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A 40K FORUM



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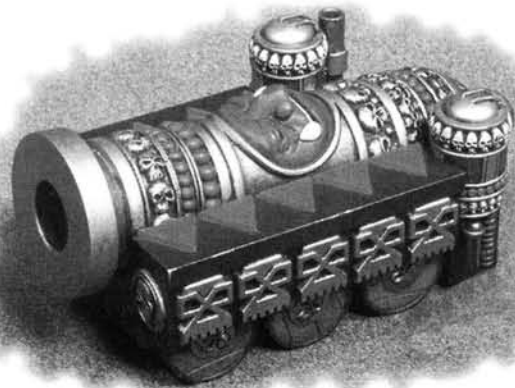
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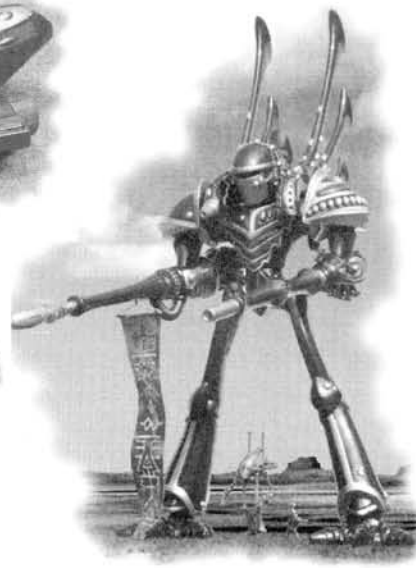
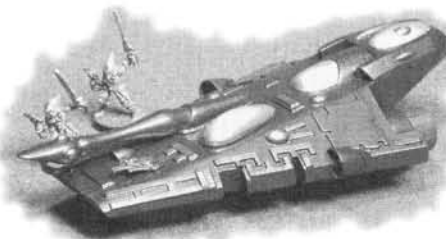
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INQUISITOR

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ADVERTISING RATES available on request.

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This month's illustrations are all by Joel Phillips.
Thanks Joel!

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INQUISITOR

A40K FORUM

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OPEN FORUM

Hi everyone, sorry about the long delay in getting this issue out. I have been absurdly busy getting *Armorcast* up and running so you could have all the big toys you have been waiting for. *INQUISITOR* will continue in its current independent style, not becoming a "house" magazine for *Armorcast*, although developments and new releases from *Armorcast* will be covered as part of the normal coverage.

Since the last issue came out, there have been four 40K Codex army lists released; Tyranid, Imperial Guard, Angels of Death, and of course, finally, Chaos. The Chaos codex provides Chaos Marine players with the most tactically flexible army in the 40K system; veteran Marine (close combat equipped) squads can infiltrate or with the addition of heavy weapons, make up three-man heavy weapon squads with no redundant troops.

Demons may appear when and where they are really needed without having to cross a deadly 40K battlefield. There are some new and interesting weapon limitations for dreadnoughts, terminators (watch out for that Reaper Cannon!) and heavy weapon troops although targeters have disappeared. Demon animosities are back (yay!) although Marines following different Chaos powers that previously hated each other will now fight alongside one another.

Last, but not least there are now demonically possessed vehicles and some other fun Chaos vehicle cards that make modeling Chaos vehicles lots of fun.

THIS ISSUE

Titan Rules

This issue contains an updated version of the *INQUISITOR* Titan Rules originally printed in *INQUISITOR* #3. There have been a number of revisions to the system since then, so we have combined the revisions and some additional rules for special weapons with the base rules and printed them all in a single issue.

Armorcast is working on 40K second edition datafaxes for the Titans that will make them more playable in "normal" games, but these will take a while to perfect. When the datafaxes are finished, there will then be two completely separate rule systems for using Titans in 40K, the datafax system for smaller games and the *Inquisitor* system for larger games where the true power of the Titans can be more accurately represented.

FOAM CUTTER UPDATE

I recently purchased a Hot Wire Foam Factory from SVN Inc. It consists of a foam cutting "scroll saw", a small hand held cutter with a 6" throat, a hot knife and a video showing how to use the tools. Using these tools it is possible to make pretty much anything out of foam. The whole combo costs about \$150 and works well. If you are seriously into scenery, the Foam Factory is definitely worth the money.

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CHAOS!

ADAPTING THE WARHAMMER ARMIES: CHAOS FANTASY BATTLE CODEX FOR USE IN 40K

By Tim DuPertuis

Way back last summer, when I was originally starting to put this issue together, I thought it would be fun convert the *Warhammer Armies: Chaos* expansion box from Warhammer Fantasy Battle for use in Warhammer 40,000. This idea would allow some of the interesting features of Chaos to be used in a 40K Chaos army while we waited for the official 40K Chaos codex to arrive.

Now that the codex is here, the article is a bit redundant, but there are still some very interesting ideas, new psychic powers and new troop types that can be used to add a bit of variety to games involving Chaos.

One of the most interesting features of using the Fantasy Battle Chaos rules is that, in addition to the advantages that Chaos provides, there are disadvantages as well, which provides a *very* Chaotic feel (sometimes Chaos bites back!) and also helps balance out some of the powerful abilities. These advantages and disadvantages are much toned down in the 40K Chaos codex.

STRICTLY FOR FUN

The use of these rules is not to be taken seriously. The rules are strictly optional and are intended to provide a bit of fun for Chaos players. Needless to say you must have the *Warhammer Armies: Chaos* expansion box to use these conver-

sion rules.

Using *Warhammer Armies: Chaos* rules and cards allows Chaos players some of the features of the first edition Chaos books *Realms Of Chaos: Slaves of Darkness* and *Realms Of Chaos: The Lost and the Damned* without their unbalancing effects. It also provides an alternative to the use of the 40K Chaos codex for players wishing to explore alternatives. Warhammer 40K points costs for some of the Warhammer Fantasy Battle Chaos creatures are also included in this article for adding these creatures to your 40K armies.

Warhammer Armies: Chaos contains a rules/army list book, ten spells/psychic powers for each of the three psychic Chaos powers and three decks of cards. First is a deck of Magic Items/Magic Items cards that are used in the same way as Wargear cards. Second is a deck of similar Magic Item/Rewards cards, which are basically Chaos attributes with points costs.

The third card deck is a smaller deck of Chaos Gift cards that are played on characters or units during the game to temporarily increase their fighting abilities. There are some fun cards in this deck that can whisk away one of your Chaos Champions to a cosmic duel (temporary) or eternal labor (permanent) or even turn them into Chaos Spawn! Very Chaotic!

The rules for using all of these cards are all covered in *Warhammer Armies: Chaos* on the following pages:

- Chaos Gifts, pages 13, 14
- Chaos Magic Items, page 15
- Chaos Spawn, page 36
- Chaos Demons, pages 39, 40

Changes to certain cards to accommodate the rules differences between Fantasy Battle and Warhammer 40K are described below.

DEMON ANIMOSITY

In Fantasy Battle, there are no longer hatreds between the followers of Khorne and Slaanesh or Tzeench and Nurgle. These hatreds have been replaced by the Demon Animosity rules on pages 39 and 40 of the *Warhammer Armies: Chaos* book. If an army contains demons from more than one Chaos power, be sure to use these rules.

TRANSLATIONS

Translations: Fantasy Battle to 40K equivalents

- Magic Weapon = Force Weapon
- Dispell = Nullify
- Spell = Psychic Power
- Magic Armor = Auras/Psychic saves and field armor saves
- Magic Card = Warp Card

Only Marine characters and Chaos Magi are considered Chaos Champions for use with these rules. In WHFB, Beastmen and other creatures may not be powerful Chaos Champions.

USING THE CARDS AND SPELLS IN 40K

GENERAL

Both Magic Item/Magic Item and Magic Item/Reward cards are purchased as Wargear cards subject to the normal Wargear card limits. The points cost is 50% of the points cost listed on the card (fractions round up). The 50% figure is a good round number to use. Some of the cards will be overpriced at this cost and some will be underpriced, but using this percentage seems to work pretty well.

Most of the cards can be used just as they are with exceptions as noted below.

MAGIC ITEMS/MAGIC ITEMS CARDS (Chaos Magic Items)

These cards can be purchased by characters that are not Chaos Champions (Cultist Coven, Beastman, Centaur, Minotaur and Dragon Ogre characters). Remove the Chaos Runeshield, Helm Of Many Eyes and Demon Steed cards as inappropriate for use in 40K.

Changes/Conversions To 40K

Chaos Demon Sword, Chaos Rune Blade:

No armor saves except for psychic auras and field armors. Hits from these weapons will automatically penetrate any target with an Armor Value.

MAGIC ITEM/CHAOS REWARD CARDS (Chaos Attributes)

These cards can be purchased only by Chaos Champions.

Changes/Conversions To 40K

Breathe Fire:

Use the flamer template and rules. There is no chance of catching on fire from flame breath hits. The flame attack is used in addition to any other shooting attack, but cannot be used in hand to hand combat.

Cloud of Flies:

-1 to opponent's WS.

Regeneration:

Wounds from flame, melta and plasma weapons prevent regeneration.

Battle Fury of Khorne:

Is cumulative with Frenzy effects. A charging Chaos mighty hero with three attacks and equipped with two assault weapons will roll 11 attack dice if under the combined effects of this card and his normal Chaos Champion of Khorne Frenzy. (3+1+1=5, doubles to 10, plus one for second weapon equals 11 dice.)

Mace Tail:

Add +1 Attack

Scorpion Tail:

Add +1 Attack and one random hit per close combat phase will allow no armor save.

CHAOS GIFT CARDS

These cards are played on characters or units during the game to temporarily increase their fighting abilities. Rules could be devised for the following cards, but it's simpler to just leave them out: Levitation, Elastic Limbs, Hypnotic Gaze and Burning Body.

Skull Face, Hideous Visage, Rotting Flesh:

The modifiers on these cards apply to all dice rolled by the close combat opponent(s). Only **natural** 1s count as fumbles, and only additional **natural** 6s count as crits.

Breathes Fire:

Use the flamer template and rules. There is no chance of catching on fire from flame breath hits. The flame attack is used instead of a shooting attack and cannot be used in hand to hand combat. This is deliberately different from the Magic Item/Chaos Reward Card above.

Spits Acid:

No armor saves are allowed except for psychic aura type saves and field armors.

Long Spines, Mace Tail, Venomous Bite, Scorpion Tail:

Add +1 Attack and ignore the other effects.

Regeneration:

Wounds from flame, melta and plasma weapons prevent regeneration.

Flight and Mighty Leap:

May not be given to mounted models.

SPELLS/PSYCHIC POWERS

There are ten spells in each of the Chaos spell decks, giving a wider range of powers for Chaos psykers to select from.

There are two possible ways to use the new Chaos spell cards. The first way is to add the six non-duplicate cards to the four existing 40K cards for each power. The second way is to just use the ten new spells as they are and not use the 40K psychic power cards at all. Some of the four duplicate spells are subtly different than their 40K equivalents and make a very interesting change of pace.

Changes/Conversions To 40K

Slaanesh:

Chaos Spawn = Fleshy Curse

Tzeench:

Touch of Tzeench:

No armor saves except for psychic auras and fields.

Firestorm of Tzeench:

Use 2" blast marker, no armor saves except for psychic auras and fields.

Shield of Fire:

-2 to opponent's WS.

Nurgle:

Stench of Nurgle = Aura of Decay

Miasma of Pestilence:

This cloud also partially blinds anyone inside it, so even affects models with sealed armor.

Rancid Visitation:

Typo on card, last sentence should read "This card causes..."

CHAOS CREATURES

The *Warhammer Armies: Chaos* army lists include a number of Chaos creatures that are not found in the original Warhammer 40K Chaos army list (black box set codex) or the new codex. Some of these creatures are included in the Epic Chaos army lists. Here are 40K point values for use of these creatures in your 40K armies. The point costs listed below are for creatures only and include no equipment.

We have done no playtesting using these creatures in 40K yet, but we do have a few suggestions on using these creatures. Both characters and squads of these creatures should be equipped in the same way as the Beastmen in the the new Chaos codex. You must also have a least one squad of any creature type to be able to include any characters of that creature type.

The character levels of these creatures may have Magic Item/Magic item cards, but may not have Magic Item/

Reward (attributes) cards. They also should probably not have access to any of the normal 40K Wargear cards because the Beastman Champion in both the black codex and the new 40K Chaos codex may not purchase Wargear cards.

BEASTMEN

Beastman	13 points
Beastman Champion	21 points
Beastman Hero	44 points
Beastman Lord	71 points

MINOTAURS

Minotaur	30 points
Minotaur Champion	38 points
Minotaur Hero	63 points
Minotaur Lord	89 points

DRAGON OGRES

Dragon Ogre	44 points
Dragon Ogre Champion	52 points
Dragon Ogre Hero	74 points
Dragon Ogre Lord	101 points

CENTAURS

Centaur	16 points
Centaur Champion	24 points
Centaur Hero	49 points
Centaur Lord	76 points

BEASTMEN SHAMEN

Shaman	39 points
Shaman Champion	69 points
Master Shaman	128 points
Shaman Lord	180 points

The Beastmen Shaman stats were developed from the basic Beastman using the normal stat increases for psykers in 40K.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	4	3	3	5	2	4	1	7
Shaman Champion	4	5	4	4	5	3	4	1	7
Master Shaman	4	6	5	4	5	4	5	2	7
Shaman Lord	4	7	6	4	5	5	6	3	8



Illustration by Joel Phillips

Hellooo Chaos possums! A great many things to cover in this issue, so let's go to it!

