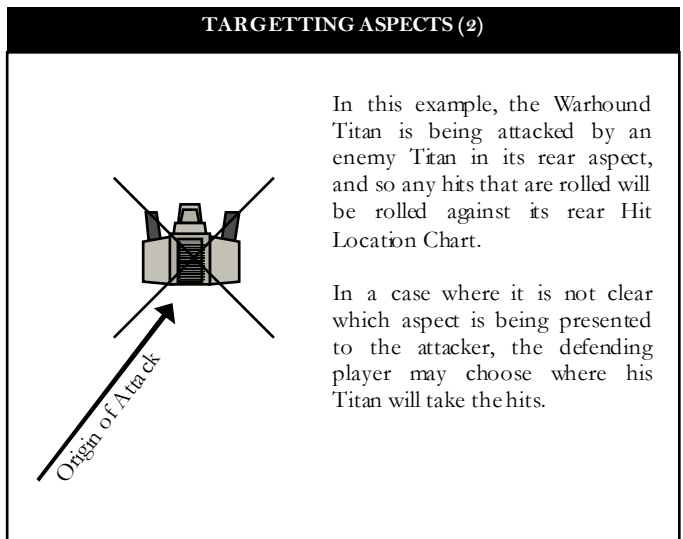
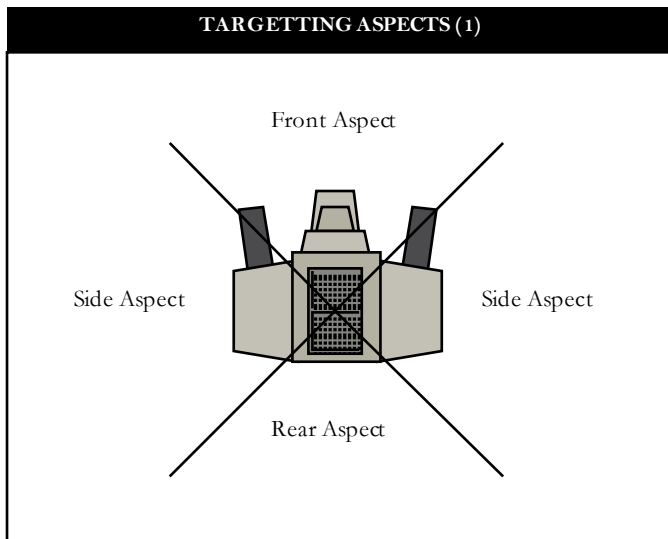
Situation	Effect
Target is in soft cover (25-50% of the model is obscured by terrain or another Titan)	-1
Target is in hard cover (50% or more of the model is obscured)	-2
Attacker has undertaken a Double Order previously during the current turn.	-1
Attacker has undertaken a Sustained Fire Order previously during the current turn.	+1

Sometimes, modifiers will mean that you may need a 7 or more to hit... as this is not technically possible to achieve whilst using a standard 6-sided dice, you should use the following method, which uses two successive dice rolls:

Roll to hit required	First Dice Roll	Second Dice Roll
7	6	4, 5 or 6
8	6	5 or 6
9	6	6
10 or more	6	May not be hit

## 2.4—ALLOCATE HITS TO LOCATIONS ON THE TARGET

In order to find out where your enemy has been hit, take those dice which have hit, and roll each dice on your target's hit location chart using the particular aspect (Front, Side or Rear) which faces the attacker.



After you have worked out which aspect is being presented to the attacking Titan, work out where your hits have struck by rolling on the suitable Hit Location Chart. Presented below is the hit location chart for the rear aspect of a Reaver Titan:

### REAVER TITAN REAR HIT LOCATIONS

#### REAR

##### Roll 1d6:

- 1-2 - Legs
- 3 - Arm Weapon \*
- 4 - Carapace Weapon
- 5 - Void Shield Generator
- 6 - Plasma Reactor

\* Hits a random visible weapon.

*So, if the Reaver Titan is hit four times in the rear aspect, you roll 4d6 to find out where each hit strikes.*

*If those 4d6 roll: 1, 2, 3 & 4, the Reaver will be hit in the legs twice, hit in an arm weapon once, and hit in its carapace weapon once.*

Sometimes a hit location will tell you (*Like the 'arm weapon' result here*) that the hit has struck a random visible item. If there are two of these items visible (*For example, two arm weapons*), then roll a further D6 to find which of the visible items has been struck; On a roll of 4-6, the item on the right takes the hit, on a 1-3, the item on the left takes the hit.

If a location is rolled that is not within the LOF of the attacking weapon, apply the hit anyway (*Sometimes, shots will pass straight through intervening buildings, or between the legs of other Titans!*).



# CORE RULES

## 2.8—REPAIRING DAMAGE

Not all damage is as severe as it might at first seem; During battles, your Titan's Tech-Priest can attempt to repair or route around damaged areas. There are two situations where this is possible.

- **When attempting repairs in the end phase of a turn.**
- **When undertaking the 'Marshall' Order.**

In the end phase, you are allowed to attempt repairs once.  
When using the Marshall Order, you are allowed to attempt repairs D6 times.

In either situation, the procedure for attempting a repair is the same:

- Roll a D6. If it result is 4 or more, then one system may be repaired. If the Titan is an Imperial or Chaos Titan, it may choose to raise one Void Shield instead.

The controlling player may choose after rolling his dice and seeing the result(s) which system(s) he would like to repair.

When repairing systems, simply erase one level of damage from any titan system of your choice (*We find it is best to mark damage in pencil, so that repairing a system is simply a matter of erasing the mark denoting damage*).

*Example of play:*

- *A Titan has no void shields, and is damaged in two locations.*
- *It elects to undertake a Marshall Order.*
- *After shooting at its target, it rolls 1D6 to determine how many attempts to repair it may make: It rolls a 4.*
- *4D6 are rolled, three of which roll a 4 or more (So the Titan is entitled to repair three systems)*
- *The Titan elects to repair both damaged locations, and raise a single void shield.*

## 2.9—OVERWATCH

A Titan that undertakes an Overwatch Order may not move, but may shoot outside of the normal turn sequence in response to the movement of an enemy Titan. It is worthwhile placing a suitable marker next to a Titan on Overwatch, to remind both you and your opponent of its status.

A Titan on Overwatch is allowed to shoot at an enemy Titan at the end of any of its moves, before the target is able to shoot its own weapons or attack in Close Combat, as long as there is a valid Line Of Fire to the target. Note that if an enemy Titan is undertaking a Double Order, the Titan on Overwatch may choose to fire after the first or second move by the enemy Titan, or even elect not to fire at all and wait for another target to cross its Line Of Fire.

Also note that a Titan on Overwatch may only fire at an enemy Titan when it moves; If an enemy Titan within LOF Sustains Fire, for example, that does not trigger Overwatch fire as it does not move. Resolve the shooting attacks against the Titan that triggered the Overwatch fire in the normal manner.

A Titan may remain on Overwatch after the end phase of a turn, and remains on Overwatch into the following turn. Overwatch status can only be ended either by the Titan using the Overwatch ability to shoot, or by undertaking a different Order in a subsequent turn. If a Titan uses its Overwatch ability to shoot at an enemy Titan, that counts as its Order for the turn, even if it went on Overwatch in the previous turn and has not yet been issued an Order in the new turn.

*Example of play:*

*Turn 1—Player A puts Titan A on Overwatch.*

*Player B Advances Titan B, but Titan A cannot see it so it is safe from Overwatch fire.  
Since it did not use its Overwatch ability, Titan A will remain on Overwatch into turn 2.*

*Turn 2—Player B wins the strategy roll-off, and issues the first Order of the turn.*

*Player B Advances Titan B, bringing it into the LOF of Titan A.  
As Titan A is still on Overwatch, Player A declares that Titan A is going to use its Overwatch to fire at Titan B  
Titan A shoots at Titan B.  
After all hits have been applied and saved against, Titan B (If it survived) may now shoot.  
Note that Titan A's use of Overwatch counts as its Order for turn 2, and it may not now undertake a new Order until turn three.*

# CORE RULES

## 3.0—CHARGES / ASSAULTS

*Sometimes, ranged weapons are not enough...*

One of the Orders available to the Titans in Adeptus Titanicus is 'Charge'; Titans that carry out a Charge Order are allowed to make one move, and if it reaches base-to-base contact with an enemy Titan, fight a Close Combat, as the two massive war machines come to close quarters and attempt to force their opponent to the ground.

