# TITAN TEMPLATES AND WEAPON CARDS

V 1.1

WARHOUND TITAN

Power
Value

Move

Armour Save

CAF
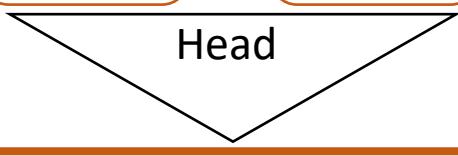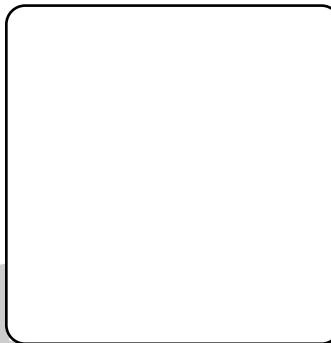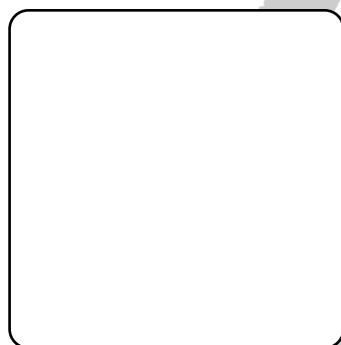
SHIELDS
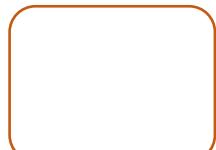
Head

Accessory

# REAVER TITAN

Power
Value

Move

Armour Save

CAF
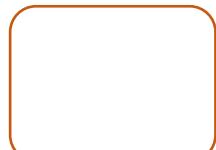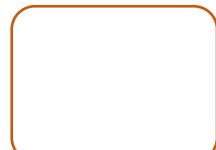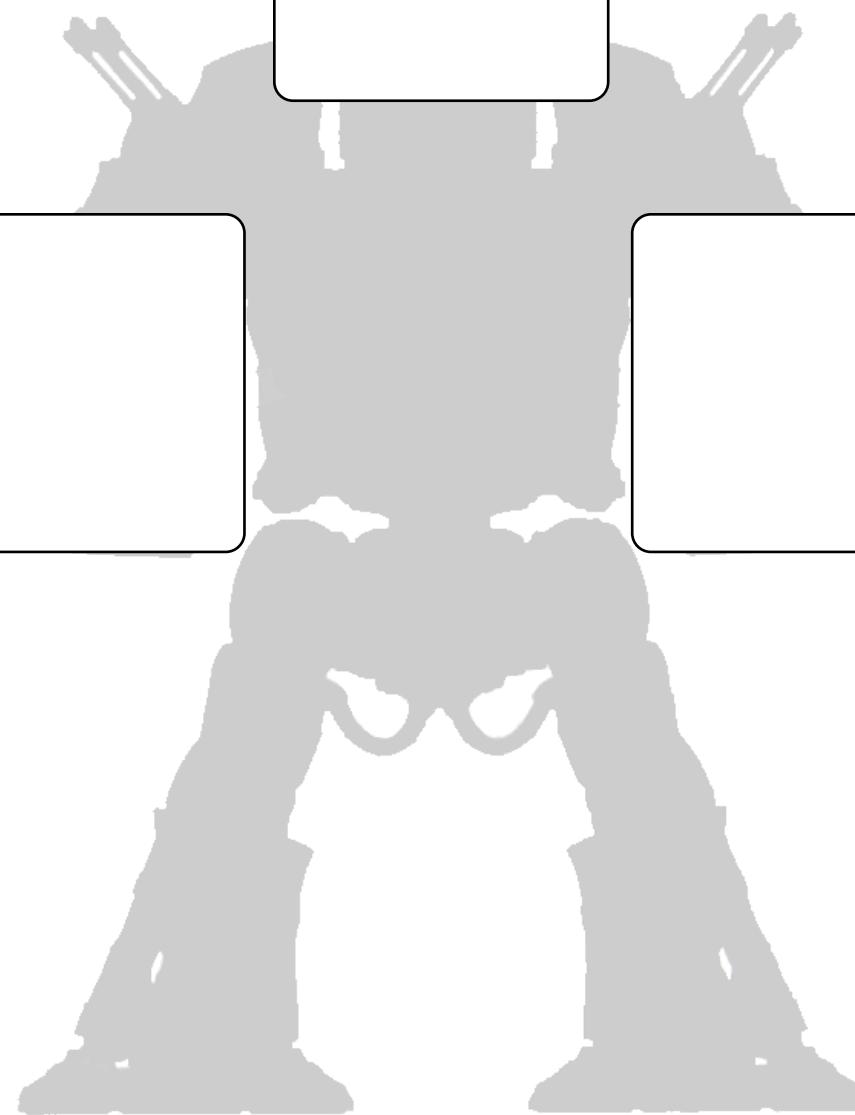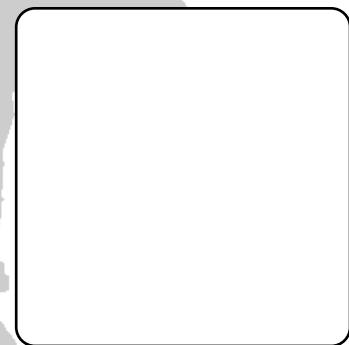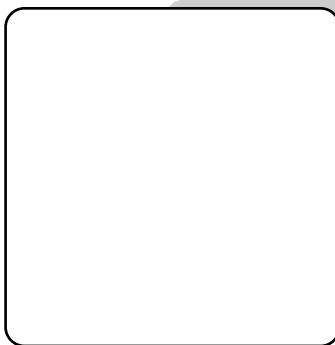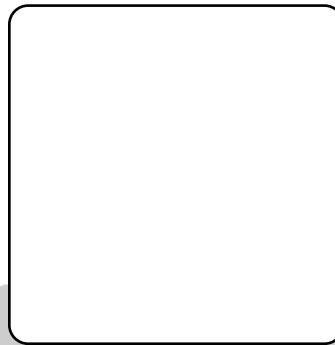
SHIELDS