From the Imperial Guard training camps come samples of two Imperial Guard regiments, the Mordian Iron Guard and the Tallarn Guards Regiment. Both have a very 19th century colonial era feel to them, making me suspect that the Perry Twins were watching "The Wind and the Lion" prior to sculpting these fierce chaps! The Mordian Iron Guard are attired in a smart dress uniform with gaiters and epaulettes, while the Tallarn Desert Warriors look like Lawrence of Arabia meets Aliens (Arraabs In Spaaace!). A must for any Imperial Guard Enthusiast (like Yours Truly...)



Games Workshop Tallarn Desert Raiders



*Games Workshop
Techmarine,
Librarian, Marneus
Calgar and Librarian*

More recently some new Space Marine figures arrived. Ultramarine boss Marneus Calgar, two Marine librarians and a Tech Marine round out this issue's Games Workshop releases. The Marneus figure is magnificent, a Marine's Marine with twin power fists, massive shoulder pads and incredible detail. The librarians are equipped with force axe and force rod, psychic hood and other paraphernalia of their profession: horned skulls, spell books and purity seals. The Tech Marine is well detailed to the point of becoming a challenge to paint and carries a power axe as well as his special backpack with built in servo arm.

Hot Lead Rating ★★★★★

*Fortress Figures Robot, Space Ranger,
Bogie officer with power glove*

Fortress Figures does it again! From the mad metal mutants of Indiana comes another Bogey (another officer, this time with a



power glove), and a new Space Ranger figure (powered armor dude), an Infestor pod (alien egg thing), a bogey weapons set (gatling cannon, two rifles with bayonet, two rifles without, and two chainsaw halberds), and the best example I've ever seen of why no self respecting Ork should ever mess with a Mekboy's work: the "Smart Bomb, Dumb Bogey".

While the infamous Bogies have already been covered in a previous review, the "Smart Bomb, Dumb Bogey" deserves mention. The set consists of rocket-like projectile on a base with a clearly terrified Bogey holding on for dear life (somewhat reminiscent of Slim Pickens in Dr. Strangelove). A definite must have for any Ork fan! The Space Ranger is a new powered armor dude from Fortress Figures. The style of the figure strongly suggests an Imperial Guard Elite Trooper rather than a Space Marine. At present there appears to be only one pose; I sincerely hope that Fortress Figures does more poses, as it is an excellent figure!

Hot Lead Rating: ★★☆☆

Fortress Figures "Smart Bomb, Dumb Bogey"



Heartbreaker Hobbies (P.O. Box 105 Folsom, PA 19033) have sent a nice selection of their "Mutant Chronicles" figures as well as some of the Grendel resin vehicles and figures. The "Mutant Chronicles" figures are simply superb and fully "40K friendly." The Necromutants, undead Legionnaire, and Centurion are undead space nasties of the first order! The Bauhaus Rangers make first class Imperial Guard engineers in carapace armor (just add demo charges

flaw common to SF model designs: external stowage is located on racks between the front and rear wheels. Since there are no mudguards between the stowage and the wheels, just a few minutes running cross-country will guarantee that your stowage will be covered in goo before the next stop!

I realize I'm probably being a grumpy old historical wargamer about this, but whether you're reenacting Kursk in 1943 AD or the Space Wolves Crusade against the Orks on Kursk III in 40,943 AD, a tank is a tank and it's going to get dirty! Grendel most certainly is not the first SF manufacturer to commit this error (and I'm **not** ready to have any of the Grendel design team burned for heresy), but it is something to think about...

Finally, there's the boxed set of resin Predator Marines with heavy weapons. A boxed set of ten resin powered armor suited mondo nasties which have been sculpted by veteran

designer Bob Olley. They're a tough looking bunch of dudes with a variety of nasty weapons worthy of any Marine chapter. There were some mold alignment problems the on legs of some of these early versions of the figures. Hopefully, these will be remedied in later versions. **Hot Lead Rating** ★★★ for the Grendel resin and ★★☆☆ for the top notch metal from Heartbreaker Hobbies.



Heartbreaker Necromutants

and tools). I especially appreciate the armored skull masks the Bauhaus Rangers wear -- Really intimidating. The Imperial Barracuda is a first rate flying pack/weapons system. The twin jet pack arrangement has a rotary magazine launcher on each engine fairing, while the pilot is spiffy in his beret and earphones (What? No goggles?).

Next comes a selection of resin vehicles and figures manufactured by Grendel Miniatures of Scotland and distributed in the U.S. by Heartbreaker. The Raptor Assault Biped is an all resin-cast model. Refer to *Inquisitor* #8 for my previous comments on these walkers.

The Advanced Tactical Assault carrier is a high tech looking APC with a gatling gun in a remote turret and a smaller minigun in a front ball mount. It's a nice looking vehicle with an annoying vehicle design

Heartbreaker Bauhouse Rangers





Grenadel resin models and figures.

Grenadier has also sent along a copy of their boxed skirmish game system, Kill Zone. While the rules themselves look fun, its the ten (10) Future Warriors Series of miniatures that really catch the eye. Half of the set consists of five different Future Warriors infantry figures including an officer, a communications tech, two grunts with assault rifles and a trooper with a missile launcher. All wear clamshell style body armor and berets.



The other half of the set consists of five different "future savages" (read street gang members) that are pretty typical of the genre but executed with Grenadier's top quality style. The entire "Future Warriors" series is well worth a look by serious 40K fans as it is full of very adaptable figures.

Hot Lead Rating ★★★★★ Check 'em out!



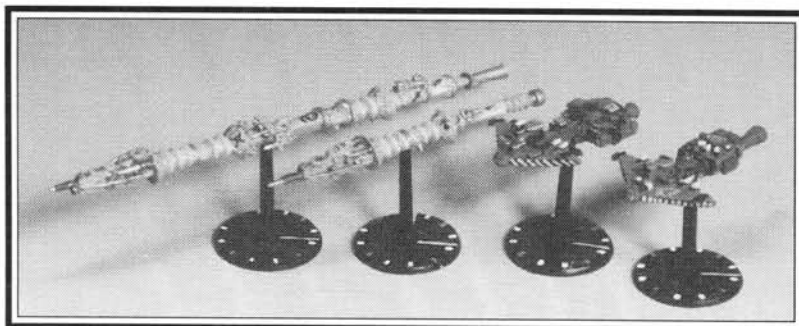
Grenadier Kill Zone figures left and above.

continues

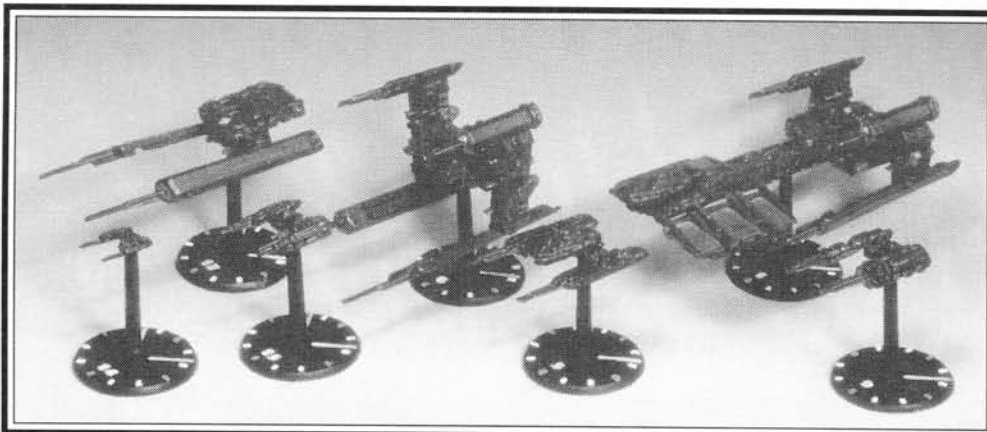
Pewtercraft USA (PO Box 1222 Jackson, NJ 08527) sent a very generous selection of their Galaktik Taktik series of spaceships and starbases. This is all much neat stuff for Full Thrust or your own home-brew space rules (or Space Fleet if you are so blessed by the Emperor). The ships actually have a very 40K feel to them as follows:

The Colonial Forces have a very Squat or Imperial feel to them with large saucer shaped bridge segments.

The United Science Associations ships could be Slaaneshi in origin, being long, thin, evil-looking probe-like affairs.



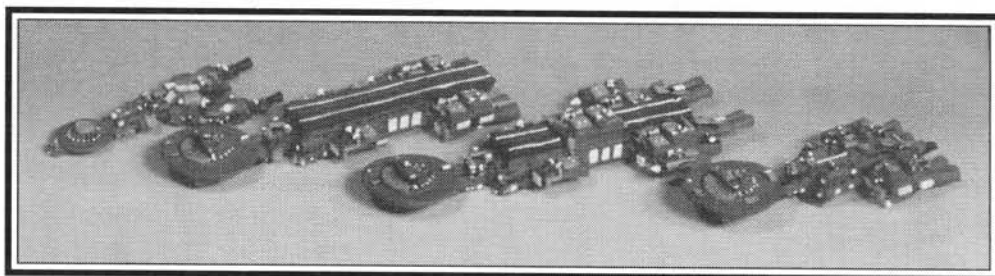
Pewtercraft U.S.A. Dreadnought and Battlecruiser painted as Slaaneshi warships. Black Alliance ships painted as Ork Kruisers.



Ground Zero Games (Geo Hex) Kra'vak Alien Starships. (Left to right back row) Battleship, Battledreadnought, Fleet Carrier. (Front row) Corvette, Frigate, Light Cruiser, Destroyer.

The Konfederation X (Buck Von Rogers Space Nazis!) make first-rate Imperial, Ork, or Khorne (just add skulls), having an aggressive, bull's head look to them.

The Dominion ships are the familiar arrowhead configuration and are thoroughly Imperial (my growing Ultramarine chapter fleet has several Dominion ships in its ranks).



Pewtercraft Earth Colonies Starcruiser, Attack Carrier, Behemoth and Dreadnought.

The Omega Aliens are perfect Eldar pirate ships, being a successful blend of familiar and alien technology. My "Red Moon Reavers" fleet owes its existence to these sharp and menacing designs.

The Black Alliance ships are very crude and rough looking castings, (at first glance I thought they'd be fit only for ballast), but on second look they are the quintessential Ork hulks! Orks in Spaaace! An assortment of small pirate ships suitable as destroyer class ships for the above fleets, fighters for all fleets (the Colonial fighters are my favorites), and starbases for each faction (I added a plastic bottle cap to one of mine for a quick and dirty enhancement) make Pewtercraft's Galaktik Taktik series a must for any serious fleet commander!

Hot Lead Rating ★★★★★

Geo-Hex (2126 North Lewis Portland, OR 97227)

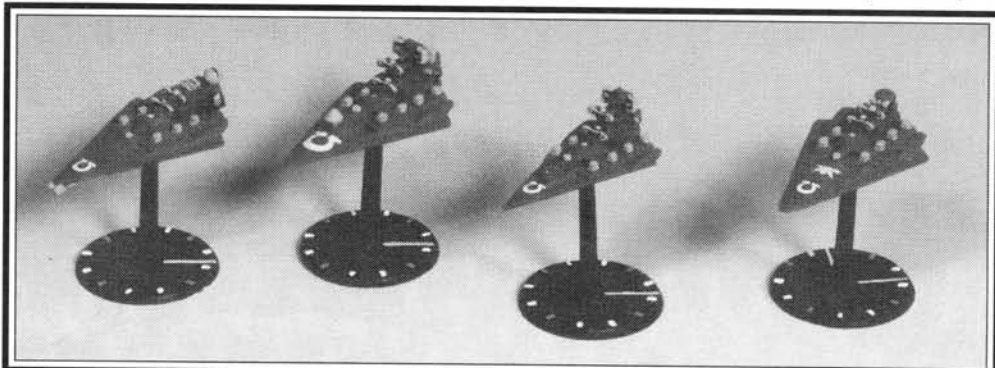
does it to me again! This time its the alien Kra'vak starships for Full Thrust. the generous chaps in Portland sent samples of each and every Kra'vak ship from fighter to superdread-noughts and fleet carriers. Scary, alien, modular affairs armed with nasty big rail-guns guaranteed to give those pansy Space Marine chapter fleets a *very* rough time!

Hot Lead Rating ★★★★★

And speaking of Geo-Hex, by the time you read this the new Swabian

League starships, Stargrunt infantry figures, Ground Zero Games resin vehicles, and many new additions to the Future Wars micro scale SF vehicle line should be available —check it out!