Note that Void Shields may not be used in close combat.

### **Charge Procedure:**

- 1 - Choose target Titan.
- 2 - The Charging Titan makes a charge move. If the Titan fails to reach base-to-base with the enemy Titan, then the Charge stalls here and the Close Combat does not take place.
- 3 - The Charging Titan attacks and allocates hits to the Defending Titan.
- 4 - The Defending Titan takes armour saves.
- 5 - The Defending Titan may now attack the Charging Titan.
- 6 - The Charging Titan takes armour saves.
- 7 - If neither Titan was destroyed in the Close Combat, the smaller combatant Titan is now moved back 5cm.

To outline the Charge/Close Combat procedure in more detail:

### **Choose Target Titan:**

The Titan undertaking the Charge Order must nominate an enemy Titan to be the target of its Charge. Before it moves, the enemy Titan must be visible in the Forward Arc of the Charging Titan.

### **Make Charge Move:**

This is simply a normal move, like any other. The only exception is that the Charging Titan is allowed to move within 5cm of enemy Titans whilst Charging (*Remember that this is not normally allowed*). If the Charging Titan fails to reach base-to-base contact with the enemy Titan, then the Charging Titan simply moves up to its full distance as directly as possible towards the enemy Titan. If the Charge would have brought it within 5cm of the enemy Titan, then the charging Titan stops 5cm away from its target. This (Rather ineffective) manoeuvre then counts as its Order for the turn... *the charge has failed!*

Assuming the Charging Titan makes it into base-to-base contact with the target Titan, proceed to the next step...

### **The Titans Attack Each Other:**

Each Titan has two values that directly affect how well it performs when charging. These values are 'Size' and 'Close Combat'.

- 'Size' determines how many attack dice a Titan may roll when fighting in a Charge.
- 'Close Combat' determines what those dice require to apply a hit.

*So for example a Warhound Titan is size 3, and has a Close Combat value of 5+, meaning it rolls 3 dice to-hit, each of which will apply a hit on an enemy Titan on a 5 or a 6.*

After you have worked out how many hits the Charging Titan has achieved, allocate them to locations on the enemy Titan in the usual manner, just as if the attacks were from ranged shooting (*Note that the -1 armour save modifier for being attacked in the rear aspect does apply as normal*).

Once you have allocated the attacks to specific locations, the Defending Titan takes armour saves as normal. If the Defending Titan is not knocked out of action, then it may now strike back at its attacker. Do so in the same manner as the Charging Titan made its own attacks, taking armour saves and applying damage if necessary.

### **Post-Combat:**

If both Titans have survived the Close Combat without being destroyed, the Titan with the smaller 'size' value is now moved backwards 5cm, as it steps back out of Close Combat range, after which the turn can continue as before. If both Titans are the same size, move both Titans backwards 2.5cm.

# CORE RULES

## 3.1—THE END PHASE

Once every Titan in the game has undertaken one Order, the End Phase begins.

The end phase procedure is as follows:

- 1 - Check Victory Conditions
- 2 - Attempt repairs.

### Check Victory Conditions:

Each mission in the standard scenarios for Adeptus Titanicus has a set of 'victory conditions', which are counted up at the end of each turn (See page xx for the standard missions of Adeptus Titanicus). In general, most games will finish when one or the other player reaches 50 Victory Points.

### Attempt Repairs:

In the end phase of the turn, each Titan may attempt to repair a damaged system, or raise one Void Shield. Roll a D6, and on a 4-6 you may repair one system as normal (See Rule 2.7).

## 3.2—SPECIAL RULES

### Assault Weapon

*Assault Weapons* may only use their Firepower abilities when they are used in a Close Combat.

### Demolisher

*Demolisher* weapons are allowed to target buildings. Roll to hit the affected building as if it were an enemy Titan; If a building is hit by a *Demolisher* weapon, remove it from the tabletop. Titans with an *Assault Weapon* that possesses the *Demolisher* special rule are allowed to undertake Charge Orders against buildings.

### D(x) Hits

Some weapons are incredibly destructive, or the attacks they fire are wide-ranging and indiscriminate. Whatever the cause, when a Titan is hit by a weapon that causes *D'x' Hits*, (Where 'x' is a number) you should roll D'x' times on the relevant Hit Location Chart when you assign the weapon's hit(s) to a location on the enemy Titan.

*For example: A Warbound Titan is hit by a Volcano Cannon, which causes D3 hits. A D3 is rolled and it rolls a 2. Therefore the Titan will be hit by two hits from the Volcano Cannon. You then roll twice on the Hit Location Chart to see which areas of the Titan are hit by the Volcano Cannon.*

### Extra Attacks:

Some types of Close Combat weapon are noted as having *extra attacks* (N). Titans armed with these weapons receive a number of extra attacks equal to 'N' during a close combat. For example, a weapon with *extra attacks* (3) allows the Titan using it to roll three extra attack dice in a Close Combat.

### First Strike

Some types of *Assault Weapon* may be noted as having the *first strike* special rule. This rule allows them to roll any *extra attacks* that the weapon has before an enemy Titan, regardless of which Titan charged. If two Titans with *first strike* weapons meet in combat, roll both Titan's *first strike* attacks simultaneously.

### Indirect Fire

*Indirect Fire* weapons may fire without LOF restrictions (Though they must still obey *Weapon Arc Restrictions*, see Rule 2.0-Shooting), but only if the Titan wishing to fire a weapon with the *Indirect Fire* special rule has undertaken a *Sustain Fire* special order that turn. This rule allows the weapon to fire over a building or other LOF obstruction, even if the enemy Titan is completely hidden from view, as long as the enemy Titan lies within a valid *Weapon Fire Arc* and is within range, it may be attacked by the *Indirect Fire* weapon.

### Macro-Weapons

All of the weapons used in Adeptus Titanicus are huge, but some of them are considerably more destructive than others, these weapons are known as *Macro-Weapons*. The power of these large weapons adversely affects enemy Titans' armour saves:

- Locations with standard armour saves are not allowed an armour save against *Macro-Weapons*.
- Locations with *Reinforced Armour* are not allowed to re-roll their armour save, as they may against less powerful hits.

### Macro-Weapons in Close Combat

Some weapons may be noted as having the *Macro-Weapon* special ability. Note that only the weapon's *Extra Attacks* benefit from the *Macro-Weapon* special rule; The weapon does not transfer its *Macro-Weapon* ability onto the Titan's basic attacks.

# CORE RULES

## 3.2—SPECIAL RULES (Continued)

### Reinforced Armour:

This special rule denotes an area of the Titan fitted with stronger armour. The rule allows failed armour saves for a location with reinforced armour to be re-rolled.

### Single Shot:

Some weapons are noted as being *single shot*. These weapons may only be used once per battle.

### Slow Firing:

Some weapons are noted as being *slow firing*. These weapons must take one turn to reload after they have fired. For *slow firing* weapons with multiple shots (*Such as a Plasma Blastgun, which has x2 shots*), you may hold shots in reserve for the following turn.

*For example, if a Plasma Blastgun fires both of its shots on turn 1, it will not be able to fire any shots on turn 2 as they are both recharging.*

*If it fires only one shot one turn 1, it will still be able to fire its second shot on turn 2, while its first shot is recharging.*

### Template

Some weapons have the *Template* special rule, which means that instead of firing discrete shots that only affect a small area, they simply bombard the target area with either multiple small shots, or a single huge explosion.

*Template* attacks use the Games Workshop 5-inch diameter circular template.

When firing a *Template* weapon, place it anywhere you like on the board, and check if it is in range (And LOF).