Head

Accessory

WARBRINGER NEMESIS TITAN

Power
Value
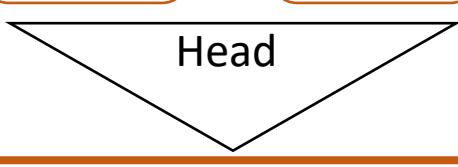
Move | Armour Save | CAF | SHIELDS
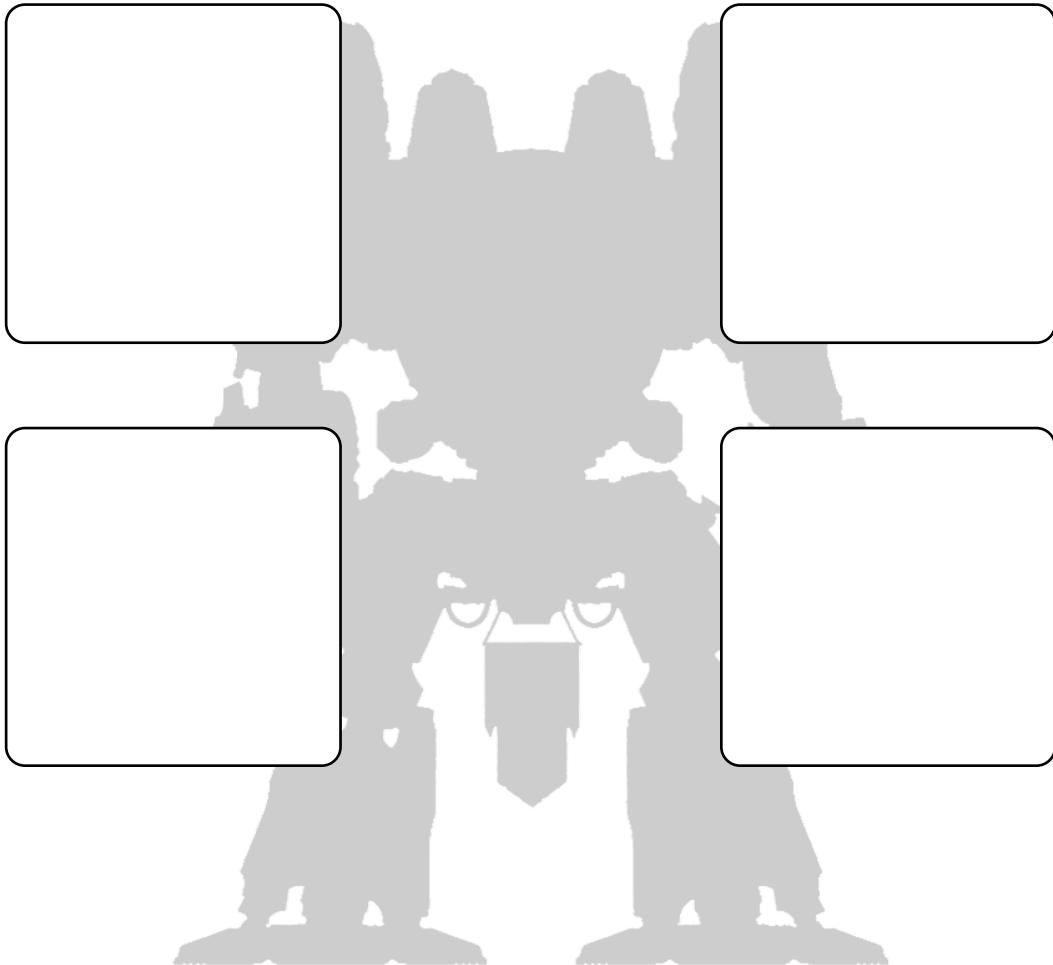
Head