Pewtercraft Dominion Star Legion Crusiers painted as Ultramarine Chapter ships.



Q & A

Ed Etkin has pretty much taken over the job of collecting and then submitting questions to Andy and Jervis. Ed compiles questions from out on the web and sends them in. The answers are then posted on his 40K web site for easy access for those with computers: (Gates of Fenris: <http://www.escape.com/~5timer>) Since there are many players without computers, Inquisitor will also publish many of the questions and answers.

Here are some questions submitted to Andy Chambers and Jervis Johnson by Edward Etkin, Mark Theurer and others (two were answered by Phil Lowles). The policy for questions submitted to Games Workshop is now that the answers are unofficial until they are printed in *White Dwarf*. The bottom of every Q&A response from Andy and Jervis now reads "***Disclaimer*** This stuff is just our own opinions - it ain't official until it's in print! -Jervis and Andy". Since Andy and Jervis are finally answering questions in *White Dwarf*, there is now an official way for questions to be answered.

The answers to these questions are Andy and Jervis's thoughts on the questions at the time and as such are subject to change. The value of printing these answers is that we get a much better idea of how the game designers look at the game and how they think it **SHOULD** be played.

ELDAR

Q: Can an Exarch with fast shot power who is mounted on a bike armed with a shuriken cannon, use the fast shot power to fire the bike cannon twice?

A: As the rules stand, yes, but **we'd** say no!

Q: If swooping hawks fly high, how is charging at the closest target resolved? Can they land in HTH (i.e. charge) with anyone on the board?

A: Anyone.

Q: How does Turn Aside Blow work?

A: Turn aside blow gives you *one* extra parry in addition to any other parries you may have. And you don't need a free hand in order to get it.

Q: In the Eldar Codex the Wailing Doom only has stats for when it is shooting. Is the armour penetration in HTH 8+d20+d6+d3?

A: Yes.

Q: Do the Striking Scorpion mandiblasters fire before EACH HtH phase or only during the first phase? Also do they fire against each opponent in base-to-base contact or only against one? Example Striking Scorpion is charged by 3 marines. Does he get to shoot at all three before the HtH combat starts or only at one? The SS kills one marine; one the next turn. Does the SS get to fire his mandiblasters AGAIN before the second HtH phase starts?

A: Shoot once every turn.

CHAOS

Q: Can a daemon psyker be affected by a "Daemonic Attack" warp card?

A: Yes

MARINES

Q: Are techmarines considered equivalent to techpriests for the purpose of using graviton guns?

A: No.

Q: If a character joins a squad of teleporting terminators, can the character be teleported with them (assuming you pay the extra 50% points)?

A: No.

Q: Do sustained fire weapons (such as heavy bolters) ignore any jams when mounted on vehicles? The storm bolter card says jams are ignored due to better ammo feeds.

A: This only applies to Storm Bolters.

ORKS

Q: Since Orks can buy Imperial vehicles, but not dreads, do Sentinels count as vehicles?

A: No - the controls are too delicate for Orks or Gretchin to use properly.

Q: Blood Axes can take Space Marine / Imperial vehicles:

(a). Can they use Imperium only vehicle cards on the vehicles?

(b). Can they transport Ork mobs in vehicles such as Rhinos and Chimeras?

(c). Can they acquire Sentinels?

(d). Can the Blood Axes use Space Marine Dreadnoughts?

A: No, yes- as long as it has an Ork crewman, no, no.

Q: Can Orks in mega armor ignore flames when they are burning, like Marines in Termi armour can?

A: Yes (Phil Lowles).

Q: Since the Shokk Attack gun counts as a support weapon, do the points come out of the character section (since the Mekaniak is the crew) or from the support section? Are shokk attack squads subject to leadership tests for casualties? Must they be formed into batteries with other Ork support weapons?

A: The Shock Attack Gun is treated as a support weapon with regard to the targeting rules (i.e. an enemy can target it as long as there isn't another support weapon or vehicle that is closer), but not in any other way.

- Q:** Is the shock attack assembly (Mekaniac/Runtherd/snotlings) considered a "squad" for the purpose of victory points?
- A:** It's treated as a squad. Note that the snotlings sent down the tunnel do not count as casualties and so don't cause break tests (no matter what happens to them).

IMPERIAL GUARD

- Q:** Do command sections take psychology/break tests like regular squads?
- A:** Yes.

TYRANIDS

- Q:** Can the powers of a Zoanthrope be destroyed by the Destroy Power or Psychic Duel card?
- A:** Yes, yes (Phil Lowles).

GENERAL

- Q:** You guys mentioned that a model hit by a graviton gun is removed and is not counted for VP purposes. However, the description of the graviton gun states that psykers can still use their psychic powers when graviton gunned. So what do you do with a psyker?
- A:** The player can choose to either remove him (can't be killed, but can't be used in the psychic phase), or leave him in play (can be killed, but can be used in the psychic phase). Under such circumstances the model would be *killed* automatically when engaged in hth combat (just like models in NC are taken out).
- Q:** Do characters with displacer fields get displaced off their steeds (boars, chaos mounts, etc.) if a displacer field activates?
- A:** That's the way we play it! :)
- Q:** Can 'Mind War' be used on a dreadnought driver (Marine/Ork) or an Eldar spirit stone? If so, how many wounds do they have for this purpose?
- A:** Spirit Stone 1, Marine dred 2, Bjorn 3.
- Q:** Can the Carmine Assassin power be used against the driver of a dreadnought (Marine/Ork) and the spirit stone of a Eldar dread and Wraithguard? If so, what is their toughness rating?
- A:** Yes, Marine 4, Gretchin 3, Eldar 3, Bjorn 5
- Q:** Does a Jammed Weapon Clear if the owner
- Charges into hand to hand?
 - Runs?
 - Is struck by a solid shotgun shell?
- A:** (a). No (b). Yes (c). Yes.
- Q:** How do you guys play with models deviating off the table (i.e. displacer field etc.)? Is the model dead?
- A:** The model can't return but is not treated as being killed or destroyed for VP purposes.

Q: Charging?

A: There's been some discussion on the list about how to declare charges etc.. Just to clear things up:

1. Declare which squads or individual models are going to charge at the start of the turn.
2. A charging model must go for the closest unengaged enemy model when it moves. Decisions are made on a model by model basis as and when the model is moved. Note that the squad coherency rules don't apply to models engaged in hand to hand combat, so you can leave models from the same squad behind as you charge past them.
3. When you declare your charge you should tell your opponent **roughly** who is going to charge what, based on the rules in 2 above. This is not a strict rule per se, but is included as a courtesy so that everyone knows what is going on! After all, when it comes right down to it, a charging model has very little control over where it moves, so fibbing to your opponent about who you are going to charge won't help you very much!

ALLIES

Allies are included in the lists so that players can easily add models to their army from other races without having to buy a whole army's worth. For example, you've got Space Marines and you really like those Eldar models, but you can't afford a whole army. What do you do? Answer, buy some as allies until you can build up enough models for an army. Because the option is included to allow players to collect miniatures they like the look of, most of the restrictions normally found in a list don't apply.

Unfortunately the side-effect of this is that players can take advantage of the rules to make mega-powerful (and very cheesy) armies. There is no easy way round this that I can see other than to say that the use of allies (with the exception of Imperial Agents, who are rather different anyway) is *always optional*, and can be vetoed by your opponent if they don't like what they see. This would obviously mean that in very competitive games (or against very competitive opponents) you'd never get to use allies at all, but on the other hand it should mean that against more, erm, sensible opponents you'd get to use allies freely as long as it was fairly clear that you weren't doing so in order to take advantage of the rules.

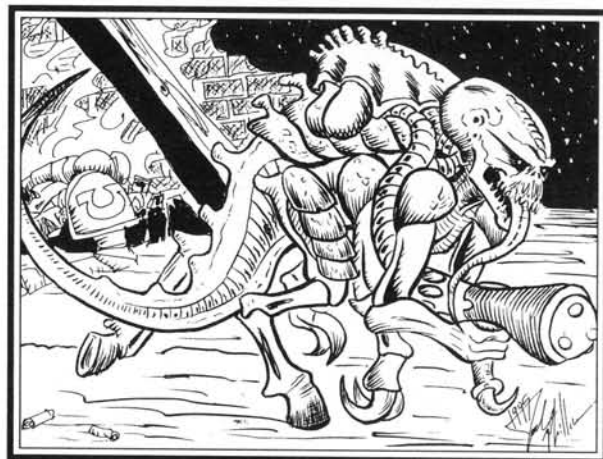


Illustration by Joel Phillips



TITANS IN WARHAMMER 40,000

INQUISITOR TITAN RULE SYSTEM

Mike Biasi, Alan Carey, Tim DuPertuis

Titan Rules Table of Contents

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THE STATE OF TITAN RULES

This set of rules is the final version of the original *Titans in Warhammer 40,000* rules presented in *Inquisitor* #3 way back in 1991. This system has been developed and play-tested over the past five years so most of the bugs have been worked out. These rules are not officially approved by Games Workshop, so please use at your own risk. Rules for using these rules with datafax vehicles are covered later in the article. There will then be two completely separate rule systems for using Titans in 40K, the datafax system for smaller games and the Inquisitor system for larger games where the true power of the Titans can be more accurately represented.

TITAN DATAFAXES

Armorcast is currently working closely with Games Workshop to produce 2nd edition datafaxes for all of the Titans, but it will take some time to develop and fully playtest them before release. The Titans on these new datafaxes will be considerably less powerful and cost less points than the ones represented in this article. Being less powerful, they will be more playable in normal games, although the larger Titans will still not really be playable in smaller 40K games.

BACKGROUND

Our search for Titan rules for 40K began in late 1989 with a few Northern California players independently building 40K scale Titans. Rex Rouvievre used Matchbox Invid Shock and Scout Troopers to build small Eldar Titans while Tim DuPertuis built an Ork Titan based on an Iron Kong "Zoid". We got them together at Dundracon in February 1990 and did battle using simple rules we each had developed for our Titans. Our combined rule systems needed work (problems with the weapons) so we gave it up for the time being, using the Titans only occasionally. Then in the summer of 1991, along came Mike Biasi with an early version of his awesome Reaver Titan, asking if we had done any rules for Titans. The Reaver just cried out for rules so we began to develop Titan rules for 40K. These rules were first published in the February 1991 issue of *Inquisitor* #3 and we have been using and refining them ever since.

INQUISITOR TITAN RULE SYSTEM DESCRIPTION

Games Workshop was in the process of developing a revision of the earlier vehicle rules presented in *White Dwarf* 103 using the template system that was finally completed in 1992. Since these new vehicle rules were not complete (or official) yet we decided to use the earlier damage system of Strength vs Toughness and Damage Points for each Titan hit location. This system works just like infantry shooting: a Strength 4 weapon will wound a Toughness 4 target on a 4+, etc. Just as a hero has more than one wound, so does each hit location on a Titan. This is very similar to the system that is used for the Tyranid Carnifex except that working out damage is a bit more complex.

The damage system is a combination of the original expanded Epic damage rules and extended 40K rules. They are a bit more complex than the Armor Value/Datafax sys-

tem, but should be easy for any experienced 40K player to learn.

PLAY BALANCE

This set of rules is specifically designed to make Titans as destructive and scary (to ground troops at least) as the game background suggests that they really should be. Titans are big, tough, mean and nasty. An army facing a Titan needs heavy firepower to be able to take down void shield shields and stand up to the awesome firepower of a Titan. In Epic scale a Warlord or Reaver can easily destroy a Land Raider platoon or an infantry platoon in one turn and this is reflected in these rules.

The Titans in this system are very tough and take longer to destroy than normal 40K vehicles. This means that these rules don't generally work well in a normal four turn game with 2000 points per side. They are designed for longer games (6 turns plus) with higher points totals per side (4-5000 points plus).

ADDING TITANS TO YOUR ARMIES

Titans are purchased out of the support section of an army list. Titan purchases should be considered as coming from a special section of the support section of the army list and both players should have the same amount of points available for Titan purchases. Since Titans are optional vehicles in the 40K system, all players need to know well before armies are selected that points will be available for purchasing Titans. The maximum class of Titans available should also be determined before the game as well as possibly how many Titans of each class can be purchased.

Knights are equivalent to heavy or super heavy vehicles and are fairly playable in most 2500+ point per side games. Scout class Titans are a bit less playable in a normal 40K game, but one can reasonably be worked into a game of over 3000 points per side. Since Titans come out of the 50% Support points allocation, a 2500 point Reaver generally requires a 5000+ point army.

CHANGES

We have made a number of revisions to the rules, including weapon point values, so these rules supersede any of the previous Titan rules printed in *Inquisitor*.

TITAN CLASSES

Titan types are broken down into five classes in order to categorize their toughness and other characteristics as well as the weapons classes they can carry. A Titan can carry weapons classes up to its own class, **but not higher**. All Titan classes are provided for all races to provide future Titan design possibilities. (If you build it there will be a class for it.)