Depending on what Order the Titan firing it is using, the *Template* attack will now scatter in a random direction (Use a Games Workshop scatter dice, or similar):

- If the Titan is *Sustaining Fire*, scatter the Template 1D6cm in a random direction.
- If the Titan is *Doubling*, scatter the Template 3D6cm in a random direction.
- If the Titan is undertaking any other type of Order, scatter the Template 2D6 in a random direction.

Note that if you are using a Games Workshop Scatter Dice to find the random direction, the *template* attack always scatters, even if you roll a 'hit' (Use the tiny arrow on the 'hit' face as the random direction).

After the *Template* has been moved into its new position, any Titan which is even partially under the *Template* will receive the number of attacks listed on the weapon's profile.

*For example, a Reaver Titan fires an Apocalypse Missile Launcher. The template is placed, and then scattered 2D6 cm because the Reaver is undertaking an Advance Order. After it has been scattered, it is left partially touching two Warbound Titans, so each Warbound Titan will be attacked. An Apocalypse Missile Launcher's Firepower value is '4+ (x2)', so both Titans will be attacked by two dice, which will apply hits on a 4+, meaning that four attack dice will be rolled in total.*

### Titan-Killer

Some weapons are noted as having the *Titan Killer* special rule. Enemy Titans hit by *Titan-Killer* weapons are not allowed any save at all, unless specifically noted otherwise... even the thickest *Reinforced Armour* is no help against a *Titan Killer* hit.

### Void Shields

Void Shields are overlapping energy fields that protect Titans from damage. Each Imperial Titan type has a number of Void Shields that are listed on its datasheet. Each Void Shield may take one hit by an enemy weapon before it is removed (*Do not take armour saves for the hit, the Void Shield is automatically 'destroyed'*). Once a Titan has no Void Shields remaining, it may be hit normally and you must pass armour saves against enemy hits or take damage accordingly.

Void Shields may not be used to take hits during a Close Combat.

Void Shields that have been knocked down can be repaired (*See Rule 2.8 - Repairing Damage*).



*Artwork*

*A Warlord Titan filling the page.*

# MISSIONS

## 3.5—MISSIONS

Standard games of Adeptus Titanicus are played according to the following Missions; Rather than simply lining up your Titans and blasting away in an effort to see who is the more capable at destroying the enemy, Missions add an extra layer of complexity and tactical challenge to your games.

In a one-off game, both players select a Titan Battlegroup from a pre-agreed points total. Once both players have picked their Titans, roll a D6 to choose the deployment zones you will be using for your game (**Step 1**). Next, both players roll a D6 to find out what mission they have been ordered to undertake (**Step 2**). If a player rolls a mission that refers to an objective marker, roll a D3 to select which objective layout to use (**Step 3**), and then randomly select an objective as being the one their mission refers to (*Note that it is possible for both players to be issued orders referring to the same objective!*).

Whether you are playing a 'pick up' game, a game as part of a campaign, or even playing in a tournament, the game ends under the following circumstances:

- When one player has accrued a total of 50 Victory Points.
- When one player has no operational Titans remaining on the battlefield.
- When ten turns have elapsed since the beginning of the game.

You may wish to play for more Victory Points or turns if you are playing a particularly large game.

### PRE-GAME PROCEDURE

#### STEP 1—SET DEPLOYMENT ZONES

- 1—Side-to-side.
- 2—Corner-to-corner.
- 3—Surrounded

#### STEP 2—SELECT MISSION

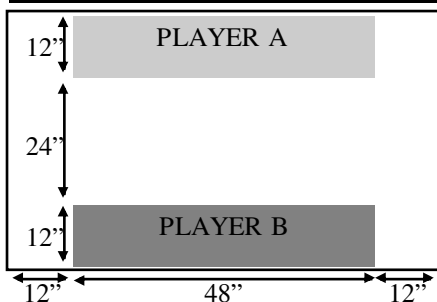
- 1—Take and hold.
- 2—Seek and destroy.
- 3—Blockade.
- 4—Breakthrough.
- 5—Rescue Mission.
- 6—Holding action.

#### STEP 3—SET OBJECTIVES (If necessary)

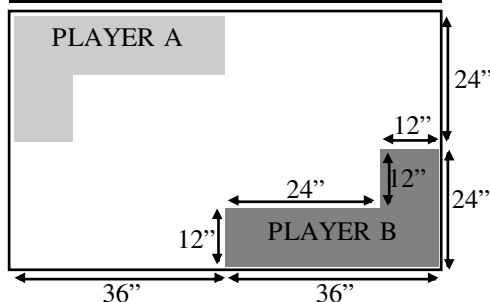
- 1—Pattern A
- 2—Pattern B
- 3—Pattern C

### DEPLOYMENT ZONES

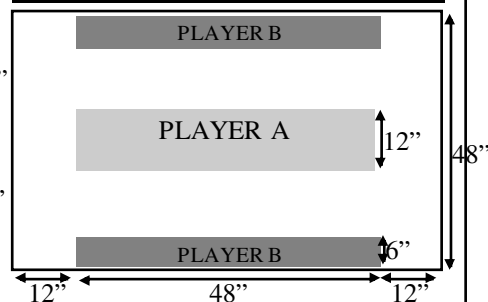
#### SIDE-TO-SIDE



#### CORNER-TO-CORNER

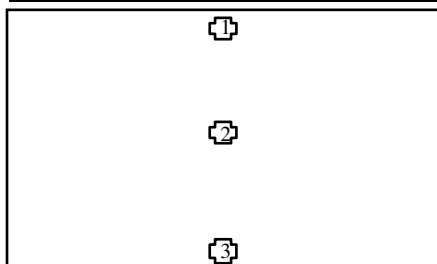


#### SURROUNDED

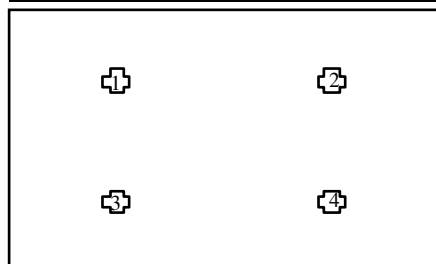


### OBJECTIVES

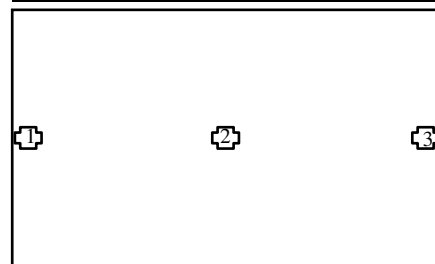
#### PATTERN A



#### PATTERN B



#### PATTERN C



# MISSIONS TABLE

## MISSION ONE : TAKE AND HOLD

*You have been tasked to secure a particular point on the battlefield, and hold it for as long as possible*

Use a D6 to randomly select one of the objectives. You must have a Titan within 15cm of the objective at the end of each turn.

If there is one of your Titans within 15cm at the end of the turn, claim 5 victory points.

If one of your Titans claims the objective, and there are no enemy Titans also within 15cm, claim an additional 5 victory points.

## MISSION TWO : SEEK AND DESTROY

*You have been ordered to engage the enemy's main force in a decisive battle.*

You must knock out at least one half of the enemy force (Worked out by Titan size values). If you achieve this, claim 50 victory points.

## MISSION THREE : BLOCKADE

*You have been ordered to contain the enemy force rather than fully engage it.*

There must be no enemy Titans in your deployment zone at the end of the turn.

If you satisfy this victory condition at the end of a turn, claim 10 victory points.

## MISSION FOUR : BREAKTHROUGH

*You have been ordered to advance at full speed, plunging as deep as possible into enemy territory.*

At least half of your force (In 'size' value) must be in the enemy deployment zone at the end of the turn.

If you satisfy this victory condition at the end of a turn, claim 25 victory points.

## MISSION FIVE : RESCUE MISSION

*A signal has been detected that indicates a high-value Imperial asset (Perhaps a Titan Princeps or an Imperial Guard General) has become trapped by an enemy attack. It is of the highest priority that you undertake a rescue mission.*

Use a D6 to randomly select one objective marker.

