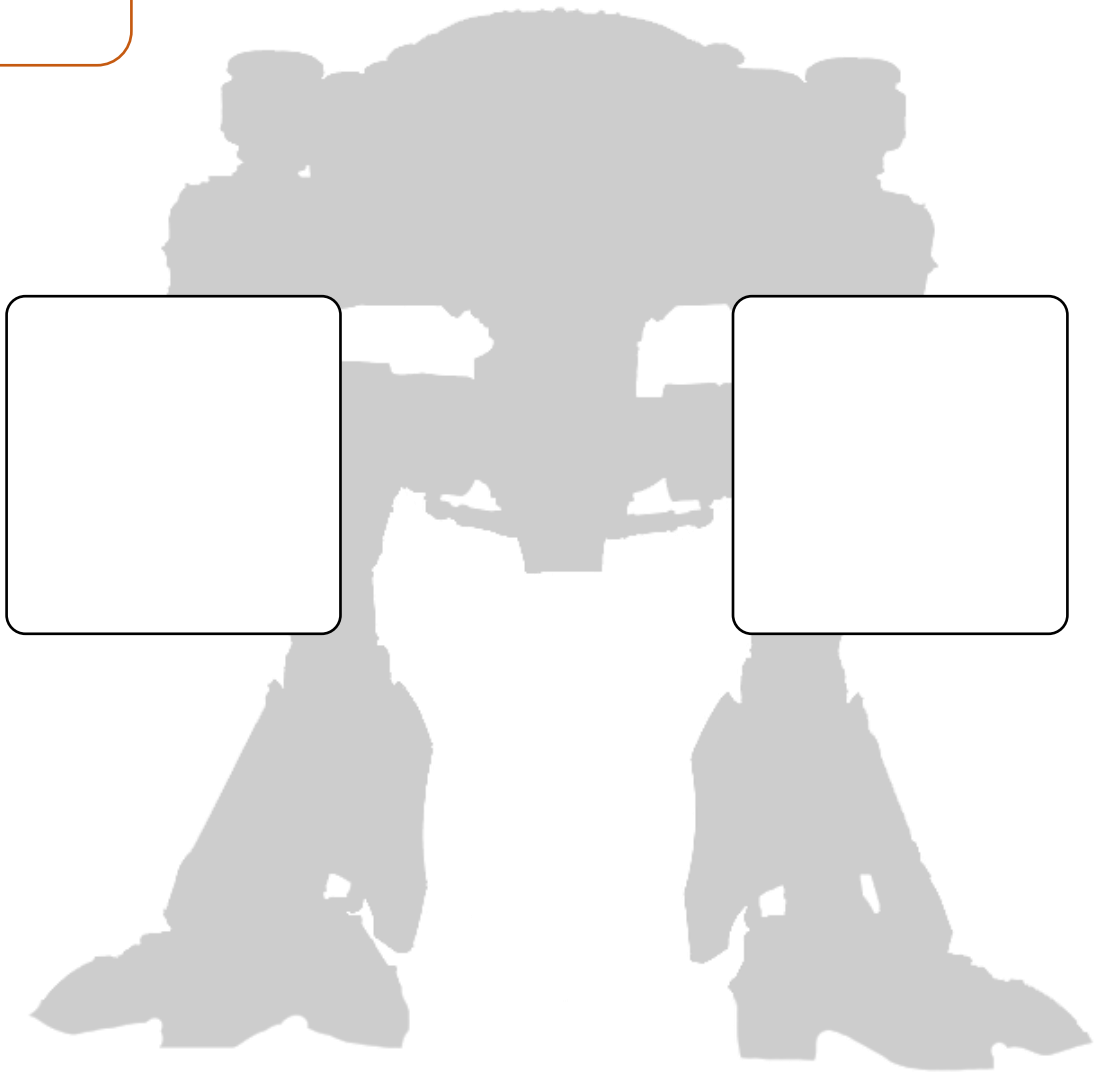




TITAN TEMPLATES AND WEAPON CARDS

WARHOUND TITAN

Power
Value



Move

Armour Save

Head

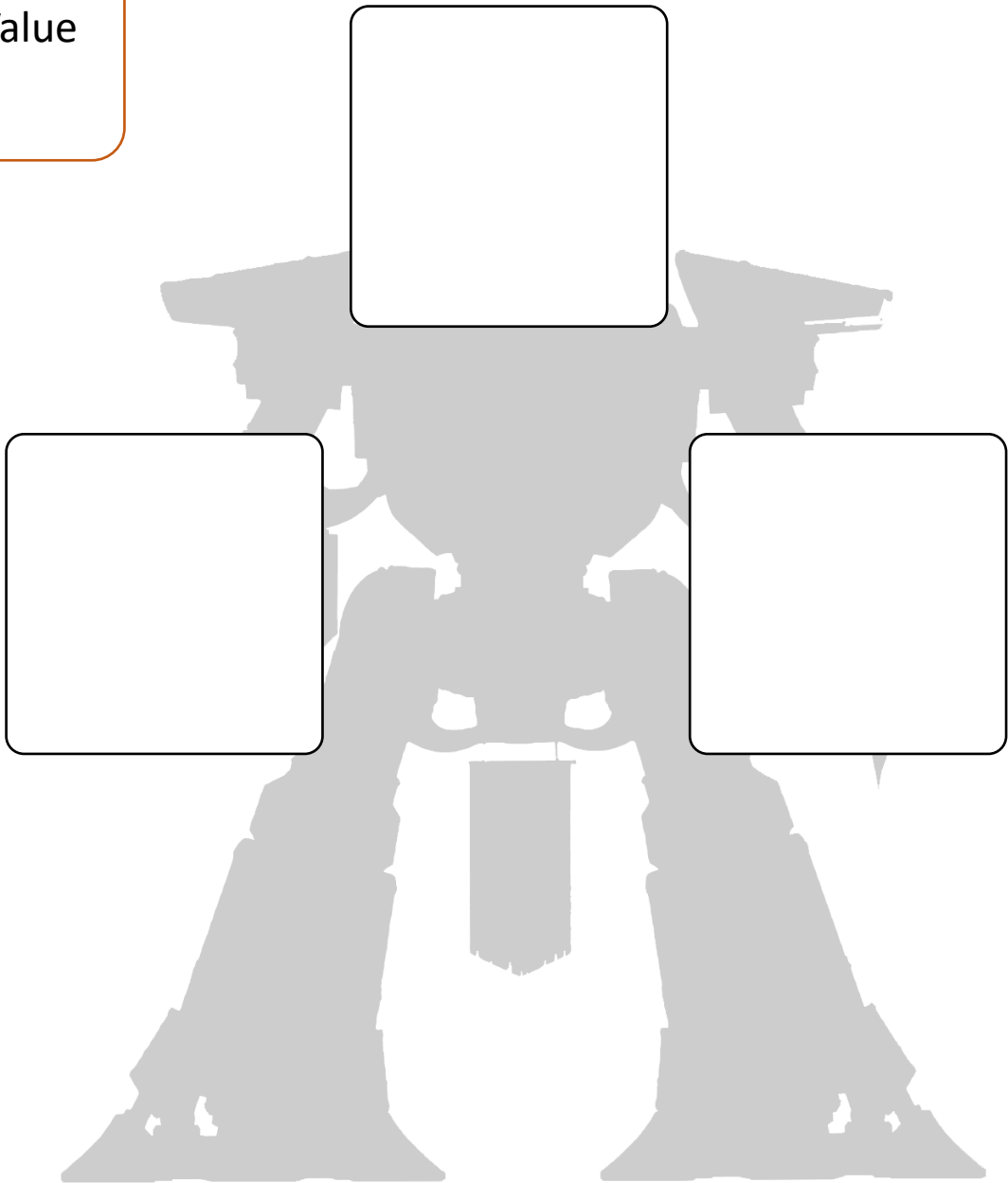
CAF

SHIELDS

Accessory

REAYER TITAN

Power
Value



Move

Armour Save

CAF

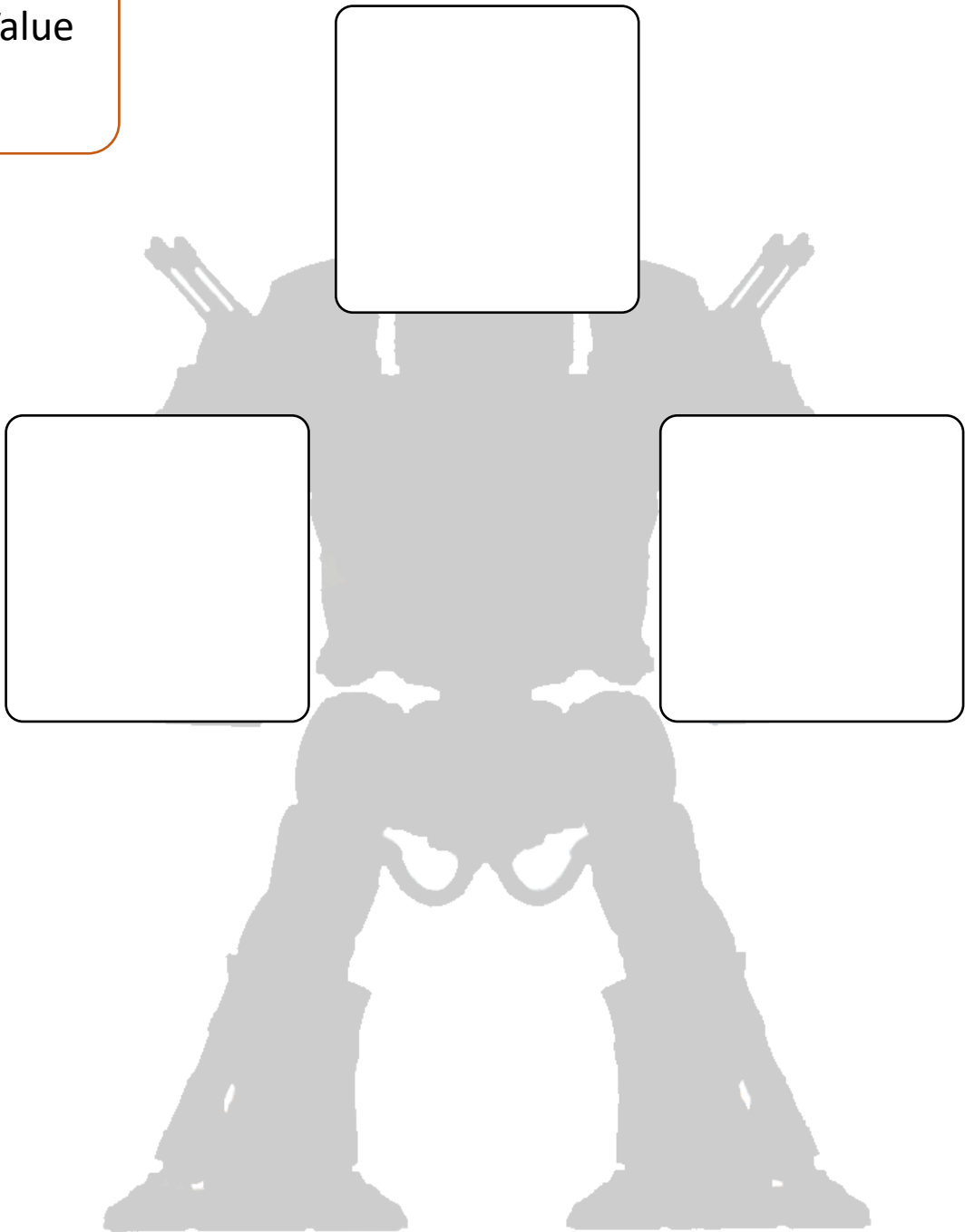
SHIELDS

Head

Accessory

WARBRINGER NEMESIS TITAN

Power
Value



Move

Armour Save

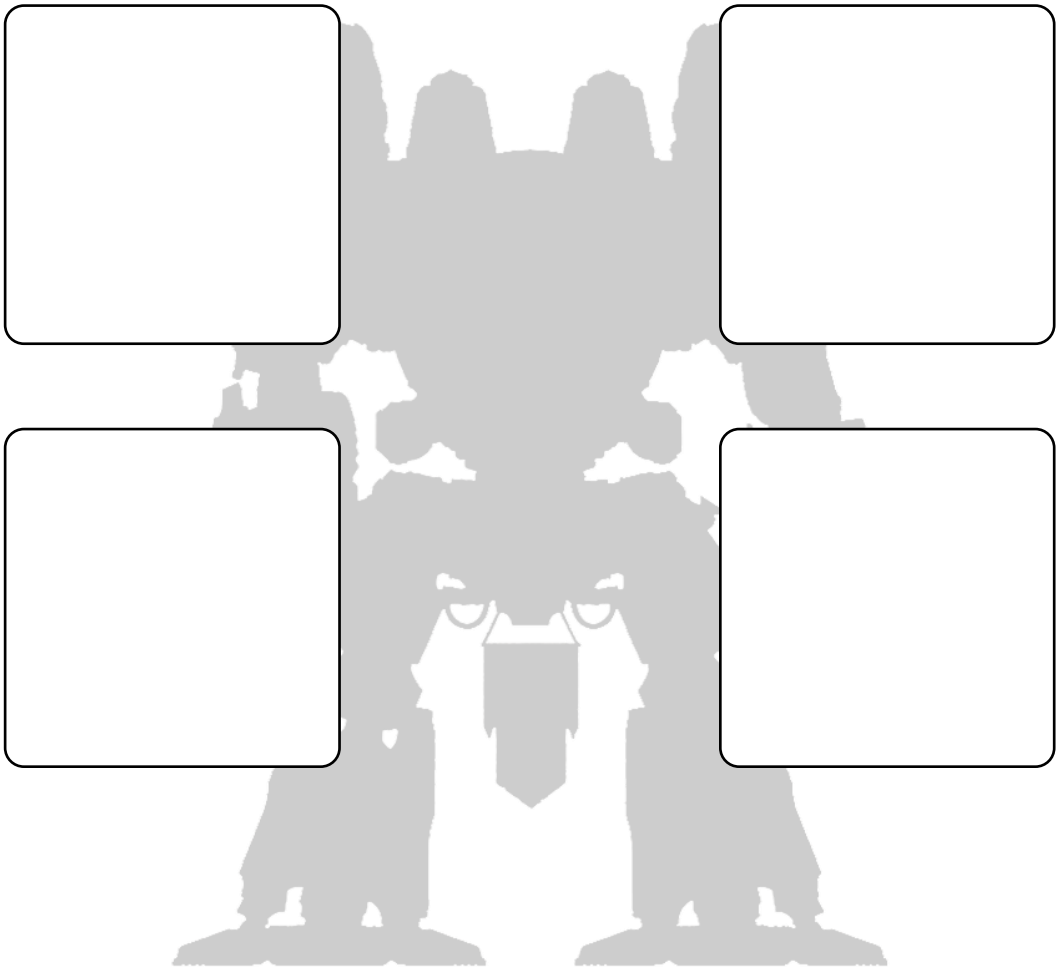