1. **Dreadnought**
2. **Knight**
3. **Scout/Light** (Warhound, Revenant, Stomper)
- 4a. **Medium** (Reaver, Slasher)
- 4b. **Medium: Heavy** (Medium with extra weapon(s))

- 5a. **Heavy** (Warlord, Phantom, Slasher, Gargant)
- 5b. **Very Heavy** (Heavy with extra weapons)
- 5c. **Super Heavy** (Emperor, Great Gargant)

Notes:

The Ork Gargant is a very flexible design and can be built as a class 5a, b or c Titan. The Slasher can be built as a class 4 or class 5a Titan.

Originally an Emperor class Titan was only a little bit larger than a Warlord Titan, but this changed drastically with the second edition of Space Marine. Emperor class Titans and Ork Mega Gargants will be covered in more detail at a later date.

NEW HEAVY WEAPONS CLASSES

New Weapons Classes

- Class 1:** The standard man-portable 40K heavy weapons. Dreadnought weapons.
 - Class 2:** Standard Vehicle and Titan Knight weapons. (Never man portable.)
 - Class 3:** Heavy Vehicle and Scout Titan (Warhound, Stomper, Revenant) weapons.
 - Class 4:** Super Heavy Vehicle and Medium Titan (Reaver, Slasher) weapons.
 - Class 5:** Heavy Titan (Warlord, Gargant, Phantom) weapons.
 - Class 6:** Fixed Emplacement Only! Never Mobile.
- Example:** A Reaver Titan may only carry Class 4 or lower weapons.

WOUND/DAMAGE CHART

To go along with the new weapons classes the "To Wound/Damage Chart" is extended to 15 with the following chart extension.

		Target Toughness							
Weapon	8	9	10	11	12	13	14	15	
Strength									
8	4	5	6	6	-	-	-	-	
9	3	4	5	6	6	-	-	-	
10	2	3	4	5	6	6	-	-	
11	2	2	3	4	5	6	6	-	
12	2	2	2	3	4	5	6	6	
13	2	2	2	2	3	4	5	6	
14	2	2	2	2	2	3	4	5	
15	2	2	2	2	2	2	3	4	

SUSTAINED FIRE WEAPONS

The higher classes of sustained fire weapons use the same rules and roll the same number of Sustained Fire dice as comparable Class 1 weapons. Titans firing sustained fire weapons ignore the first Jam die per shot (counts as a miss-do not reroll).

TITAN MOVEMENT

Movement follows the normal vehicle movement rules, i.e.; moving at Fast speed (F) allows one 45 degree turn, moving at Combat speed (C) allows two 45 degree turns and moving at Slow speed (S) allows unlimited turns during the move.

Note that many of the Titans have no Slow speed number, meaning that the Titan's **maximum** turn is two 45 degree turns per movement phase, even if turning in place. Titans with no Slow speed listed have a nominal Slow speed of 4" for use in acceleration/deceleration and damage results that reduce the Titan to Slow speed only.

Some Titans have no Fast speed listed. This means that they are very maneuverable and can always make at least two 45 degree turns when moving and never have the -1 to hit modifier for moving at Fast speed.

Charges

Titans may move up to their maximum listed speed during a charge but do **not** double their move for a charge.

Terrain

Woods, buildings, rubble and marsh are impassable to Titans except for Knights which can move through woods at Slow speed and Gargants which just push buildings down (up to two stories, except military structures like bunkers etc.). Low hills and broken or difficult ground have no effect on a Titan's move. Titans move through deep rivers at Slow speed. Titans can step over linear obstacles as tall as their knees, but not taller and may not walk on top of buildings.

OTHER STATISTICS

WS, BS, Toughness and Initiative are the same as in standard 40K rules. See the Close Combat rules for Attacks. The other stats on the Titan data sheets are described as follows:

- S/T** Strength/Toughness-A Titan's Strength is equal to its Toughness .
- D/L** Damage per Hit Location-refers to the amount of damage the Titan can take **per hit location** (Legs, Arm Weapon, Body and Carapace, Belly or Wing Weapon(s) (typically). Because of their massive construction, Ork Titans take **double** the D/L stat damage for the Body location.

Psychology: Titan crews are immune to all psychological effects. Knight class Titans cause Fear and all other Titans cause Terror.

Titan Fire Arcs, Line of Sight and Range: Titan weapon fire arcs are 90 degrees to the front of each weapon measured from the pivot point of the weapon. Targeting devices are assumed to be on the weapon, so the weapon pivot point is also where LOS is determined from. Range is measured to and from the Titan's feet, **not** to the tips of gun barrels.

Waist Pivot: Titans with pivoting waists may make one turn of up to 90 degrees at the waist at the **end** of the movement phase before firing, but must fire all weapons within the same body fire arc. Titans making any torso twist have a -1 to hit modifier because of the slow speed at which the torso turns.

Titans may not move unless the centerline of the body is within the front 90 degree arc of the legs. If a Titan makes a torso twist that takes the centerline of the body out of the front 90 degree arc of the legs while moving at Fast or Combat speeds, in the following turn it will be forced to move with the body turned sideways, fall flat on its face and be destroyed. Basically torso twists outside the front 90 degree arc of the legs only work if the Titan is stopped or is at Slow speed so that it can stop in the following turn.

SHIELDS AND FIELDS

Powerfields and void shield shields have their own Toughness and Damage Points, so are not automatically destroyed when wounded, but must lose all damage points to be downed (void shield shields) or permanently destroyed (powerfields). Repair attempts on downed void shield shields are made in the Rally Phase.

- **Imperial void shield shields** have a Toughness of 11 and take 15 damage points each. (No Flicker)
- **Knight Titan Powerfields** have a Toughness of 10 and take 10 damage points each. (Flicker 5, 6)
- **Ork Powerfields** have a Toughness of 10 and take 10 damage point seach. (Flicker 6)

FLICKER NOTES: Powerfields have to be lowered for a short time in order for weapons to be fired through them. This short time is represented by a flicker roll by any model shooting at an powerfield equipped Titan in a turn after the Titan has fired. If the shooter rolls the flicker number, the shot has gone through the powerfield when it was lowered, bypassing the powerfield(s) and striking the Titan directly.

ELDAR TITAN HOLOFIELDS

Eldar Holofields do not offer actual physical protection as do Imperial void shields and Ork power fields, but make the Eldar a harder target to hit by blurring the image of the target and making its exact location difficult to determine. In game terms this adds "minus" modifiers (based on the speed of the target) to the firer's "to hit" roll.

Titan Holofield "To Hit" Modifiers		
	Holofield Only	Net Holofield Plus Movement Modifiers
No move	0	0
Up to 10"-	-1	-1
10"+	-2	-3
20"+	-3	-5
30"+	-4	-6

Yes, this can make Eldar targets very hard to hit, but **only** if the Eldar player uses the fields correctly by remaining at high speeds at all times. If he doesn't keep moving at fast speeds, he will be an easy target. Generally, Eldar Titans will run out of room to maneuver even on large battlefields and so become easy targets. Don't forget the large target "to hit " modifier (+1) for Titans. If you expect to be facing Eldar Titans, be sure to upgrade your BS skills when you point out your Titan.

SHOOTING AT TITANS

Weapon shots hit as normal with the following "to hit" modifiers:

- 1 **Firer at Fast speed**
- +1 **Large target (Knights, Titans except Gargants)**
- +2 **Very large target (Gargant and Great Gargant only)**
- 1 **Targeting a specific Hit Location (Legs, etc.)**
- X **Movement and holofield mods as appropriate**

Blast Marker Weapons

Place the blast marker over the center of the Titan and roll to hit. A "hit" is a hit on one random hit location for blast markers up to 1¹/₂", while larger blast marker use the normal rules for hitting vehicles. The hit location under the hole in the blast marker is hit automatically. Other hit locations covered by the template are hit on a D6 roll of 4, 5 or 6, just like normal 40K rules with the exception that hits on locations not under the hole have the strength of the hit reduced by one.

A "miss" will scatter using the scatter die and the artillery die and will cause the special "malfunction" results listed in the 2nd edition rulebook. If you would like to center the blast marker on a specific hit location apply the -1 to hit modifier above.

High/Low Blast Markers

2" (or smaller) blast markers are not large enough to include both the body and legs of large Titans. To hit the legs of an Imperial or Eldar Titan of Class 4 or larger with a 2" (or smaller) blast marker, you must directly target the legs and have no chance of hitting any other parts of the Titan.

Hit Locations

The possible Hit Locations on a Titan are:

D6 Roll		Imperial Titans	Ork Titans
1	Legs		Feet (Legs)
2	Right Arm		Arms (Randomize R or L)
3	Left Arm		Belly Gun or Head gun
4	Carapace Weapon(s)*		Body
5	Body		Body
6	Body		Body

*Randomize if there is more than one Carapace weapon. If a 4 is rolled for a Titan without a Carapace/Wing location (Warhound) reroll until a four is not rolled.

D6 Roll		Eldar Titans
1	Legs	
2	Right Arm (randomize upper or lower for TD Knight)	
3	Left Arm (randomize upper or lower for TD Knight)	
4	Wing Weapons	
5	Body	
6	Body	

If a 4 is rolled for a Titan without a Wing location (Revenant) reroll until a four is not rolled.

TO HIT / DAMAGE PROCEDURE

1. Roll to hit.

- A. **If powerfields or void shield shields are up**, roll to wound powerfields or void shield shields. Roll the amount of damage as per weapon stats. Reduce fields/shields by that amount of damage on the void shield section of the datasheet. (If any damage is left after fields/shields are down apply excess damage to Titan-the wound is automatic as any shot that can damage fields/shields can also damage any Titan except for the Gargants. For Gargants roll another wound roll to see if the shot wounds the Gargant itself.
 - B. **If powerfields or void shield shields are down** or a powerfield flickers, roll to wound the Titan.
2. **Roll D6 For hit location** (unless targeting a specific hit location or using area weapons). If a hit location is already destroyed, no further damage is done by subsequent hits.
- Body hits are further divided by an additional D6 roll:
- 1,2 Field/Shield Generator
 - 3,4 Mind Impulse Unit/Control
 - 5 Reactor /Powerplant
 - 6 Head/Crew.
3. **Apply damage to Titan**-Roll D6 on **Level Of Damage Table** on the Titan Reference Sheet, applying the Titan size modifiers at the bottom of the table. Cross reference D6 roll with amount of damage caused to get the level of damage. **Hits are not cumulative-roll separately for each hit.**
4. Cross reference hit location with level of damage on **Damage Effects Table** on the Titan Reference Sheet to get damage results. Also write the amount of damage caused in the appropriate box on the Titan data sheet.

If a location is already damaged (unrepaired but not destroyed), the damage level of the hit goes up by one level: A Superficial hit becomes a Minor hit, a Minor hit becomes a Critical hit and a Critical hit becomes a Catastrophic hit.

Repairs

Repair of void shields and repairable damage takes place in the player's own Rally Phase. Individual void shields (including partially downed shields) and damaged parts are fixed on a D6 roll of 5 or 6. Only Damage from the Titan Damage Effects Table is repairable as noted on the table.

CLOSE COMBAT

Titans in close combat can use the normal second edition 40K close combat rules, but we prefer to use a modified version the original 40K close combat system that is described after the general close combat rules. The advantage of this system is that both Titans can be damaged in close combat, not just one as in the current 40K system.

Combat Rules for Both Systems

Titans in CC with other Titans can choose which hit location they attack from the Hit Location Chart instead of rolling a D6, assuming of course, that the model can reach the hit location.

The following modifiers apply in both close combat systems:

+1 Charging

Facing

Titans fight at full WS only in their front 180 degree facing. A Titan may not attack to the rear, but must turn around or pivot at the waist during its **own** movement phase to be able to attack an opponent behind itself. A Titan attacked from the rear has a WS of 1 for the purpose of determining the attacker's hits.

Parrys

A Titan using a powersword may parry one of his opponent's attack dice (force him to reroll it). A parry may not be made if the opponent Titan is two or more classes higher the powersword equipped Titan. Infantry may not parry the mass of a Titan attack.

A Titan must declare a charge (giving up its shooting phase) to go into close combat (CC), other than to make stomp attacks vs. infantry or vehicles (see below). Titans may move up to their maximum listed speed during a charge but do **not** double their move for a charge. If a charging Titan kills its opponent in the first combat phase, it is considered to have not lost any speed and may continue its movement as normal in the next movement phase. In other words, if the opponent is killed the Titan does not need to slow down or stop. If the combat continues to a second combat phase the charging Titan is considered stopped.

Pinning

Titans may only be pinned (held in melee) by Titans of the same or higher class. A larger Titan wishing to leave a combat may simply walk away, but may not walk through the smaller Titan, and must turn 45 degrees and then move away.

INQUISITOR TITAN CLOSE COMBAT SYSTEM

This modified version of the original Rogue Trader close combat system (or the current Fantasy Battle system) uses WS vs. WS on a modified "to hit" table. Titans with no close combat weapons have one stomp (kick) attack in CC, while Titans with close combat weapons have one stomp attack and two weapon attacks with each CC weapon. Roll differently colored dice to hit for each weapon and resolve damage separately. Stomp attacks can only hit the legs (feet or body on Ork Titans) of a Titan.