During the game, any of your Titans may pick up the objective marker simply by moving over it. If your Titan is wrecked or destroyed it immediately drops the objective marker d6cm in a random direction.

If the objective marker is still being carried by one of your Titans at the end of the turn, claim 10 victory points.

## MISSION SIX : HOLDING ACTION

*Through a careful reading of the Emperor's Tarot, an Imperial Psyker has gleaned an aspect of the enemy's plan.*

Instead of undertaking a mission of your own, you must prevent your opponent from completing his mission (Use a D6 to randomly select one if he has more than one mission).

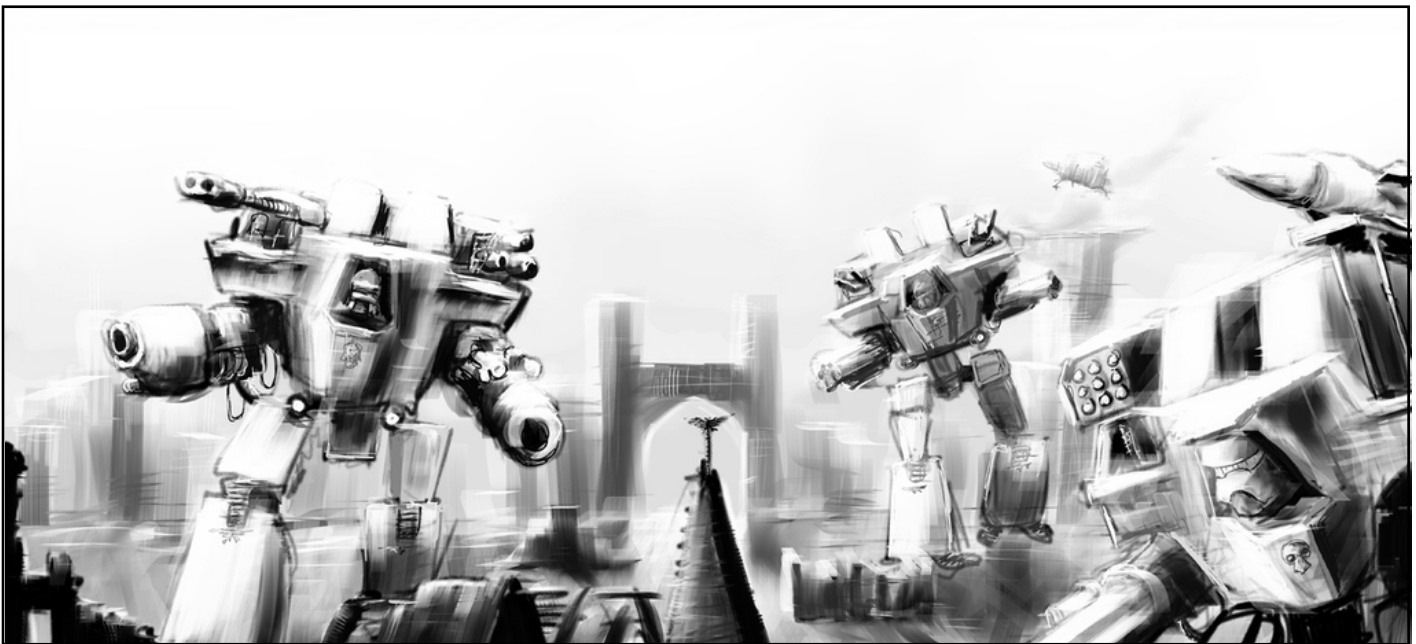
For each turn that you prevent your enemy from carrying out his mission, claim 10 victory points.

If both players end up with 'Holding Action' missions linked to each other, then there will be no victory points available, and the mission can safely be ignored (*Although you'll still have a battle to fight!*).

# IMPERIAL TITAN WEAPONS

Weapon	Range	Firepower	Notes	Cost
Apocalypse Missile Launcher	60cm	4+ (x3)	Template, Demolisher	Free
Close Combat Weapon	(Base Contact)	Extra Attack (x3)	Titan-Killer, D3 Hits, Assault Weapon, Demolisher	Free
Gatling Blaster	60cm	4+ (x5)		Free
Inferno Gun	30cm	3+ (x2)	D3 Hits	Free
Laser Blaster	60cm	3+ (x6)		+15 Points
Melta Cannon	30cm 15cm	2+ and 2+	Titan-Killer Titan-Killer, D3 Hits	+10 Points
Plasma Blastgun	45cm	2+ (x2)	Slow Firing, Macro-Weapon	Free
Plasma Cannon	45cm	2+ (x3)	Slow Firing, Macro-Weapon	+5 Points
Plasma Destructor	75cm	2+ (x4)	Slow Firing, Macro-Weapon	+15 Points
Quake Cannon	120cm	2+	Template, Slow Firing, Macro-Weapon, D3 hits, Demolisher	+10 Points
Support Missile	Unlimited	<b>Special</b> (Select a Warhead below)	Indirect Fire. Single Shot.	+15 Points
Turbolaser Destructor	60cm	3+ (x4)		+10 Points
Volcano Cannon (Reaver)	75cm	2+	Titan Killer, D3 Hits.	+10 Points
Volcano Cannon (Warlord)	90cm	2+	Titan Killer, D3 Hits.	+10 Points
Vulcan Megabolter	45cm	5+ (x6)		Free

Warhead	Range	Firepower	
Deathstrike Missile	Unlimited	2+	Titan-Killer, D6 Hits
Warp Missile	Unlimited	2+	Titan-Killer, D3 Hits, Ignores Shields and Power Fields
Barrage Missile	Unlimited	3+ (x2D6)	Template, Destroyer
Vortex Missile	Unlimited	2+	Template, Titan-Killer, D3+1 Hits, Demolisher













# CHAOS TITAN RULES

## THE CHAOTIC TITAN LEGIONS

*For ten thousand years, the fallen Titan Legions have attacked and harried their erstwhile creators, in an almost-eternal struggle to overthrow the proud Forgeworlds which first created them.*

Structurally and operationally, most Chaos Titans are identical to their loyalist counterparts ; When playing games with Chaos Titans, use the Imperial Titan datasheets and the Imperial Damage Tables. The main difference will be that instead of repairing damage in the end phase of the turn on a D6 roll of 4+, Chaos Titans repair damage on a 5+.

## MARKS OF CHAOS

*Many of the traitor Titan crews will ultimately pledge their Titan to the service of one of the four great powers of Chaos, and will reap the benefits of their pledge accordingly by receiving unholy mutations and blessings, which serve to make them more efficient instruments of their chosen God's will.*

Your Chaos Titans may buy Marks of Chaos, which will affect how your Titan operates in battle.

Each type of Chaos Mark will have a specific effect on the Titan, if you wish to purchase marks of Chaos for your Titan, consult the table below; A Titan may only have one mark of Chaos.

Mark of Chaos	Effect	Cost
Mark of Khorne	+2 Extra Close Combat Attacks	10 Points
Mark of Nurgle	Receives a +2 modifier to the dice roll when rolling to repair damage; -5cm speed.	Free
Mark of Tzeentch	Special 5+ armour saving throw against Titan-Killer hits ( <i>Note that Void Shields do not benefit from this rule</i> ).	10 Points
Mark of Slaanesh	+5cm speed	25 Points

## USING CHAOTIC MUTATIONS IN ONE-OFF 'PICK UP' GAMES

In Campaigns, it is easy to acquire mutations on your Titan, and these mutations add a uniqueness to each Titan under your command. However, *what if you want to use your campaign-mutated monstrosity in a one-off 'pick-up' game?*

If you wish to use Chaos Mutations in pick-up games, you may pay 10 points to roll on the Titan's Chaos mutation table. You may roll as many times as you like.

If you would rather pick a specific mutation, you may pay 10 points to pick specific mutations, rather than rolling for them. (*You may pick up to 3 mutations in this manner*).

