

Weapon	Slot	Range	Attack Dice	To Hit	TSM	Notes
Scatter Laser	Head	25cm	3	5+	0	
Missile Launcher	Wing	100cm	4BPs	5+	0	
Pulse Laser (choose 1 mode of fire)	Left Arm	75cm	1 8BPs	3+ 3+	-2 0	D3 hits, Damage Buildings; None for barrage.
Pulse Laser (choose 1 mode of fire)	Right Arm	75cm	1 8BPs	3+ 3+	-2 0	D3 hits, Damage Buildings; None for barrage.

Dmg
Bonus

Dmg
Bonus

Location Damage Note: Every time a location is hit, future rolls will be made at +2 against location. This is a cumulative roll.

	Head	Reactor	
+2	2-4 The Wraithbone Circuits are slightly damaged. Until repaired the Titan may only move or fire if you first roll 2+ on a D6.	2-6 Reactor damaged, plasma output halved until repaired. The Titan's movement and CAF are reduced by half. Weapons have a -1 To Hit modifier.	+2
+4	5-6 The Wraithbone Circuits are heavily damaged. Until repaired the Titan's CAF is halved and may only move or fire if you first roll 4+ on a D6.	7 The reactor has been breached and shuts down until repaired. The Titan is unable to move or fire. No other damage may be repaired until the reactor has been brought back on line.	+4
+6	7 The shot punches through the bridge, killing crew members. The Titan's CAF is halved for the rest of the game.	8-9 The reactor is breached and must be brought under control. The Titan may do nothing until the reactor has been repaired. In the next repair phase, roll 2D6 and consult the following table: 2-6: The reactor is partially repaired. See 2-6 result above. 7-8: The reactor is completely repaired. The Titan resumes functioning. 9-10: The breach has been contained, but the reactor shuts down completely. See 10-11 result below. 11-12: Meltdown! See 12 result below.	+6
+8	8-9 Major damage. The CAF is halved (halved again if already halved) and the Titan may only move or fire after rolling 4+ on a D6 10-11 Crew compartment destroyed and the entire crew killed. The Titan grinds to halt and may not function for the rest of the battle. The Titan is considered destroyed for VP purposes.	10-11 Critical damage. The Titan grinds to halt, unable to move or fire. The reactor cannot be repaired for the remainder of the battle. The Titan is not destroyed, but is considered eliminated for VP purposes.	+8
+10	12 Catastrophic Damage and internal explosions. The Titan topples to the ground, destroying any vehicles or stands it lands on.. Determine randomly which direction the Titan falls	12 Meltdown! Remove the Titan. All units within 3D6 cms are hit and must make an unmodified save. Units with void shields or power fields lose 1 void shield/power field.	+10
	Weapon	Legs	
+2	2-4 Slightly damaged. Until repaired there is a -1 penalty for To Hit rolls. 5-6 Moderately damaged. Until repaired the number of hit dice or barrage points is halved, rounded up	2-3 Slightly damaged, reducing the Titan's movement by 1/3. 4-5 Moderately damaged, forcing the Titan to walk with a limp. The Titan's movement rate is halved.	+2
+4	7 Severely damaged. The weapon may not be fired until repaired.	6 Heavily damaged, as above, but also may not enter difficult terrain and may make only one 45 degree turn.	+4
+6	8-9 The weapon has been destroyed and cannot be repaired.	7 Extensive damage. Roll a D6 in the ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the Titan crashes to the ground. Decide randomly which direction the Titan falls. Any vehicles or stands under the fallen Titan are destroyed.	+6
+8	10-11 The weapon has been blown clean off and scatters 2D6 cm in a random direction. Any units hit by the weapon must make a save or be destroyed.	8-9 The leg is crippled and may not be repaired. It may not move or turn for the rest of the game.	+8
+10	12 The weapon blown clean off, as above, but there is also a flashback to the Titan. Roll a D6 to see what was affected by the flashback: 1-2: Wing, 3-4: Reactor, 5-6 Head Then roll 2D6 refer to the appropriate damage table.	10-12 The leg is blown apart and the Titan immediately crashes to the ground. Determine randomly which way the Titan falls. Any vehicles or stands landed on are destroyed.	+10
	Wing		
	2-4 The wing is mildly damaged. The holo fields work only on a D6 roll of 3-6.		+2
	5-6 The wing is moderately damaged. The holo fields work only on a D6 roll of 5-6.		+4
	7 The wing is mildly damaged. The holo fields are inoperable until repaired.		
	8-10 The Wing is destroyed. Holo fields stop working for the rest of the game.		+6
	11-12 The Void Shield Generator explodes, causing catastrophic damage. The Titan is destroyed, but remains standing. All units within 2D6 cms are hit and must make an unmodified save. Any units with void shields or power fields lose one void shield/power field.		+8
	Jump Jets		
	2-5 The jump jets are moderately damaged and will only work on a D6 roll of 4-6.		+2
	6-8 The jump jets are heavily damaged and are inoperable until repaired.		+4
	9-10 The hit triggers the jump jets, blasting the Titan 2D6 in a random direction. If the Titan lands in difficult or impassable terrain, is destroyed.		+6
	11-12 The Wing is destroyed. Holo fields stop working for the rest of the game.		+8