A Titan fights in close combat (CC) just like any other model, comparing its WS against its opponent's WS on the chart below. Close Combat is simultaneous but there are negative modifiers for low Initiative Titans. Roll one die for

each Attack. The numbers needed to hit are shown below.

Titans with a lower Initiative stat than their opponent have "minus" modifiers to the "to hit" roll equalling the difference between initiatives minus one. Example: Titan A has an I of 5, and Titan B has an I of 3. The difference is two minus one gives a modifier of -1. Titan B will have a -1 "to hit" modifier to his hit rolls in this close combat.

Close Combat To Hit Table

Attacker	Defender Weapon Skill							
Weapon 1	2	3	4	5	6	7	8	
Skill								
3	2	3	4	5	6	6	-	-
4	2	2	3	4	5	6	6	-
5	2	2	2	3	4	5	6	6
6	2	2	2	2	3	4	5	6
7	2	2	2	2	2	3	4	5
8	2	2	2	2	2	2	3	4
9	2	2	2	2	2	2	2	3
10	2	2	2	2	2	2	2	2

Example: WS 5 vs. WS 5 attacks hit on a 4+.

Stomp Attacks During Movement.

A Titan may make stomp attacks against troops or vehicles during its movement without declaring a charge. As the Titan moves over troops or vehicles it may attempt to step on them.

Each stomp attack costs the Titan 3" of its movement and attacks with the strength (S/T) of the Titan. Damage is equal to one half of the Titan's D/L statistic. Vehicles are attacked vs. their weakest hull or body armor value and take damage as normal. Remember that penetration is ALWAYS Strength + Damage + D6. Save modifiers for stomp attacks are shown on page 42 of the 40K rulebook. Extend the chart to cover higher strength attacks: S10 = -7, S11 = -8, S12 = -9, etc. Since these attacks are slow and ponderous, each individual attacked model may try to move out of the way by rolling a D6.

- 2+ Non-Terminator Infantry escapes
- 3+ Light vehicles (buggy, bikes), Terms, DNs escape
- 4+ Vehicles escape
- 5+ Heavy vehicles escape (Fast speed less than 20")
- 6 Super Heavy vehicles (Baneblade etc.) escape

All Skimmers add +1 to the die roll. If the escape is successful simply move the model out of the Titan's path.

TITANS AND DATAFAX VEHICLES

Assuming you have dealt with the issue of play balance, the mechanics for adding Titans to a datafax game require only the simple rules below. Remember that Armor Penetration ALWAYS equals a weapon's Strength plus Damage plus D6.

These Titan rules can be used in conjunction with the second edition vehicle and dreadnought Datafaxes with the following change: When a Titan's shot hits a datafax ve-

hicle, use the following modifiers (based on the strength of the weapon) to modify the roll on the vehicle's Damage Tables.

Strength 10	0	Strength 13	+3
Strength 11	+1	Strength 14	+4
Strength 12	+2	Strength 15	+5

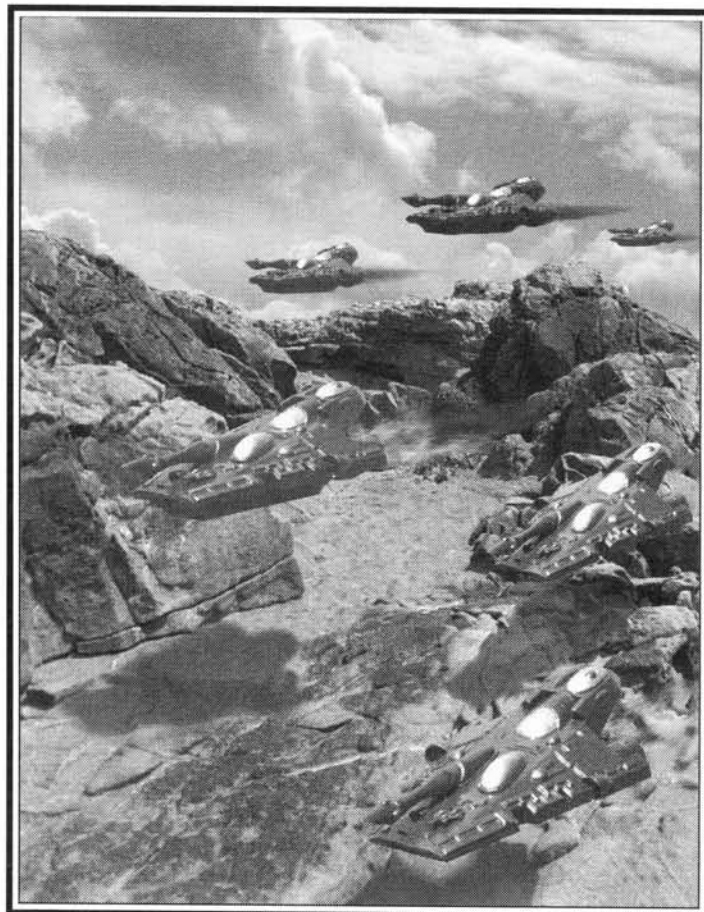
The Damage Tables for all vehicles are extended above 6 on the table below.

Extended Damage Table For All Hit Locations

- 1-6 Use normal vehicle or dreadnought Damage Table.
- 7-8 Vehicle destroyed, all crew and passengers killed.
- 9-11 Vehicle vaporized! Remove from table.

Damage rolls above 6 apply to vehicles and dreadnoughts no matter which location was hit.

Example: A Warlord fires its Class 5 laser and hits a Land Raider. In this case penetration is automatic as the Strength 13 laser does 30+5D6 damage. Armor penetration would be 43+6D6, more than enough to penetrate automatically. (You didn't really think your Land Raider had enough armor to stop a Warlord's laser, did you?) You roll a 4 for the damage roll and add the modifier for the weapon's strength of 13 (+3) to the roll for a total of 7 and check the results on the Extended Damage Table. Result 7 states that the whole vehicle is destroyed (no matter which location was hit).



WIERD WEAPONS VS TITANS

WARGEAR CARDS

Graviton Gun

Knights are the only Titans that can be affected by Graviton guns and are affected in the same manner as vehicles and dreadnoughts: Damage is automatic in one random hit location and causes superficial damage to the hit location. Larger Titans are far too massive and powerful to be affected by such a tiny weapon.

GRENADES

Vortex

Vortex grenades do not work through void shields or powerfields, so any Titan with functioning void shields or powerfields can not be harmed by a Vortex grenade. Titans not protected by void shields will be hit in one random hit location and, since the template will never completely cover the target, the location will only be destroyed if the player throwing the Vortex grenade rolls a 4+ on a D6. See the Vortex grenade card for details. If the legs or body of a Titan are destroyed, the Titan is considered destroyed.

Haywire Grenade

Titans have better electromagnetic shielding than normal vehicles, so Haywire has no effect on Titans

Stasis Grenade

No effect on Titans

Rad Grenades

All Titans are shielded against radiation, so crews are immune to the effects of Rad grenades.

ELDAR WEAPONS

D-Cannon

The D-cannon can not penetrate void shields or powerfields, so Titans with functioning void shields or powerfields are not affected. Each covered or partially covered hit location on a Titan with no void shields or powerfields is treated like a separate vehicle (hit on a 4+). Any locations that are hit take a Distort test as normal. This means that the individual hit locations will suffer the effects of the Distort test, not the entire Titan. This can mean that Titan parts get scattered all over the battlefield! If body or leg locations take a Distort test, the Titan is destroyed.

Wraithcannon

The Wraithcannon can not penetrate void shields, so Titans with functioning void shields are not affected. Other Titans taking a hit are automatically wounded and suffer D6 rolls of a D6 damage to a random hit location (or powerfields if still up in the case of Ork Titans and Imperial Knights).

ORK WEAPONS

Trakta Cannon

Knights are affected the same way as vehicles, other Titans are affected the same way as buildings (hit with a hit of the strength of the artillery die, doing 3D6 damage if wounded).

Smasha Gun

Titans are hit the same way as vehicles and Dreadnoughts, but only Knights are affected (in the same way as vehicles).

Pulsa Rokkit

Knights are affected the same way as vehicles (not like dreadnoughts and walkers), other larger Titans are unaffected by these small Pulsa Rokkits. Larger, vehicle mounted Pulsa Rokkits (future models) will be able to affect larger Titans.

Squig Catapult

The Buzzer Squigs stay fairly close to the ground where their normal food is, so never get high enough to affect Titan crews.

Shock Attack Gun

Shock Attack guns work through both void shields and powerfields, so fields offer no protection from shock attack gun hits. However, since Titans are so much larger than normal 40K vehicles, rampaging Snotlings will have less effect on them than on normal vehicles.

Roll (once for each Snotling base) for any hit location touched by the template on the damage charts below. Rolls are modified based on the class of the Titan.

Titan Class	Modifier
Class 2	+1
Class 3	0
Class 4	-1
Class 5	-2

SHOCK ATTACK GUN DAMAGE TABLES

Legs

- 1 No effect
- 2 Rampaging Snotlings do D6 leg Damage points
- 3 Rampaging Snotlings do D8 leg Damage points
- 4 Rampaging Snotlings do D10 leg Damage points
- 5 The leg is jammed with squirming Snotlings, reducing movement speeds by half permanently.
- 6 The leg mechanism seizes up with squished Snotlings, immobilizing the Titan for the rest of the game.

Weapon

- 1 No effect
- 2 Rampaging Snotlings do D6 weapon Damage points
- 3 Rampaging Snotlings do D8 weapon Damage points
- 4 Rampaging Snotlings do D10 weapon Damage points

- 5 Snotlings are stuffed into the ammo feed or power supply of the weapon. Every time the weapon fires roll a D6. On a D6 roll of 1, 2 or 3 the ammo feed explodes, rendering the weapon useless for the rest of the game.
- 6 Snotlings are stuffed into the ammo feed or power supply of the weapon and it explodes immediately, rendering the weapon useless for the rest of the game.

Body (Roll D6 for body sublocation)

D6=1, 2 Void Shield, Power Field, Holo-field Generators

- 1 No effect
- 2 Rampaging Snotlings do D6 body Damage points
- 3 Rampaging Snotlings do D8 body Damage points
- 4 Rampaging Snotlings do D10 body Damage points
- 5 The Snotlings cause intermittent shorts in the generator system. All shots will penetrate shields/fields on a 4+ roll on a D6 for the rest of the game
- 6 Field/shield generator destroyed, all shields/fields go down permanently

D6=3, 4 MIU/Controls

- 1 No effect
- 2 Rampaging Snotlings do D6 body Damage points
- 3 Rampaging Snotlings do D8 body Damage points
- 4 Rampaging Snotlings do D10 body Damage points
- 5 Rampaging Snotlings cause the Titan's controls go crazy making the Titan difficult to control. The Titan may only move, shoot each weapon, or fight in HTH combat if you first roll a 4+ on a D6. Roll separately for each action or weapon.
- 6 Rampaging Snotlings cause the Titan's controls go crazy making the Titan difficult to control. The Titan may only move, shoot each weapon, or fight in HTH combat if you first roll a 5+ on a D6. Roll separately for each action or weapon.

D6=5 Reactor/Powerplant

- 1 No effect
- 2 Rampaging Snotlings do D6 body Damage points
- 3 Rampaging Snotlings do D8 body Damage points
- 4 Rampaging Snotlings do D10 body Damage points
- 5 The smell of burning Snotlings indicates a bad reactor control short. The Titan may not move or fire for one turn.
- 6 Snotlings damage the reactor controls. The Titan may not move or fire until the reactor controls are repaired.

D6=6 Head/Crew

- 1 No effect
- 2 Rampaging Snotlings do D6 body Damage points
- 3 Rampaging Snotlings do D8 body Damage points
- 4 Rampaging Snotlings do D10 body Damage points
- 5 Rampaging Snotlings attack one random crewman (gunner). He is killed on a D6 roll of 4+.
- 6 Rampaging Snotlings attack all of the crewman (gunners). Each crewman is killed on a D6 roll of 4+.

PSIONICS

All functional void shields, powerfields and holofields provide a measure of protection against psychic powers. They function in the same manner as a Aegis Suit wargear card (4+ save against any psychic powers used against the Titan or crew). Both Emperor class Imperial Titans and Eldar Warlock Titans have an additional level of psychic shielding (another 4+ save).

The following powers can be used against Titans or their crews. Generally, use them as you would against a vehicle, assuming the Titan's fields or shields do not save against the power.

Librarian: Smite

Adeptus: Carmine Assassin (Titan crew roll three D6 and choose the lowest), Machine Curse (Only one Titan weapon may be affected. Knights (considered to be vehicles) are the only Titans affected by the non-movement part of the effect.)

Inquisition: Holocaust, Vortex (see Vortex Grenade above)

Eldar: Executioner, Mind War, Guide (Casting cost is weapons Class number +2 Force Cards- a Class 3 weapon costs 5 Force cards to Guide)

Ork: Death Wave, Brain Bursta, Power Vomit, Da Krunch

Squat: Domination

Tyranid: None

Slaanesh: None

Tzeench: Bolt of Change hits a random hit location and does 5D6 damage.