The Chaos Mutations tables can be found on page xx

Artwo

Chaos-Mutated Titans (Left Page)

# ELDAR TITAN RULES

## THE ELDAR TITANS

*The enigmatic race known as the Eldar make use of their own massive Titans, which are grown rather than constructed from an eldritch substance known as Wraithbone. Protected by arcane Holo-fields, which distort and shatter the light reflecting from the Titan's body, Eldar Titans appear to their enemies as strange blurs and fragmentary images scattered in the air, coalescing to appear as solid shapes for bare seconds as they pour condescensions of horrible energy at their target before moving onwards in an incredible dance of destruction.*

## GAMING WITH AN ELDAR TITAN FORCE

*Eldar Titans are products of a race so technologically advanced that its 'machines' are literally living beings, bearing souls and of possessing emotions deeper than any mere Human can even conceive of, let alone experience.*

All Eldar Titans are affected by the following Special Rules:

- **HOLOFIELDS**
- **UNSURPASSED MANOEUVRABILITY**
- **PULSAR WEAPONS**

In addition, Revenant Titans also benefit from the following special rule:

- **REVENANT JUMP ENGINES**

When applying damage on Eldar Titans, use the Imperial damage chart, but with the following changes:

- If the Fusion Reactor is hit, apply the result for 'Plasma Reactor' instead.
- Additionally, the Holo-field Generator is analogous to the Void Shield Generator of an Imperial Titan and is treated in much the same way when damaged:
  - If the Holo-field Generator is hit, halve its normal effect (Rounding fractions up down, to a minimum of -1 to-hit) instead of halving the number of Void Shields.
  - If the Holo-field Generator is hit a second time, the Holo-field Generator will have no effect until it is repaired.
  - If the Holo-field Generator is hit a third time, apply the same result as if a Void Shield Generator had been hit three times.

## ELDAR SPECIAL RULES

### E1 - HOLOFIELDS

*Eldar Titans are protected by arcane holo-fields, so that when they move their image appears to distort, break up, and when moving very fast, disappear altogether; Fighting Eldar Titans is like striking at shadows.*

Weapons fired at Eldar Titans suffer the following modifiers to-hit:

- If the Eldar Titan is in a close combat, attack dice suffer -1 to-hit.
- If the Eldar Titan is shot at, all ranged weapon roll suffer -2 to-hit.
- If the Eldar Titan is moving, and is shot at by Overwatch fire, then attack rolls suffer -3 to-hit.

ork:  
versus Eldar Titans (Right page)

# ELDAR SPECIAL RULES

## E2 - UNSURPASSED MANOEUVRABILITY

*Eldar Titans can spin on their heels and leap into the air, spreading torrents of weapons fire in all directions.*

Eldar Titans may choose to shoot before moving if they wish, instead of after moving like other Titans. Note that this rule also applies to the Double Order.

*Example of Play 1 - Eldar Titan A chooses the Advance Order. It shoots, and then makes a single move.*

*Example of Play 2 - Eldar Titan B chooses the Double Order. It moves, shoots, and then makes its second move.*

*Example of Play 3 - Eldar Titan C chooses the Double Order. It shoots, then moves twice.*

In addition, unlike other Titans, Eldar Titans may always turn as much as they like, even on a Sustain Fire Order; Unlike other Titans they do not need to be entitled to move 10cm before making 45 degree turns.

## E3 - PULSAR WEAPONS

*Eldar Pulse weapons fire a horrendously rapid stream of laser bolts, with each successive blast guided in a chain to the target by the Titan's semi-sentient subsystems.*

If an Eldar Pulse weapon achieves a hit, it may roll another attack. If this second attack also hits, it may roll a third attack. No more than three attacks per Pulsar Weapon is possible.

## E4 - REVENANT JUMP ENGINES

*Revenant Titans are more manoeuvrable than any other equivalently sized war engine in existence, able to soar over buildings and even leap over enemy Titans.*

As long as the Revenant Titan's Fusion Reactor is fully functional, the Revenant Titan may ignore impassable and dangerous terrain, it may literally leap over it. If the Revenant Titan lands (Finishes a move) in dangerous terrain however, it must take a dangerous terrain test.

If an intact building has a suitably large flat area on its roof, the Revenant Titan may even finish its move on top of the building, despite its status as impassable for other race's Titans.

# ELDAR TITAN WEAPONS

Weapon	Range	Firepower	Notes	Cost
D-Cannon	45cm	2+	Template, Titan-Killer, D6 Hits, Demolisher	+20 Points
Fusion Lance	50cm	2+	Titan Killer, 5-1 hits per 10cm of range to target.*	+15 Points
Power Fist	30cm <i>or</i> (Base Contact)	4+ (x6) Extra Attack (x2)	— Titan-Killer, D3 Hits Assault Weapon, Demolisher	Free
Psychic Lance	30cm	2+	Template, Titan Killer, D3 Hits	+10 Points
Pulsar (Light)	45cm	3+	Macro-Weapon, Pulsar Weapon	Free
Pulsar (Heavy)	75cm	3+	Titan-Killer, Pulsar Weapon	Free
Sonic Lance	45cm	4+ (x Size of target)		Free
Tremor Cannon	75cm	4+ (x Size of target)	D3 Hits	Free

\*The fusion Lance will apply a different amount of hits depending on its distance from the target:

- 1-10cm : 5 Hits
- 11-20cm : 4 Hits
- 21-30cm : 3 Hits
- 31-40cm : 2 Hits
- 41-50cm : 1 Hit







# APPENDIX I - CAMPAIGNS

## PLAYING GAMES OF ADEPTUS TITANICUS AS PART OF A CAMPAIGN

Although it is certainly possible for two players to simply select two forces of Titans to an equal points value and fight a one-off battle, one of the more challenging and fun ways to play Adeptus Titanicus is via the use of Missions as part of an ongoing Campaign.

If you wish to undertake a campaign, these are the 'default' campaign rules:

**1—Before the first game, all participating players select a Titan Battlegroup from 150 points or less. Any Points that are not used may be kept in that player's Points Reserve for future use.**

**2—Play a game!**

**3—After each game, follow the Post-Game Sequence, then go back to step 2!**

You can choose many different ways to declare a winner of your campaign, but some popular methods include:

- The first player to have a Titan Battlegroup with a total size rating of 50 is the winner.
- The first player to have a total of 400 Points in his Points Reserve is the winner.
- The player with the biggest Titan Battlegroup after six weeks is the winner.
- The player with the most victories after six weeks is the winner.
- The player with the only remaining functional Titan Battlegroup after as many games as it takes is the winner.
- The player who is the only one with functional Titans remaining after a campaign-finishing 'mega battle' involving all the campaign participants is the winner.

Rather than laying down the law on which campaign style is most suitable for you, we will leave it up to your own best judgement as far as determining the most suitable victory conditions for your gaming group. You can select from any of the above criteria, or make up your own when starting a campaign, but it is important to make all participating players aware of what the end point of the campaign is expected to be.

*Note that you should keep track of how many damaging hits your Titans cause on their enemies, because for every ten points of damage they cause, they are entitled to roll on their race's Upgrade Chart... as long as they survive the battle that is!*

## THE POST-GAME SEQUENCE

**1** - Any Titans which were completely destroyed at the end of the game are stricken from the player's Battleforce lists, as they are too badly damaged to be salvageable.

**2** - Any Titans which were left Out of Action or Burning at the end of the game may be recovered and used again (*It is assumed that the damaged Titans were recovered after the battle, or limped home under their own power after affecting temporary repairs*) must roll on the Long-Term Damage Table, to see what toll the battle has taken on your venerable machine.

**3** - Both players take their Victory Points total from the game and add that to their Reserve Points. Reserve Points are used as an abstraction in campaigns to represent how much success your Battlegroup has met with; The more Reserve Points you have, the more acclaim you have amongst your army, the more influence you have with your superiors, and this influence can then be used to maintain your current Titans, and also to bring new Titans under your command. Note that no more than 50 Victory Points can be added to your Reserve Points at the end of a game, regardless of your actual Victory Points total.