Accessory

WARLORD TITAN

Head

Accessory

Power Value

Move

Armour Save

CAF
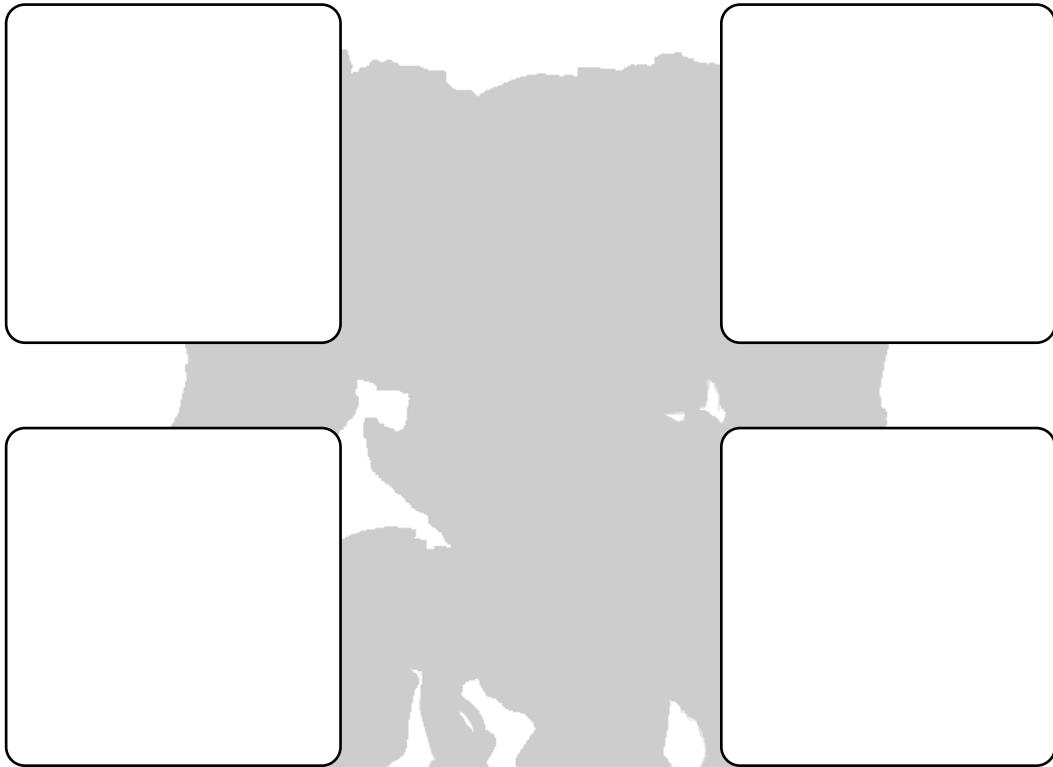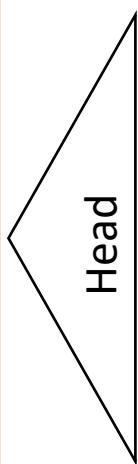
SHIELDS