Nurgle: None



Illustration by Joel Phillips

TITAN POINT VALUES

Mike Biasi, Alan Carey, Tim DuPertuis

TITAN HULL COSTS

Titans have a basic hull cost that includes a base WS and BS, void shields/powerfields, but no main weapons. These points costs are shown in the right hand column of the Base Titan Data table. Main weapons are purchased separately, as are WS and BS upgrades over the base values. Equipping Titans with Close Combat weapons gives special close combat bonuses as described below.

The basic hull cost also includes one non-optional head-mounted heavy bolter (Imperial or Ork), shuriken cannon or scatter laser (Eldar). This weapon fires with the lowest BS of any of the Titan's main weapons.

The basic hull cost also includes Titan equivalents of the following Vehicle and Wargear cards: Vortex Detonator, Electrohull and Aegis Suit (Wargear).

Other Vehicle or Wargear Cards: Dream on! Not even! We may eventually do some Titan cards, but you can be sure that they will cost considerably more points than the current vehicle cards.

Strategy Cards

None of the Strategy Cards can have any effect on any Titans and none of them can be used with a Titan.

BS, WS UPGRADES

Each Titan has a BS and WS (as shown on the Base Titan Data table) included in the base hull cost. Base crew for Imperial Titans are Imperial Guard and the BS stat already includes a targeter. Ork Titan main weapons are assumed to be crewed by Mekboyz with a BS of 4 and a WS of 4. Eldar crews are Guardians and the BS stat already includes a targeter. If you want improved stats they must be purchased as an extra points cost option. The upgrade points costs shown below are **per weapon** with the exception of Knights for which all weapons are upgraded for the points cost shown. Example: If you wanted to upgrade the BS of all three of your Reaver's weapons to BS 5 it would cost $3 \times 150 = 450$ points.

WS, BS Upgrade Points Costs Per Weapon

	BS	WS
4	-	50
5	150	100
6	300	200
7 (Eldar only!)	600	400

There are some limitations to what WS and BS upgrades can be purchased. Only Eldar Titans may buy WS 7 and BS 7. Orks may only have one model with a WS or BS of 6 on

the table, whether as an infantry model or a Titan. This represents the fact that there can only be one Warboss on the table whether he is leading his troops on the ground or commanding a Titan. There is no limit to the number of Big bosses (WS and/or BS 5) allowed on the table. The Ork Warboss (only) works a bit differently from other Titan commanders. He may commandeer any one main weapon per turn and direct its use (use his BS or WS), instead of being limited to one weapon as are all other Titan gunners.

CLOSE COMBAT WEAPON BONUSES

Any Titan that buys one or more close combat weapons receives the following free bonuses:

- Imperial and Ork Titans (except Knights) add 4" to Combat and Fast speed stats.
- Eldar Titans (except Knights) add 6" to Combat and Fast speed stats.
- Titan's Initiative is raised by 2.
- Titan's Attack stat is raised by 2 per functional combat weapon.

MISCELLANEOUS

Ork Titan Auxilliary Gun Ports

Ork Titans may have up to ten additional auxilliary Class 1 gun ports (two times the class number of the Titan) built into the hull. These gun ports cost 20 points for a port with a single Ork crew, or 30 points for a port with a single Mekboy crew, plus the cost of the weapon (use the Ork Army List costs). These gun port crew are individually targetable, but there is a -3 to hit modifier to hit them.

Racial Weapons Limitations

Only Eldar Titans may use Eldar weapons. The only shooting weapons that Eldar Knights may use are lascannons and scatter/pulse lasers. Ork Titans do not use laser or plasma weapons.



Illustration by Joel Phillips

BASE TITAN DATA

IMPERIAL TITANS

	Speeds			WS	BS	S/T	I	A	D/L	VS, PF	Weapons Capacity	Hull Points
	S	C	F									
Knights (Class 2)												
Paladin/Errant/Praetor.	12	16	20	3	4	9	4	1	10	1	2 x Class 2 (1 CC)	220
Lancer/Centurion	8	16	24	3	4	8	3	1	10	1	2 x Class 2	300
Crusader/Castellan	8	10	12	3	4	10	2	1	10	2	3 x Class 2	130
Baron/Lord	8	16	24	3	4	9	4	1	10	1	2 x Class 2	370
Scout/Light (3)												
Warhound	10	18	24	3	4	9	4	1	20	2	2 x Class 3	780
Medium Titan (4a)												
Reaver (2 Weapons)	4	12	20	3	4	9	3	1	30	4	2 x Class 4	1300
Med. Hvy Titan (4b)												
Reaver (3 Weapons)	-	10	16	3	4	9	3	1	30	4	3 x Class 4	1500
Heavy Titan (5a)												
Warlord (2 Weapons)	-	8	12	3	4	10	2	1	50	6	2 x Class 5	2100
Very Hvy Titan (5b)												
Warlord (3/4 Weapons)	-	6	10	3	4	10	2	1	50	6	3 / 4 x Class 5	2700/ 3300
Super Heavy Titan (5c)												
Emperor	-	4	8	3	4	11	1	1	120	12	Lots x Class 5	10000

ORK TITANS

	Speeds			WS	BS	S/T	I	A	D/L	PF	Weapons Capacity	Hull Points
	S	C	F									
Scout/Light (3)												
Stomper	-	8	14	4	4	10	3	1	20	D3	2 x Class 3	350
Medium Titan (4a)												
Slasher	-	8	14	4	4	10	2	1	40	3+D3	2 x Class 4	740
Medium Titan (4b)												
Slasher	-	6	12	4	4	10	2	1	40	3+D3	2 x Class 4 + 2 x Class 3	1040
Heavy Titan (5a)												
Slasher or Gargant	-	6	12	4	4	11	1	1	50	4+D4	3 x Class 5	1480
Heavy Titan (5b)												
Gargant	-	6	12	4	4	11	1	1	50	4+D4	3 x Class 5 + 2 x Class 3	2640
Super Heavy Titan (5c)												
Great Gargant	-	6	12	4	4	12	1	1	65	6+D6	3 x Class 5 + 3 x Class 3	2950

ELDAR TITANS

	Speeds			WS	BS	S/T	I	A	D/L		Weapons Capacity	Hull Points
	S	C	F									
Knights (2)												
Fire Gale	16	20	-	3	4	8	4	1	10		2 x Class 2	260
Stallion	28	-	-	3	4	8	5	1	10		2 x Class 2	450
Destroyer	14	20	-	3	4	9	6	1	10		4 x Class 2 (2 CC)	360
Scout/Light (3)												
Revenant	10	20	30	3	4	8	5	1	20		2 x Class 3 +2x Class 2	890
Medium Titan (4)												
Phantom Shade	10	18	24	3	4	9	4	1	30		2 x Class 4 +2 x Class 2	1300
Heavy Titan (5)												
Phantom Spectre	10	18	24	3	4	9	3	1	40		2 x Class 5 +2 x Class 2	1950

TITAN REFERENCE SHEET (Revision 9/96)

SHOOTING AT TITANS

Non- area weapons hit as normal with the following "to hit" mods:

- +1 Large target (Knights and Titans)
- +2 Very large target (Gargant, Great Gargant only)
- 1 Targeting a specific Hit Location (Legs, body etc.)

Area weapons hit as normal (hit roll, scatter roll if a miss, see general rules).

TO HIT / DAMAGE PROCEDURE

1. Roll to hit.
- A. If powerfields or void shield shields are up, roll to wound powerfields or void shield shields. Roll the amount of damage as per weapon stats. Reduce fields/shields by that amount of damage on the void shield section of the datasheet. (If any damage is left after fields/shields are down apply excess damage to Titan-the wound is automatic as any shot that can damage fields/shields can also damage any Titan except for the Gargants. For Gargants roll another wound roll to see if the shot wounds the Gargant itself.
- B. If powerfields or void shield shields are down or a powerfield flickers, roll to wound the Titan.
2. **Roll D6 For hit location** (unless targeting a specific hit location or using area weapons). If a hit location is already destroyed, no further damage is done by subsequent hits.
Body hits are further divided by an additional D6 roll:
 - 1,2 Field/Shield Generator
 - 3,4 Mind Impulse Unit/Control
 - 5 Reactor /Powerplant
 - 6 Head/Crew.
3. **Apply damage to Titan**-Roll D6 on **Level Of Damage Table** on the Titan Reference Sheet, applying the Titan size modifiers at the bottom of the table. Cross reference D6 roll with the amount of damage caused to get the level of damage. **Hits are not cumulative-roll separately for each hit.**
4. Cross reference hit location with level of damage on **Damage Effects Table** on the Titan Reference Sheet for damage results. Write the amount of damage caused in the appropriate box on the Titan data sheet.

Weapon Strength	Target Toughness							
	8	9	10	11	12	13	14	15
8	4	5	6	6	-	-	-	-
9	3	4	5	6	6	-	-	-
10	2	3	4	5	6	6	-	-
11	2	2	3	4	5	6	6	-
12	2	2	2	3	4	5	6	6
13	2	2	2	2	3	4	5	6
14	2	2	2	2	2	3	4	5
15	2	2	2	2	2	2	3	4

DAMAGE LEVEL OF SINGLE HIT

D6	0-9	10+	20+	30+	40+	50+	60+
1	No critical effect-record damage on Titan sheet	Superficial					
2							
3		Minor					
4							
5		Critical					
6							
7					Catastrophic		
8							

DICE ROLL MODIFIERS

-1	Class 5 a,b,c Titan - Emperor, Warlord, Phantom, Gargant, Slasher
0	Class 4 Titan - Reaver, Slasher
+1	Class 3 Titan - Warhound, Stomper
+2	Class 3 Titan - Knight

Hit Location Chart

D6	Imperial	Ork	Eldar
1	Legs	1 Feet (Legs)	1 Legs
2	Right Arm	2 Arms (Random R or L)	2 Right Arm
3	Left Arm	3 Belly Gun	3 Left Arm
4	Carapace*	4 Body	4 Wings*
5	Body	5 Body	5 Body
6	Body	6 Body	6 Body

TITAN DAMAGE EFFECTS TABLE

LOCATION	SUPERFICIAL	MINOR	CRITICAL	CATASTROPHIC
LEG	Half all move stats for one turn	Shock - no move, stomp attack next turn	Immobilized - may not move until repaired	Leg blown off - falls-Titan destroyed
ARM	No fire next turn	Weapon damaged-no fire until repaired	Weapon destroyed	Weapon explodes - roll 20 point hit vs body
CARAPACE, WING, BELLY WEAPON	No fire next turn	Weapon damaged-no fire until repaired	Weapon destroyed	Weapon explodes - roll 20 point hit vs body
BODY - D6 = 1,2 SHLD GENERATOR (VSG, PFG, HFG)	No Effect	VSG/PFG/HFG damaged - no shields until repaired	VSG/PFG/HFG destroyed-Shields gone	VSG/PFG/HFG implodes-roll 20 point hit vs other random body parts
BODY - D6 = 3,4 MIU/CONTROL	No Effect	No move or fire one turn	MIU damaged - no move or fire until repaired	MIU fried-Titan unusable
BODY - D6 = 5 REACTOR/ POWERPLANT	Temporary power loss - no move or fire one turn	Damage-no move or fire until repaired	Reactor goes critical - explodes on repair roll of 1 or 2	Boom! 6" radius S10 explosion - all in radius take hit - D6 damage
BODY - D6 = 6 HEAD/CREW	One weapon crew wounded - WS, BS -2	Shock- crew blinded-no move or fire one turn	One weapon crew killed - weapon may not be used	All crew killed - Titan stops

HEAVY WEAPONS CLASSES Version 10/96

1. Man Portable (Std. Rules) 4. Super Heavy Veh., Medium Titan
2. Normal Veh. Mt., Knight 5. Heavy or Super Heavy Titan
3. Hvy. Veh. Mt., Light Titan 6. Fixed Empl. Only, Never Mobile

LASER	STR	DAMAGE	SV. MD.	SUST	AREA	RANGE	PTS
CLASS 1	9	2D6	-6	-	-	60"	45
2	10	2D10	-7	-	-	60"	60
3	11	10+3D6	-8	-	-	72"	160
4	12	20+4D6	-9	-	-	84"	335
5	13	30+5D6	-10	-	-	96"	670
6	14	50+6D6	-11	-	-	TABLE	1550

AUTOCANNON (1D)

CLASS 1	8	D6	-3	1D	-	72"	25
2	9	D10	-4	1D	-	72"	70
3	9	5+D6	-5	1D	-	84"	85
4	10	10+2D6	-6	1D	-	96"	145
5	11	15+3D6	-7	1D	-	120"	415

BATTLE CANNON (High Explosive-HE)

CLASS 1	-	-	-	-	-	-	-
2	8	2D6	-3	-	2"	72"	105
3	8	3D6	-3	-	2"	84"	150
4	9	4D6	-4	-	3"	96"	310
5	9	5D6	-4	-	3"	120"	440
6	10	6D6	-5	-	4"	TABLE	675