**4** - Both players pay upkeep for each of their Titans. Each Titan's upkeep costs the same as a Titan's size rating (*So a Warbound Titan will cost 3 points to pay for its Upkeep after each battle*). If a player cannot afford the upkeep cost of their Titans, each Titan that does not have points expended on it for upkeep must roll on the Long-Term Damage Table, to represent the lack of maintenance. Players can repair Long Term Damage that their Titan(s) have suffered by paying an amount of points equivalent to the Titan's repair cost (*Each Titan's repair cost is listed on its Datasheet*).

**5** - Both players may now purchase new Titans or new weapons for their existing Titans by using their Reserve Points. Old / unneeded weapons may be 'sold' for half their original value.

**6** - Both players now check to see if any of their Titans are due a campaign upgrade (See page x), and if necessary roll on the appropriate upgrade table.

# APPENDIX I - CAMPAIGNS

## HOW TO USE THE LONG TERM DAMAGE TABLES

If your Titan is knocked out of action during a game, but is not destroyed, it is assumed that after the battle your forces manage to recover the Titan and try to repair it. However, since it has received such heavy damage, it may suffer from a long-term problem from this point onwards in the campaign; Roll on your race's Long-Term Damage Table for each Titan that was disabled.

## LONG-TERM DAMAGE TABLE (Roll a D6)

### 1—Lengthy Repairs

*The Tech Priests sway and chant around your Titan as repairs are conducted for many hours.*

Roll twice on this table. If you roll this result again, count that roll as a full recovery that has rolled a 1-5.

### 2—Head Damage

#### 1-2—Damaged Targeting Sensors.

*Some of your Titan's most precious targeting sensors have been knocked slightly out of alignment and it will require a full refit to track down and fix the problem.*

All dice rolled by your Titan when firing ranged weapons suffer from a -1 penalty to hit.

#### 3-4—Cracked Head Armour

*The armour shell on your Titan's cockpit has been cracked, reducing its structural integrity.*

The Titan's head armour suffers a -1 penalty when attempting to save (So 3+ armour becomes 4+, etc).

#### 5-6—Jittery Machine Spirit.

*The Machine Spirit which forms the core of the Titan has suffered psychological damage as a result of the damage its physical form sustained in its last battle, making it overly-cautious and unreliable. It will require extensive soothing by Tech-Priests to restore its confidence.*

Your Titan may only undertake orders after first rolling a 2+. If it rolls a '1', it may do nothing for that turn.

### 3—Leg Damage

#### 1-3—Damaged Leg Actuators

*Damaged in battle, your Titan's leg actuators will require intensive servicing before they return to peak efficiency, until then, the actuators will be prone to unexpected failures.*

Roll a D6 before each battle, on a 1 the Titan may not attend the battle.

#### 4-6—Cracked Leg Armour

*Your Titan's leg armour is weakened, exposing the vulnerable actuators beneath to further damage.*

Your Titan's leg armour suffers a -1 penalty when attempting to save (So 3+ armour becomes 4+, etc).

### 4—Weapons Damage

#### 1-3—Damaged Impulse Link.

*One weapon on your Titan took a particularly hard strike during battle and some of the servos were over-strained and have seized up. Without extensive repairs it will be difficult to maintain control of the weapon.*

Randomly select one weapon on your Titan, each time the Titan shoots, it may only fire the selected weapon on a D6 roll of 4+.

#### 4-6—Cracked Weapon Armour

*The rigours of battle have caused a weakening in the armour of one of your Titan's weapons.*

Randomly select one of your Titan's weapons, that weapon's armour suffers a -1 penalty when attempting to save (So 3+ armour becomes 4+, etc).

### 5—Void Shield Generator Damage

#### 1-3—Minor Damage

*The Titan's Void Shield Generator has sustained very serious damage, and despite competent repairs it cannot be run at full power safely, and it requires skilled repairs before it can be restored to full working order.*

Your Titan may only use half of its Void Shields.

#### 4-6—Major Damage

*The Titan's Void Shield Generator has been completely destroyed and requires a full replacement.*

Your Titan may not use any of its Void Shields.

### 6—Full Recovery

*Despite taking severe damage during the battle, no systems were permanently damaged.*

1-5—Your Titan suffers no long-term effects.

6— Your Titan may take an immediate roll on the Upgrades Table.

# APPENDIX I - CAMPAIGNS

## HOW TO USE THE CAMPAIGN UPGRADES TABLES

During games keep track of how many damaging hits your Titan inflicts on its enemies ; For every 10 levels of damage a Titan causes to its enemies, it is entitled to roll for an Upgrade on its race-specific upgrade table (*So a Titan is entitled to roll once it has caused 10 damaging hits, then again when it has caused 20 damaging hits, etc...*). Titans may not have more than one of each upgrade; If an upgrade is rolled that a Titan already possesses, roll again on the table.

## IMPERIAL / CHAOS / ELDAR UPGRADES TABLE

### 1-2—Crew Skills—

#### 1—Veteran Princeps

*The Titan's Princeps has become one with his Titan, metal or flesh, he can no longer tell the difference.*

Once per game, after issuing an order to one of your Titans, instead of allowing your opponent to issue an order to one of his Titans, the Titan's Veteran Princeps may take an order of his own (*As long as he has not yet undertaken an order in the current turn*). After the Veteran Princeps has undertaken his order, the initiative is handed to the opponent as normal.

#### 2—Veteran Moderati

*One of the Titan's Moderati has become a truly expert gun-layer.*

The Titan may modify the dice results for one of its weapons by '1', either up or down, when rolling to see which location has been struck on an enemy Titan (*Nominate which weapon the Moderati has become skilled with randomly, this weapon alone will benefit from this upgrade*).

#### 3—Efficient Servitors

*Your Titan has been refitted with fresher, more active Servitors.*

When attempting to repair, roll 1 extra repair dice.

#### 4—Experienced Tech Adept

*Your Titan's Tech-Priest has been inducted into the most secret mysteries of the Machine God.*

The Titan now repairs damage on a 3+ instead of 4+.

#### 5—Renowned

*Your Titan's fame has spread amongst the high command, and more resources have been made available to your Battleforce as a consequence.*

Claim 5 extra points for your Points Reserve after each battle, as long as the Titan is not knocked out of action.

#### 6—Lucky Streak

*Your Titan's crew is, quite frankly, lucky, but luck doesn't last forever.*

Next time your Titan is required to roll on the Long Term Damage table, the result may be ignored on a 3+. This 3+ 'save' may be taken repeatedly over multiple games until it is failed. Once it is failed, the lucky streak ends and the save is no longer available.

### 3-6—Titan Refits—

#### 1-2—Weapons—

##### 1-3—Extended Barrels

*Your Titan has been refitted with an ancient, more reliable weapon.*

Randomly pick one weapon on your Titan, it now has +15cm range.

##### 4-6—New Weapon

*Your superiors have gifted you with a new weapon for this Titan.*

Randomly select one weapon from the list of weapons available to this Titan. If you wish, you may exchange one of your Titan's current weapons for the randomly selected weapon.

#### 3-4—Shields—

##### 1-2—Extra Shield Generator

*An extra Shield Generator has been installed on your Titan.*

Add +1 Void Shield to your Titan.

##### 3-4—Improved Rechargers

*An extra Servitor has been installed to service the Void Shield Generators.*

Whenever the Titan is allowed to raise its shields, raise one extra shield.

##### 5-6—Overcharged Shielding

*More efficient power conduits are rare, but are occasionally gifted to the more deserving Princeps.*

Whenever a Void Shield on this Titan takes a hit, roll a D6, on a 5+ the hit is ignored. This special save does not work against Macro-Weapon or Titan-Killer hits.

#### 5-6—Hull—

##### 1-3—Extra Armour Plating

*High command has deemed that this Titan should be fitted with heavier armour.*

The armour on the Titan's Void Shield Generator and the Plasma Reactor becomes Reinforced.

Reduce your Titan's speed by 5cm.

##### 4-6—Enhanced Servomotors

*High command has decided that your Titan needs greater speed.*

Add +5cm to your Titan's speed.