CAF

SHIELDS

Head

Accessory

WARLORD TITAN



Power
Value

Head

Accessory

Move

Armour Save

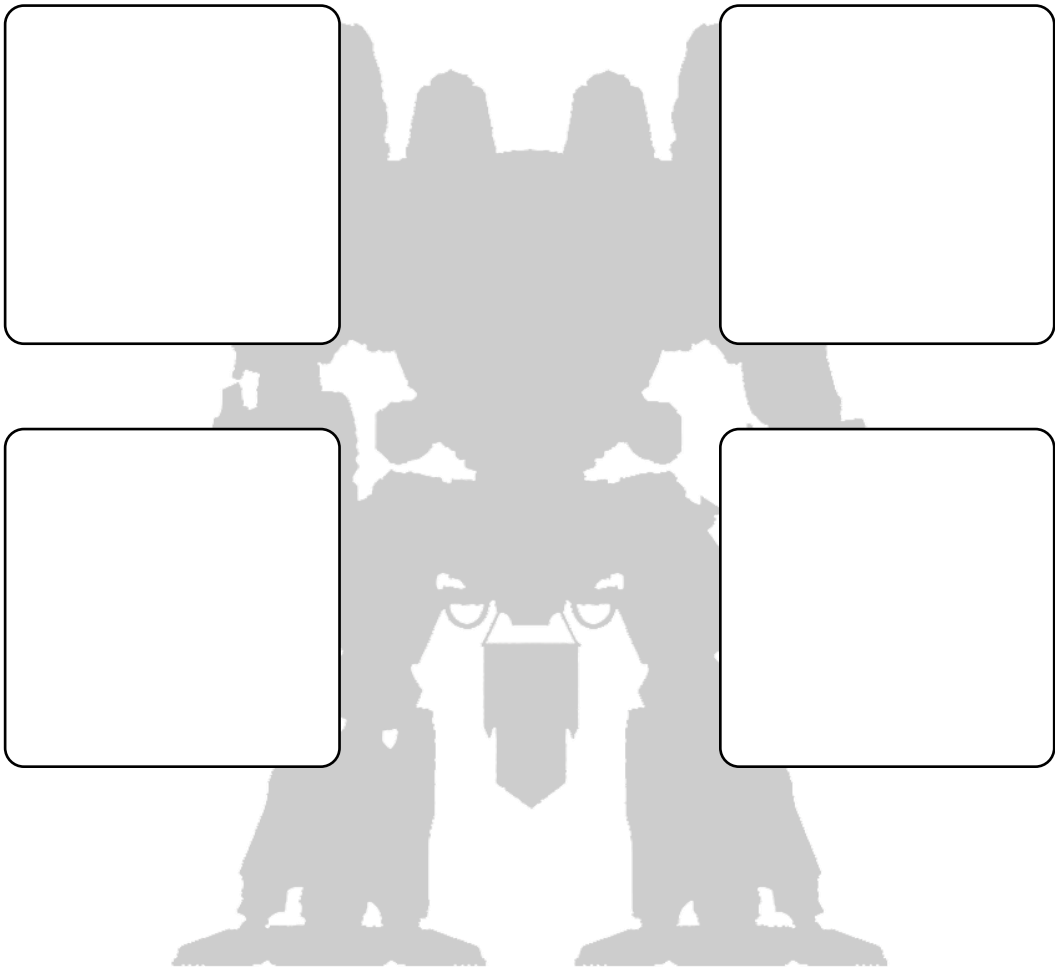
CAF

SHIELDS

Accessory

Accessory

WARLORD SINISTER PATTERN BATTLE
PSI-TITAN



Power
Value

Head

Accessory

Move

Armour Save

CAF

SHIELDS

Accessory

Accessory

IMPERATOR TITAN REFERENCE SHEET

Power
Value
4
Surplus

Name	Range	AD	TSM	Notes