BATTLE CANNON (Armor Piercing-AP)

CLASS 1	-	-	-	-	-	-	-
2	9	3D6	-6	-	-	72"	65
3	10	5+3D6	-7	-	-	84"	90
4	11	10+3D6	-8	-	-	96"	215
5	12	20+4D6	-9	-	-	120"	475

PLASMA

MAX/LOW

* - Fires every other turn

CLASS 1*	10	7	D10 / D4	-6	-2	-	1.5"	72"/40"	40
2*	11	7	10+D12/D6	-7	-2	-	1.5"	72"/40"	150
3*	12	20+2D6	-8	-	-	-	1.5"	84"	310
4*	13	30+3D6	-9	-	-	-	1.5"	96"	645
5*	14	50+4D6	-10	-	-	-	1.5"	120"	1515
6*	15	70+6D6	-11	-	-	-	1.5"	TABLE	2880

MULTI MELTA

CLASS 1	8	2D12	-4	-	2"	24"	65
2	8	3D12	-6	-	2"	24"	75
3	9	10+3D12	-8	-	2"	36"	140
4	10	20+3D12	-10	-	3"	36"	235
5	11	40+4D12	-12	-	3"	36"	460

MULTI-LAUNCHER (Cyclone-Krak)

CLASS 1	-	-	-	-	-	-	-
2	8	D3	-2	-	2"	72"	65
3	8	D6	-3	-	3"	84"	135
4	9	2D6	-4	-	4"	96"	290
5	9	3D6	-5	-	4"	120"	450

MULTI-LAUNCHER (Whirlwind-Frag)

CLASS 1	-	-	-	-	-	-	-
2	5	D4	-2	-	3"	72"	60
3	5	D6	-2	-	4"	84"	110
4	6	D8	-3	-	5"	96"	220
5	6	2D6	-3	-	6"	120"	390

ASSAULT CANNON (3D)

CLASS 1	8	D10	-3	3D	-	32"	45
2	8	D10	-4	3D	-	40"	60
3	9	D12	-5	3D	-	48"	85
4	9	2D8	-6	3D	-	48"	100
5	10	2D12	-7	3D	-	48"	130

CLASS	STR	DAMAGE	SV. MD.	SUST	AREA	RANGE	POINTS
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FLAMER

CLASS 1	5	1	-3	-	1.5"	11" Temp.	20
2a	5	2	-4	-	2"	15" Temp.	35
2b	6	D4	-5	-	2"	20" Temp.	75
3	6	D6	-6	-	3"	30" Temp.	155

Use Range and Radius to construct template per normal flamer template

GRENADE LAUNCHER/MORTAR (HE, FRAG)

CLASS 1	3	1	-1	-	2"	40"	10
2	5	D6	-1	-	3"	40"	35
3	6	D8	-2	-	4"	60"	100
4	7	D10	-3	-	6"	60"	195

ELDAR HEAVY WEAPONS CLASSES

SCATTER/PULSE LASER (6 Shots)

CLASS 1	6	1	-1	-	-	60"	35
2	7	D4	-3	-	-	60"	70
3	8	5+D6	-4	-	-	72"	130
4	9	10+2D6	-5	-	-	96"	265
5	10	10+3D6	-6	-	-	120"	405

DISTORTION CANNON

CLASS 1	See Wargear Rules - only difference as Classes change is the range				-	2"	32"	40
2					-	2"	40"	50
3					-	2"	48"	60
4					-	2"	56"	70
5					-	2"	60"	80

VIBRO-CANNON

CLASS 1	-	-	-	-	-	-	-
2	7	3D6	-2	-	1" Wide	72"	90
3	8	4D6	-3	-	Corridor	72"	130
4	9	5D6	-4	-	Same	84"	195
5	10	6D6	-5	-	Same	96"	270

HEAT LANCE

CLASS 1	-	-	-	-	-	-	-
2	9	6D6	-6	-	-	36"	45
3	10	10+6D6	-8	-	-	48"	75
4	11	20+7D6	-10	-	-	60"	185
5	12	40+8D6	-12	-	-	72"	360

Strength and Damage drop as range increases (see Phantom rules)

CLOSE COMBAT WEAPONS

POWER FIST

CLASS 1	8	1	-5	Note: Can be used once (gives up all other attacks) in close combat, a successful hit and wound rips arm, carapace or belly weapon off of enemy Titan.				10
2	9	D6	-6					15
3	10	D10	-7					20
4	11	10+D6	-8					50
5	12	10+2D6	-9					85

CHAIN FIST

CLASS 1	10	D4	-6			C	25
2	11	5+D4	-6			C	45
3	12	10+D6	-8			C	80
4	13	15+D6	-10			C	150
5	14	20+2D6	-12			C	285

LAS CUTTER

CLASS 1	10	D10	-6			C	20
2	11	10+D6	-8			C	50
3	12	15+2D6	-10			C	90
4	13	20+3D6	-12			C	180
5	14	30+4D6	-14			C	295

POWERSWORD

CLASS 1	7	1	-3			C	6
2	8	D6	-5			C	15
3	9	D10	-7			C	20
4	10	10+D6	-9			C	25
5	11	10+2D6	-11			C	55

ORK GARGANT SPECIAL WEAPONS

The following section describes some of the special information about the Ork Great Gargant Titan and its special weapons.

BELLY WEAPONS

Belly Gun (275 points) plus 3 Class 3 Battlecannons (180 points each). The Belly Gun fires every other turn, the battlecannons fire every turn. Belly Gun ammo type must be noted at start of game for the round already in the chamber and each time the gun is loaded.

Belly Gun Ammo types

1) Chainshot

Roll to hit with +2 modifier, hits legs, no fields or shields can be active on target. Does damage on a D6 roll of 2+

Roll D6 for the Level of Damage on leg damage table

- 1 Superficial
- 2 Minor
- 3 Critical
- 4 Critical
- 5 Catastrophic
- 6 Catastrophic

2) Ball Round-Giant armor piercing round

Str.	Dam.	Range	Save	Area
12	40+6D6	120"	-9	-

3) High Explosive Round

Str.	Dam.	Range	Save	Area
10	6D6	120"	-7	6" Blast Marker

SUPER LIFTA DROPPA ARM

125 Points + optional 85 points for Class 5 power claw
Use against Knights, dreadnoughts and vehicles. Roll to hit as normal (normal LOS applies). In close combat the lifta droppa can be used as a Class 5 power claw (Ork version of power fist) for an additional cost of 85 points.

Str.	Dam.	Range	Save	Area
Special varies	72"	-	-	-

Miss: No Effect

Hit: Target is lifted up if it fails a save roll:

- 6 Light vehicles (jet bikes, speeders, Sentinel, War Walker, dreadnoughts)
- 5+ Medium vehicles (Rhino, Predator, Chimera)
- 4+ Heavy vehicles, (Leman Russ, Land Raider,)
- 3+ Super heavy vehicles, Knights

The Gargant may attempt to drop a lifted vehicle on another target (normal LOS applies) within 12". To determine where the dropped vehicle lands, roll a scatter die. If a "hit" is rolled, the target is hit. Use the table below to determine effect of hit. If an arrow is rolled, the dropped

vehicle is flung 2D6 inches away from the target in the direction of the arrow.

Damage caused by dropped vehicle

	Str.	Damage
Light vehicles	8	10+2D6
Medium vehicles	10	20+3D6
Heavy vehicles	11	30+4D6
Super heavy vehicles	12	40+5D6

Dropped vehicles ignore void shields on a D6 roll of 4+.
Dropped vehicles are automatically destroyed.

TRACTA EYES

145 Points

360 degree arc of fire. Use against vehicles and Knights.
Roll to hit as normal (normal LOS applies).

Miss: No Effect

Hit: Roll D6

1-4 Out of control next turn

5-6 Does automatic Damage/Penetration to a random hit location. (nominal Str. 10)

Str.	Dam.	Range	Save	Area
Sp.	2D10	120"	-3	-



Illustration by Joel Phillips

REVENANT AND PHANTOM TITANS

The following section describes some of the special information concerning the Revenant and Phantom Titans and quick summary of the specialized weapons the Eldar use on their Titans.

REVENANT

Main Weapons

Revenants are allowed carry Class 3 laser, pulse laser and heat lance main weapons. Because the Class 3 pulse laser is not very effective against Titans because of the low Strength stat we allow Revenants to also carry the other two Class 3 weapons.

Secondary Weapons

Revenants carry Class 1 secondary weapons mounted on the body, two missile launchers with Frag and Krak ammo and a scatter laser. These weapons are only damaged or destroyed when the body is damaged or destroyed.

Revenant Jump Jets

The rules mechanisms for Epic are very different from 40K so the rules for the Revenant Jump Jets must also be different. In Epic, the Revenant may only jump while on Charge orders, allowing it to move 60 cm. Since there is no double move charge bonus for Titans in 40K, the Revenant may jump during its normal move.

The Revenant may make up to two jumps during its move. Each jump may be up to ten inches high and a maximum of fifteen inches long. There is no movement penalty for jumps, simply measure the movement along the ground as you would for moving a Land Speeder or jet bike.

PHANTOM

Phantoms are available in both Class 4 and Class 5 configurations, the only difference being the weapons class of the two main weapons, the damage per hit location and the points cost. The lighter version of the Phantom is called the Shade and carries Class 4 main weapons. The heavier version of the Phantom is called the Spectre and carries Class 5 main weapons.

Secondary Weapons

Phantoms carry Class 2 secondary weapons mounted in the wings, usually a multi-launcher and a las cannon. These weapons are only damaged or destroyed when the wing is damaged or destroyed. A standard shuriken cannon is also mounted in the head.

REVENANT AND PHANTOM WEAPONS

Pulse Laser

The Pulse Laser fires six shots per turn. It can be fired at one target or at multiple targets within 6" of the first target. Pick an aiming point, then distribute hits between any desired targets within 6".

D-Cannon

Higher classes of D-Cannons are identical to the standard one and follow the same rules, except that they have longer ranges.

Vibro/Tremor-Cannon

The primary target is hit on a 3+ (only speed modifiers apply), intervening targets are hit on a 5+ (only speed modifiers apply). Void shields and power fields offer no protection against Vibro-Cannon hits.

Heat Lance

The Eldar design their melta weapons a bit differently than other races. An Eldar Class 1 weapon is the same as a normal multi-melta, while Class 2 and higher have an intensely concentrated effect with no area of effect and decreasing strength and damage as the range increases. At ranges over 24", the Strength and Save Modifier go down by one each and Damage goes down by the Weapons Class # times D6 for each 24" of range over the first 24". See the table below for more details. Note that the Class 4 and 5 weapons at the longest range have D6s **subtracted** from the base damage.

Heat Lance Range: 0" to 24"

	Strength	Damage	Save Modifier
Class 2	9	6D6	-5
Class 3	10	10+6D6	-6
Class 4	11	20+7D6	-7
Class 5	12	40+8D6	-8

Heat Lance Range: 24"+ to 48"

	Strength	Damage	Save Modifier
Class 2	8	4D6	-4
Class 3	9	10+3D6	-5
Class 4	10	20+3D6	-6
Class 5	11	40+3D6	-7

Heat Lance Range: 48"+ to 72"

	Strength	Damage	Save Modifier
Class 2	-	-	-
Class 3	-	-	-
Class 4	9	20-D6	-5
Class 5	10	40-2D6	-6

Power Fist

Each Class 2 or higher Power Fist has linked (must fire at same target) Class 1 Shuriken Cannons built into it.

Class 5 Powerfist has 4 Shuriken Cannon.

Class 4 Powerfist has 3 Shuriken Cannon.

Class 3 Powerfist has 2 Shuriken Cannon.

Class 2 Powerfist has 1 Shuriken Cannon.