# APPENDIX I - CAMPAIGNS

## HOW TO USE THE CHAOS GIFTS TABLE

When your Chaos Titan is eligible to roll on the Campaign Upgrades Table (Having caused 10 damage points on its enemies, or a multiple thereof), it is able to roll on the Imperial Upgrades Table. However, if you wish, your Titan can instead roll on the Chaos Gifts table of its patron deity. If a Titan gains a mutation it already possesses, re-roll on the table.

Be aware however, that calling upon the blessings of the Chaos Gods too many times can be very dangerous, as the Warp Deities are fickle and do not tolerate overly-familiar worshippers lightly!

## BLESSINGS OF KHORNE

### 1—*Chaos Spawn*

Roll the dice again. On a '1', your Titan mutates into a giant spawn, and whatever strange will it now obeys, it is not your own. Remove the Titan from your Battleforce's roster as if it had been completely destroyed in battle.

### 2—*Chaotic Tail*

Your Titan sprouts a bizarre tail-like appendage, giving it +2 Extra Attacks in Close Combats.

### 3—*Unholy Fury*

Your Titan gains a +1 to-hit roll modifier on all Close Combat attacks (*So a basic to-hit stat of 4+ becomes a 3+, for example*).

### 4—*Doomfist*

Your Titan gains a new arm weapon which has the stats of both a Vulcan Megabolter *and* a Close Combat Weapon. Discard a random arm weapon and replace it with the Doomfist.

### 5—*Weapon Head*

Your Titan sprouts a cannon from its head, which uses the stats of an Inferno Gun.

### 6—*Daemonic Possession*

Your Titan's Princeps' soul is snatched away into the void, and is replaced by something altogether more evil. From this point onwards, whenever your Titan is permitted to roll for repairs, it passes automatically.

## BLESSINGS OF NURGLE

### 1—*Chaos Spawn*

Roll the dice again. On a '1', your Titan mutates into a giant spawn, and whatever strange will it now obeys, it is not your own. Remove the Titan from your Battleforce's roster as if it had been completely destroyed in battle.

### 2—*Chaotic Tail*

Your Titan sprouts a bizarre tail-like appendage, giving it +2 Extra Attacks in Close Combats.

### 3—*Bubolic Recuperation*

Your Titan gains an extra +1 modifier to its dice roll when rolling to repair (Meaning that it now repairs on a 2+)

### 4—*Clouds of Flies*

Enemies attacking your Titan in close-combat suffer a -1 to-hit modifier on all attack dice rolls.

### 5—*Nurgle's Rot*

Enemy Titans in base-to-base contact take one 6+ attack for each point of size, in addition to other Close Combat attacks. These attacks are worked out at the same time as the Nurgle-blessed Titan's other close-combat attacks.

### 6—*Daemonic Possession*

Your Titan's Princeps' soul is snatched away into the void, and is replaced by something altogether more evil. From this point onwards, whenever your Titan is permitted to roll for repairs, it passes automatically.

# ARTWORK:

# The Dark Mechanicus.

# APPENDIX I - CAMPAIGNS

## BLESSINGS OF TZEENTCH

### 1—*Chaos Spawn*

Roll the dice again. On a '1' or a '2', your Titan mutates into a giant spawn, and whatever strange will it now obeys, it is not your own. Remove the Titan from your Battleforce's roster as if it had been completely destroyed in battle.

### 2—*Chaotic Tail*

Your Titan sprouts a bizarre tail-like appendage, giving it +2 Extra Attacks in Close Combats.

### 3—*Unholy Precognition*

The presence of your Titan on the table grants you +1 when rolling to see who has the first order each turn.

### 4—*Arcane Warp Blast*

Once per game your Titan may unleash a mystical attack that counts as a Melta Cannon attack.

### 5—*Eldritch Shield*

Your Tzeentch Titan's special saving throw is improved to become a 4+ instead of a 5+.

### 6—*Daemoniac Possession*

Your Titan's Princes' soul is snatched away into the void, and is replaced by something altogether more evil. From this point onwards, whenever your Titan is permitted to roll for repairs, it passes automatically.

## BLESSINGS OF SLAANESH

### 1—*Chaos Spawn*

Roll the dice again. On a '1', your Titan mutates into a giant spawn, and whatever strange will it now obeys, it is not your own. Remove the Titan from your Battleforce's roster as if it had been completely destroyed in battle.

### 2—*Chaotic Tail*

Your Titan sprouts a bizarre tail-like appendage, giving it +2 Extra Attacks in Close Combats.

### 3—*Slaanesh's Skill*

Your Titan gains the *First Strike* ability on any Close Combat weapons it carries (*This can be used in combination with a Chaotic Tail blessing*).

### 4—*Slaanesh's Swiftnes*

Your Titan gains +5cm speed.

### 5—*Slaanesh's Sound*

Your Titan is fitted with sense-enhancing speakers, which proclaim the glory of Slaanesh over the battlefield.

A Titan wishing to fire ranged weapons within 30cm of the Slaanesh-blessed Titan (*Either friend or foe!*) may only attack on a 4+, as it is distracted by the discordant cacophony.

### 6—*Daemoniac Possession*

Your Titan's Princes' soul is snatched away into the void, and is replaced by something altogether more evil. From this point onwards, whenever your Titan is permitted to roll for repairs, it passes automatically.

## ARTWORK:

A hideously mutated Chaos Titan, Lord of all it surveys.

# APPENDIX IV - DAMAGE TABLES

## IMPERIAL / CHAOS / ELDAR DAMAGE TABLES

Every time your Titan suffers a level of damage to one of its locations, apply the following effects to it.

*Note that Eldar Titans use a slightly modified form of this table (See page xxx).*

### LEGS

#### 1- Minor Damage

*Your Titan's legs suffer a hit that temporarily degrades its mobility.*

The Titan loses 5cm movement until the damage is repaired.

#### 2- Major Damage

*Your Titan has taken a more serious hit to the legs and it begins to stumble, almost toppling over.*

The Titan loses another 5cm movement until the damage is repaired.

#### 3- Critical Damage

*Your Titan's legs cannot keep functioning under this level of punishment, and they seize up.*

Roll on the Critical Damage Table.

### HEAD

#### 1- Minor Damage

*Your Titan's Princes is stunned by the hit.*

The Titan may not move until the damage is repaired.

#### 2- Major Damage

*The impact rocks your Titan, as the Princes struggles to remain conscious.*

The Titan may not move or shoot until the damage is repaired.

#### 3- Critical Damage

*The shot completely disables the Titan's crew.*

Roll on the Critical Damage Table.

### PLASMA REACTOR

#### 1- Minor Damage

*The reactor has become dangerously unstable.*

Roll a d6 when trying to activate the Titan. On a 3+, the Titan may be used as normal. On a 1-2 the Titan may not do anything. This roll must be made each turn until the damage is repaired.

#### 2- Major Damage

*The failing reactor has become more unreliable, and your Titan's Tech-Priest is struggling to keep control of the great engine.*

Roll a d6 when trying to activate the Titan. On a 5+, the Titan may be used as normal. On a 1-4 the Titan may not do anything. This roll must be made each turn until the damage is repaired.

#### 3- Critical Damage

*Venting plasma in super-hot plumes that wreathes the Titan, the reactor fails completely.*

The Titan is knocked out of action! Roll on the Critical Damage Table with a +2 modifier. If the result is 'Burning Wreck', the +2 modifier is not carried over onto further rolls.

### WEAPON

#### 1- Minor Damage

*The hit has knocked the weapon offline, though your Titan's Tech-Priest is sure it can be restored to working order quickly.*

The weapon cannot be used until it is repaired.

#### 2- Major Damage

*The damage has become more severe, and will take longer to repair.*

The weapon cannot be used until it is fully repaired.

#### 3- Disabling Damage

*The crippled weapon cracks open, as flames race through conduits throughout the Titan, causing further internal damage.*

The weapon is knocked out of action, in addition, roll again on the hit location chart.