Defense Laser	120/240	B4	-9	+6 to damage rolls for primary die and +3 for secondary dice.
HellStorm cannon	50/100	B4x4	-3	+3 to damage table rolls, wrecker
Imperator Plasma Annihilator	75/150 Overcharge 50/100 Standard	B8x2 B4x4	-8 -4	+1 to damage rolls on standard shots, increased to +2 for overcharge shots
Secondary weapons	25/50	8	-2	8 Attack Dice (5 forward and 3 rear)
Quad Icarus Lascannon	50/100	8TL4 [AA]	-3	-
Main Battery	25-180/360	B8 [W, Str+3, HM]	-4	Causes suppression to any unit hit including titans
Anti-personnel	25	8	-1	-
4x Gun Towers	35/70	B1	-3	only 2 can target rear
2x Lascannons	25/50	2	-3	-

Imperator System Power Usage	
Power Point Cost	Effect
1	Movement: increases Imperators base move by +5cms. 1 power point max can be assigned to this system
1	Repair: gains +1 bonus to shield and repair rolls
1	Main Weapon: HellStorm Cannon may fire.
1	Main Weapon: Plasma Annihilator (per power point); Energized shot: 1 power, Overcharge: 2 power
1	Defense Laser may fire
Note: Only the plasma Annihilator can use more than one power.	

Imperator Class Titan.

- Transport Capacity is 25. Up to 10 stands may fire according to the orders given.
- Imperators gain 4 Surplus power points per game turn to use on its systems. Consult the table below.