WARHOUND									
MOVE		WS	BS	S/T	D/L	I	A	VS	
10 18 24				9	20	4	1	2	
WEAPONS		S	D	RNG	SST	SAV MOD	AREA		
CL 3	Laser	11	10+ 3D6	72"	-	-8	-		
CL 3	Assault can	9	D12	48"	3D	-5	-		
CL 3	Autocannon	9	5+D6	84"	1D	-5	-		
CL 3	M-Launcher	8	D6	84"	-	-3	3"		
CL 3	Multi Melta	9	10+ 3D12	36"	-	-8	2"		
CL 3	Plasma	12	20+ 2D6	84"	-	-8	2"		
CL 1	Hvy Bolter	5	D4	40"	2D	-2	-		
VOID SHIELDS									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
LEFT ARM									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
RIGHT ARM									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
BODY									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
LEGS									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					

ELDAR REVENANT									
MOVE		WS	BS	S/T	D/L	I	A	HF	
10 20 30				8	20	5	1	Y	
WEAPONS		S	D	RNG	sst	SAV MOD	AREA		
CL 3	Laser	11	10+ 3D6	72"	-	-8	-		
CL 3	Heat Lance	10	10+6 D6	48"	-	-8	-		
CL 3	Scatter Las	8	5+D6	60"	6	-4	-		
CL 2	M-Launcher	8	D3	72"	-	-2	2"		
CL 1	Scatter Las	6	1	60"	6	-1	-		
WING WEAPON-Launcher									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
LEFT ARM									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
RIGHT ARM									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
BODY									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
LEGS									
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					

REAVER (2 Main Weapons)										
MOVE		WS	BS	S/T	D/L	I	A	VS		
4 12 20				9	30				4	
WEAPONS		S	D	RNG	sst	SAV MOD	AREA			
CL 4	Laser	12	20+ 4D6	84"	-	-9	-			
CL 4	Assault can	9	2D8	48"	3D	-6	-			
CL 4	Autocannon	10	10+ 2D6	96"	1D	-6	-			
CL 4	M-Launcher	9	2D6	96"	-	-4	4"			
CL 4	Multi Melta	10	20+ 3D12	36"	-	-10	3"			
CL 4	Plasma	13	30+ 3D6	96"	-	-10	2"			
CL 4	Power Fist	11	10+ D6	CC	-	-8	-			
CL 4	Chain Fist	13	15+ D6	CC	-	-10	-			
CL 1	Hvy Bolter	5	D4	40"	2D	-2	-			
		VOID SHIELD GENERATOR								
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
		RIGHT ARM								
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
		LEFT ARM								
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
		BODY								
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
		LEGS								
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					

HEAVY REAVER (3 Main Weapons)										
MOVE		WS	BS	S/T	D/L	I	A	VS		
- 10 16				9	30			4		
WEAPONS		S	D	RNG	sst	SAV MOD	AREA			
CL 4	Laser	12	20+ 4D6	84"	-	-9	-			
CL 4	Assault can	9	2D8	48"	3D	-6	-			
CL 4	Autocannon	10	10+ 2D6	96"	1D	-6	-			
CL 4	M-Launcher	9	2D6	96"	-	-4	4"			
CL 4	Multi Melta	10	20+ 3D12	36"	-	-10	3"			
CL 4	Plasma	13	30+ 3D6	96"	-	-10	2"			
CL 4	Power Fist	11	10+ D6	CC	-	-8	-			
CL 4	Chain Fist	13	15+ D6	CC	-	-10	-			
CL 1	Hvy Bolter	5	D4	40"	2D	-2	-			
CARAPACE WEAPON			VOID SHIELDS							
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
LEFT ARM			RIGHT ARM							
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					
BODY			LEGS							
H#	D	RESULT	R	H	#	D	RESULT	R		
1					1					
2					2					
3					3					
4					4					

ELDAR PHANTOM-SPECTRE

MOVE		WS	BS	S/T	D/L	I	A	HF
10	18 24			9	40	3	1	Y
WEAPONS		S	D	RNG	sst	SAV MOD	AREA	
CL 5	Pulse Laser	10	10+ 3D6	120"	6 sht.	-6	-	-
CL 5	Heat Lance	12	40+ 8D6	72"	-	-12	special	
CL 2	Laser	10	2D10	60"	-	-6	-	-
CL 2	M-Launcher	8	D3	72"	-	-2	2"	
CL 1	Sh. Cannon	5	D4	40"	2D	-3	-	-
WING WEAPONS		HOLOFIELDS						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
LEFT ARM		RIGHT ARM						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
BODY		LEGS						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				

ELDAR PHANTOM-SHADE

MOVE		WS	BS	S/T	D/L	I	A	HF
10	18 24			9	30	4	1	Y
WEAPONS		S	D	RNG	sst	SAV MOD	AREA	
CL 4	Pulse Laser	9	10+ 2D6	96"	6 sht	-5	-	-
CL 4	Heat Lance	11	20+ 7D6	60"	-	-10	special	
CL 2	Laser	10	2D10	60"	-	-6	-	-
CL 2	M-Launcher	8	D3	72"	-	-2	2"	
CL 1	Sh. Cannon	5	D4	40"	2D	-3	-	-
WING WEAPONS		HOLOFIELDS						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
LEFT ARM		RIGHT ARM						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
BODY		LEGS						
H#	D	RESULT	R	H	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				

HEAVY WARLORD									
MOVE		WS	BS	S/T	D/L	I	A	VS	
- 6 10				10	50			6	
WEAPONS		S	D	RNG	SS T	SAV MOD	AREA		
CL 5									
CL 5									
CL 5									
CL 5									
CL 1	Hwy Bolter	5	D4	40"	2D	-2	-		
CARAPACE WEAPON		VOID SHIELDS							
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
LEFT ARM		RIGHT ARM							
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					
BODY		LEGS							
H#	D	RESULT	R	H #	D	RESULT	R		
1				1					
2				2					
3				3					
4				4					

WARLORD												
MOVE		WS	BS	S/T	D/L	I	A	VS				
- 8 12				10	50			6				
WEAPONS		S	D	RNG	SS T	SAV MOD	AREA					
CL 5												
CL 5												
CL 1	Hwy Bolter	5	D4	40"	2D	-2	-					
		VOID SHIELDS										
H#	D	RESULT	R	H #	D	RESULT	R					
1				1								
2				2								
3				3								
4				4								
LEFT ARM		RIGHT ARM										
H#	D	RESULT	R	H #	D	RESULT	R					
1				1								
2				2								
3				3								
4				4								
BODY		LEGS										
H#	D	RESULT	R	H #	D	RESULT	R					
1				1								
2				2								
3				3								
4				4								

ORK GREAT GARGANT

MOVE		WS	BS	S/T	D/L	I	A	PF
- 6 12				12	65	3	3	
WEAPONS		S	D	RNG	Sst	SAV MOD	AREA	
CL 5	Autocannon	11	15+ 3D6	120"	1D	-8	-	
CL 5	Asslt. Can.	10	2D12	48"	3D	-7	-	
CL 5	Power Claw	12	10+ 2D6	CC	-	-10	-	
CL 3	Flamer	6	D6	30x3	-	-4	Temp.	
CL 5 b	Btl can HE	10	6D6	120"	-	-5	6"	
CL 5 b	Btl can AP	12	40+ 6D6	120"	-	-9	-	
CL 3	Btl can HE	8	3D6	84"	-	-3	2"	
CL 3	Btl can AP	10	5+ 3D6	84"	-	-7	-	
BELLY WEAPON		POWERFIELDS						
H#	D	RESULT	R	H #	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
LEFT ARM		RIGHT ARM						
H#	D	RESULT	R	H #	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
BODY		LEGS						
H#	D	RESULT	R	H #	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				

	MOVE	WS	BS	S/T	D/L	I	A	VS
	WEAPONS	S	D	RNG	SST	SAV MOD	AREA	
CARAPACE WEAPONS								
H#	D	RESULT	R	H#	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
LEFT ARM								
H#	D	RESULT	R	H#	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
RIGHT ARM								
H#	D	RESULT	R	H#	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
BODY								
H#	D	RESULT	R	H#	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				
LEGS								
H#	D	RESULT	R	H#	D	RESULT	R	
1				1				
2				2				
3				3				
4				4				

Blank card for making your own cards

TITAN LEGIONS

By Sean Patten

The following article is a list of all known Titan Legions and any basic information known about them. Colors refer to the colors used to paint the Legion's Titans. The forge world is the planet the Legion is based on. A Grand Master is the highest rank in a Titan Legion.

LOYAL TITAN LEGIONS

Legio Canis

Colors: unknown

Forge World: unknown

Princeps Senioris: Andy Chambers

Legio Crucius

Colors: unknown

Emperor Class Titan Praeco Deictus destroyed vs

Chaos on Kado

Deathbolts

Colors: unknown

Forge World: Esteban VII

Grand Master: Thordun Ranxey

Notes: "None Escape Vengeance"

Legio Destructor (Steel Beasts)

Colors: unknown

Forge World: unknown

Grand Master: Thaedijs Wilson

Notes: "Big Death", largest Titan Legion with over 100 Titans

Legio Honorum

Colors: unknown

Forge World: Stygies VIII

Notes: Replaced Vulcanum I, II

Legio Ignatium (Fire Wasps)

Colors: Black, red, yellow

Forge World: Mars (1 of 3)

Notes: Crusades. Emperor's Guard, hates Legio Mortis

Imperial Eagles

Colors: unknown

Forge World: unknown

Notes: "Emperor's Enemies Beware"

Legio Metallica (Iron Skulls)

Colors: Red with yellow/black or white/black stripes

Forge World: unknown

Princeps Senioris Kurt Mannheim killed on Amegeddon

Notes: Heavy losses on Amegeddon

Morning Stars

Colors: Green, yellow, white

Forge World: unknown

Legio Ordo Sinister

Colors: unknown

Forge World: unknown

Grand Master: Ferromort

Notes: 12 Emperor class Titans enforce Pax Imperium

Legio Preator

Colors: unknown

Forge World: unknown

Triplex Phall

Notes: vs Hive Fleet Behemoth (McCragge)

Legio Ultima

Colors: unknown

Forge World: unknown

Fist with Bolt symbol

Legio Victorium

Colors: Blue, yellow trim

Forge World: unknown

Nova Guard

Colors: unknown

Forge World: unknown

Warp Runners

Colors: Blue with Flames

Notes: Fought at battle of Tallarn

War Griffons

Colors: Gray, yellow

Forge World: Gryphonne IV

Firebrands

Colors: red, white carapace

Forge World: unknown

Imperial Fists

Colors: blue, some red trim

Forge World: unknown

continues

Imperial Hunters
Colors: pale green, red trim
Forge World: unknown

Cockatrices
Colors: unknown
Forge World: unknown

TRAITOR TITAN LEGIONS

Tiger Eyes
Colors: unknown
Forge World: unknown

Legio Vulcanum I, II
Colors: unknown
Forge World: Stygies VIII
Notes: Beaten by Eldar into Eye of Terror

Storm Lords
Colors: purple, blue
Forge World: unknown

Legio Mortis (Death's Heads)
Colors: Black with red trim
Forge World: unknown
Notes: Breached Emperor's palace during Horus Heresy, now in Eye of Terror, also fought on Paramar and Tallarn.

Flaming Skulls
Colors: Red to yellow blend, yellow carapace with black/red tiger stripes
Forge World: unknown

Fire Masters
Colors: Black with yellow flames
Forge World: unknown

ELDAR CRAFTWORLD TITAN CLANS

Fir Dinillainn (Protectors Of The Fallen)
Craftworld: Siam Hann
Colors: Imperial Purple (magenta), black
Was originally Fir Lirilylon (Knights Of Purpose)

Fir Farillecassion (Watchers Over Ancient Wrongs)
Craftworld: Beil Tann
Colors: Bone, gunmetal
Was Lirilylon

Fir Iolarion (Eagles Born Of Fire)
Colors: Blue, gold
Craftworld: Lugannath or Iyanden-contradictions on pages 54 and 55 of the original Codex Titanicus
Warp Gate catastrophe

Fir Lirithion (Hearts Armoured for Battle)
Colors: Green, gold
Craftworld: Iyanden
Anti-war

IMPERIAL KNIGHT HOUSEHOLDS

House Krast
Colors: Blue with yellow trim

House Khord
Colors: unknown

House Devine
Colors: unknown

House Hyperion
Colors: Black with red trim

House Lakar
Colors: Yellow with blue trim

House Arakon
Colors: Green with yellow trim

House Dibran
Colors: unknown

House Hawkwood
Colors: Red and yellow

House Beaumaris
Colors: Purple and white

House Arundel
Colors: Red and unknown

House Mortimer
Colors: Purple and yellow

House Warwick
Colors: Purple and unknown

ELDAR MAIDEN WORLD KNIGHT CLANS

Sable Claw Clan
Colors: Red and black

Sea Talon Clan
Colors: Purple and white

Night Fury Clan
Colors: Purple and yellow

Swift Horn Clan
Colors: Green and yellow

CONVENTION NEWS

List your gaming convention here at no cost. The addresses shown below are contact addresses. Armorcast and Inquisitor will be at cons marked with an asterix.

- Oct. 5, 6 1996** **Tactics 1996***
Los Angeles Airport Wyndham at LAX
Info: Tactics c/o Strategicon
333 N. San Fernando Blvd
Burbank, CA 91502
(818) 848-1748
- Nov. 9 1996** **Maccon 2**, Fort Wayne, IN
Metro Detroit Gamers and The Northern Guild
2616 Kenwyck St. Troy, MI 48098
Info: (810) 286-2242
- Nov. 15-17 1996** **Pentacon XII** Fort Wayne, IN
NIGA/Pentacon
PO Box 11174 Fort Wayne, IN 46856
Info: (219) 356-4209
- Feb. 20-23 1997** **Total Confusion XI**
PO Box 403 N Chelmsford, MA 01863-0403
(508) 251-9321
- Jan. 3-5 1997** **Siege of Augusta V**, Sheraton Augusta
Info: HMGS-Mid-South
3411 Kerry Place
Augusta, GA 30909
Info: Jim Birdseye (706) 737-8100
Chris Damour (706) 855-1169
- Mar. 28-30 1997** **Egyptian Campaign 1997**
c/o Strategic Games Society
Office of Student Developement
3rd. Floor Student Center
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