### VOID SHIELD GENERATOR

#### 1- Minor Damage

*The Void Shield Generator has sustained a glancing blow.*

Half of your Void Shields are knocked offline and may not be raised again until repairs have been carried out.

#### 2- Major Damage

*Hit hard, the Titan's Tech Priest is forced to deactivate the Void Shields; frantically uttering devotions to Omnissiah the Titan's Tech Priest struggles to contain the damage.*

All Void Shields are knocked offline and may not be used until the damage has been repaired.

#### 3- Disabling Damage

*The Titan's Tech-Priest can no longer contain the damage to the Void Shield Generator, and is helpless as secondary explosions ripple throughout the Titan.*

The Void Shield Generator is knocked offline. In addition, roll again on the hit location chart.

### CRITICAL DAMAGE

*A violent catastrophe has occurred!*

**Roll 2d6:**

#### 2-6 - Out of Action.

Leave the Titan in place as impassable terrain.

#### 7-9 - Burning Wreck.

Roll again on this chart in the next end phase.

#### 10 - Explosion.

Apply D3 hits to every Titan within 3D6cm, and remove the Titan from the table.

#### 11 - Plasma Explosion.

Apply D3 Macro-Weapon hits to every Titan within 4D6cm and remove the Titan from the table.

#### 12 - Meltedown.

Apply D3 Titan-Killer hits to every unit within 5D6cm and remove the Titan from the table.

### REPAIRS

In the end phase of each turn, roll 1D6 for each Titan. On a 4+ (5+ for Chaos Titans), a single Void Shield may be raised, or a single item of damage may be repaired. The owning player may decide which item of damage is repaired.

If an item of Major Damage is repaired, it is downgraded to Minor Damage.

If an item of Minor Damage is repaired, it is fully repaired and no longer troubles the Titan.

Note that you may not repair any item of 'Disabling Damage', as the damage has become too severe to be repairable within the period of time represented by a single game of Adeptus Titanicus; If an area that already has Disabling Damage takes an unsaved hit, roll again on a different location of the Titan as directed in the Disabling Damage text.

# IMPERIAL REFERENCE SHEET

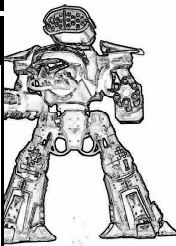
## WARHOUND TITAN

FRONT	SIDE	REAR
<b>Roll 1 d6:</b> 1-2 - Legs 3-4 - Arm Weapon * 5 - Void Shield Generator 6 - Head  * Hits a random visible weapon.	<b>Roll 1 d6:</b> 1-3 - Legs 4-5 - Arm Weapon * 6 - Head  * Hits the nearest arm weapon.	<b>Roll 1 d6:</b> 1-2 - Legs 3-4 - Arm Weapon * 5 - Void Shield Generator 6 - Plasma Reactor  * Hits a random visible weapon.



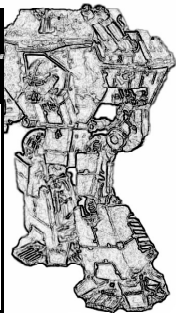
## REAPER TITAN

FRONT	SIDE	REAR
<b>Roll 1 d6:</b> 1-2 - Legs 3-4 - Arm Weapon * 5 - Carapace Weapon 6 - Head  * Hits a random visible weapon.	<b>Roll 1 d6:</b> 1-2 - Legs 3- Arm Weapon * 4 - Carapace Weapon 5 - Plasma Reactor 6 - Head  * Hits the nearest arm weapon.	<b>Roll 1 d6:</b> 1-2 - Legs 3 - Arm Weapon * 4 - Carapace Weapon 5 - Void Shield Generator 6 - Plasma Reactor  * Hits a random visible weapon.



## WARLORD TITAN

FRONT	SIDE	REAR
<b>Roll 1 d6:</b> 1-2 - Legs 3 - Arm Weapon * 4 - Carapace Weapon * 5 - Plasma Reactor 6 - Head  * Hits a random visible weapon.	<b>Roll 1 d6:</b> 1-2 - Legs 3- Arm Weapon* 4 - Carapace Weapon* 5 - Void Shield Generator 6 - Head  *Hits the nearest suitable weapon.	<b>Roll 1 d6:</b> 1-2 - Legs 3-4 - Arm Weapon * 5 - Plasma Reactor 6 - Void Shield Generator  * Hits a random visible weapon.



LEGS
<b>1- Minor Damage</b> The Titan loses 5cm movement until it is repaired.
<b>2- Major Damage</b> The Titan loses another 5cm movement until it is repaired.
<b>3- Critical Damage</b> Roll on the Critical Damage Table.

HEAD
<b>1- Minor Damage</b> The Titan may not move until repaired.
<b>2- Major Damage</b> The Titan may not move or shoot until repaired.
<b>3- Critical Damage</b> Roll on the Critical Damage Table.

PLASMA REACTOR
<b>1- Minor Damage</b> Roll a d6 when trying to activate the Titan. On a 3+, the Titan may be used as normal. On a 1-2 the Titan may not do anything. Roll every turn until repaired.
<b>2- Major Damage</b> Roll a d6 when trying to activate the Titan. On a 5+, the Titan may be used as normal. On a 1-4 the Titan may not do anything. Roll every turn until repaired.
<b>3- Critical Damage</b> The Titan is knocked out of action! Roll on the Critical Damage Table with a +2 modifier. If the result is 'Burning Wreck', the +2 modifier is not carried over onto further rolls.

WEAPON
<b>1- Minor Damage</b> The weapon cannot be used until repaired.
<b>2- Major Damage</b> The weapon cannot be used until repaired.
<b>3- Disabling Damage</b> The weapon is knocked out of action, in addition, roll again on the hit location chart.

VOID SHIELD GENERATOR
<b>1- Minor Damage</b> Half of your Void Shields may not be used until repaired.
<b>2- Major Damage</b> All Void Shields are knocked offline until repaired.
<b>3 - Disabling Damage</b> The Void Shield Generator is knocked offline. In addition, roll again on the hit location chart.

CRITICAL DAMAGE
<b>Roll 2 d6:</b>  2-6 - <b>Out of Action.</b> Leave the Titan in place as impassable terrain. 7-9 - <b>Burning Wreck.</b> Roll again on this chart in the next end phase. 10 - <b>Explosion.</b> Apply D3 hits to every Titan within 3D6cm. 11 - <b>Plasma Explosion.</b> Apply D3 Macro-Weapon hits to every Titan within 4D6cm. 12 - <b>Meltdown.</b> Apply D3 Titan-Killer hits to every unit within 5D6cm.

# ROSTER SHEET

TITAN NAME: \_\_\_\_\_  
 REPAIR COST: \_\_\_\_\_

**DAMAGE STATUS**

**MINOR      MAJOR      DISABLED**

Head			
Legs			
Void Shield Generators			
Plasma Reactor			

Speed	Void Shields	Close Com bat	Size

Weapon Point	Arc	Weapon	Range	Firepower
Left Carapace	Fixed Forward Arc			
Right Carapace	Fixed Forward Arc			
Left Arm	Forward Arc			
Right Arm	Forward Arc			

**MINOR      MAJOR      DISABLED**


**ARMOUR SAVES**

LEGS	WEAPONS	VOID SHIELD GENERATOR	HEAD	PLASMA REACTOR

Campaign Notes:

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TITAN NAME: \_\_\_\_\_  
 REPAIR COST: \_\_\_\_\_

**DAMAGE STATUS**

**MINOR      MAJOR      DISABLED**

Head			
Legs			
Void Shield Generators			
Plasma Reactor			

Speed	Void Shields	Close Com bat	Size

Weapon Point	Arc	Weapon	Range	Firepower
Left Carapace	Fixed Forward Arc			
Right Carapace	Fixed Forward Arc			
Left Arm	Forward Arc			
Right Arm	Forward Arc			

**MINOR      MAJOR      DISABLED**


**ARMOUR SAVES**

LEGS	WEAPONS	VOID SHIELD GENERATOR	HEAD	PLASMA REACTOR

Campaign Notes:

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