Move

Armour Save

CAF

SHIELDS

Weapon	
Apocalypse Launcher	
Value 6H	
Range	25-180/360
AD	B6
Save Mod	-2

Weapon	
Arioch Power Claw	
Value 9H	
Range	35/70
AD	8
Save Mod	-1

Weapon	
Belicosa Volcano Cannon	
Value 8M	
Range	90/180
AD	
Save Mod	-6

Weapon	
Deathstrike Cannon	
Value 7HM	
Range	100/200
AD	B6
Save Mod	-4

Weapon	
Titan Dual Laser Blaster	
Value 5M	
Range	50/100
AD	B1x2
Save Mod	-4

Weapon	
Titan Tri Laser Blaster	
Value 7M	
Range	50/100
AD	B1x3
Save Mod	-4

Weapon	
Titan Melta Cannon	
Value 6M	
Range	23/50
AD	B4
Save Mod	-6

Weapon	
Mori Quake Cannon	
Value 5HM	
Range	20-180/360
AD	B8
Save Mod	-4

Weapon	
Nemesis Quake Cannon	
Value 5HM	
Range	20-180/360
AD	B8
Save Mod	-4

Weapon	
Reaver Gatling Blaster	
Value 5M	
Range	35/70
AD	B1x4
Save Mod	-2

Weapon	
Reaver Volcano Cannon	
Value 7M	
Range	90/180
AD	B2
Save Mod	-7

Weapon	
Sinistramanus Tenebrae	
Value 12HM	
Range	60/120
AD	Special
Save Mod	Special

Weapon	
Sunfury Plasma Destructor	
Value 12HM	
Range	Special
AD	Special
Save Mod	Special

Weapon	
Titan Inferno gun	
Value 4H	
Range	25
AD	9
Save Mod	-2

Weapon	
Titan Plasma Blastgun	
Value 6M	
Range	Special
AD	Special
Save Mod	Special

Weapon	
Titan Vulcan Mega bolter Value 4H	
Range	35/70
AD	8
Save Mod	-1

Weapon	
Trident Value 5H	
Range	25
AD	-
Save Mod	-6

Weapon	
Twin Linked Turbo-Laser Destructoer Value 5M	
Range	50/100
AD	2TL1
Save Mod	-5

Weapon	
Warlord Gatling Blaster Value 7M	
Range	35/70
AD	B1x5
Save Mod	-2

Weapon	
Power Ram Value 5Melee	
Range	10
AD	-
Save Mod	-6

Weapon	
Reaver Chain Fist Value 5Melee	
Range	-
AD	-
Save Mod	-6

Weapon	
Reaver Power fist Value 5Melee	
Range	-
AD	-
Save Mod	-6

Weapon	
Saturnyne Lascutter Value 6H	
Range	20
AD	4TL1
Save Mod	-5

Weapon	
Wrecker Ball and Chain Value 5Melee	
Range	Melee
Save Mod	-5

Weapon	
Close Combat Head Value 0Melee	
Range	-
AD	-
Save Mod	-

Weapon	
Command Head Value 1	
Range	-
AD	-
Save Mod	-

Weapon	
Corvus Assault Head Value 3H	
Range	-
AD	Special
Save Mod	Special

Weapon	
Weapon Head Value 1	
Range	Special
AD	Special
Save Mod	Special

Weapon	
Anvillus AA Defense Battery Value 2H	
Range	35/70
AD	4TL2
Save Mod	-2

Weapon	
Corvus Assault Pod Value 3H	
Range	-
AD	Special
Save Mod	Special

Weapon	
Fire Control Centre	
Value 0	
Range	-
AD	-
Save Mod	-

Weapon	
Barrage Missile	
Value 4 HM	
Range	150/300
AD	1d10/2+1
Save Mod	-3

Weapon	
Harpoon missile	
Value 4 HM	
Range	100/200
AD	1
Save Mod	-6

Weapon	
Vortex missile	
Value 4 HM	
Range	75/150
AD	1d10
Save Mod	-6

Weapon	
Warp Missile	
Value 4 HM	
Range	100/200
AD	1
Save Mod	-8

Shield Tokens

1	1	1	1	1	1
1	1	1	1	1	1
2	2	2	2	2	2
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6

Shield Tokens