Accessory
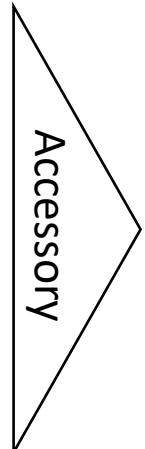
Accessory

WARMASTER TITAN

Power
Value

Head

Accessory

Move

Armour Save

CAF

SHIELDS

Accessory

Accessory
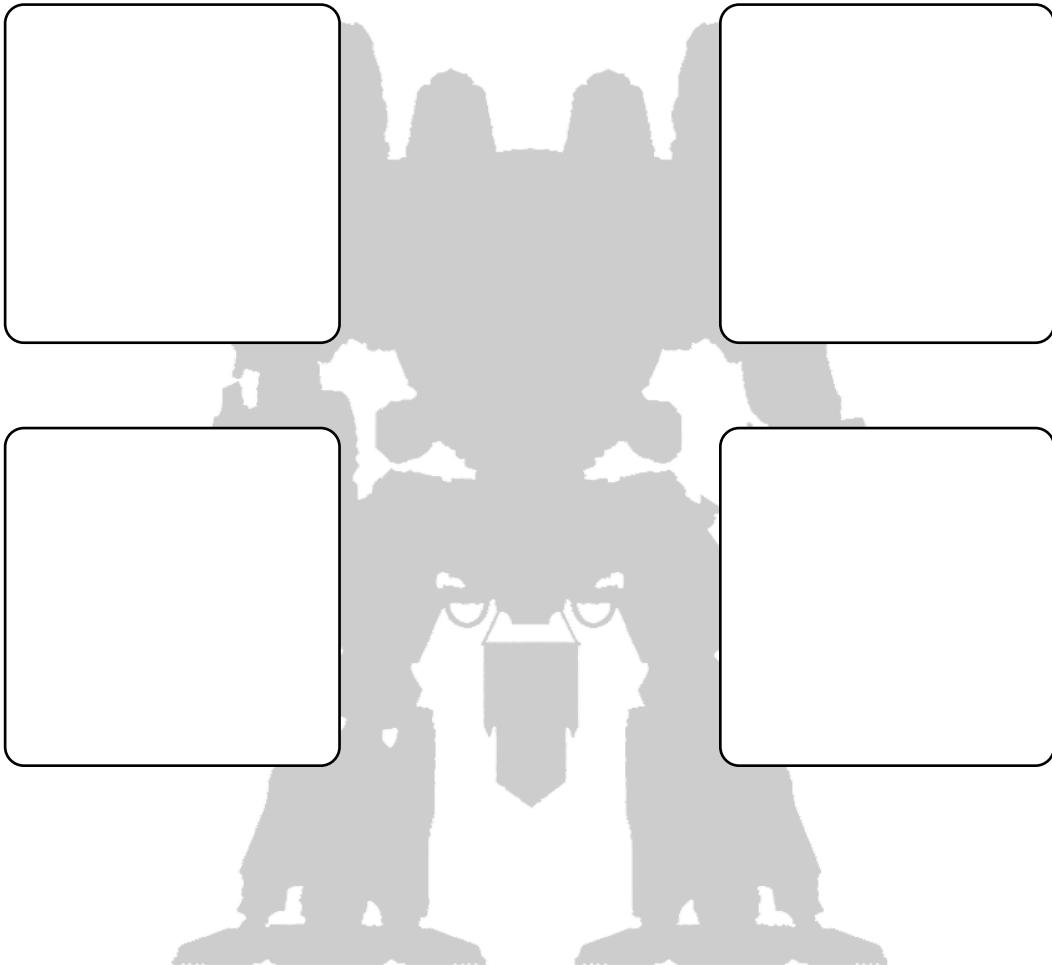
WARMASTER TITAN

Secondary Weapons table Reference

Name	Range	AD	TSM	Notes
Legs				
2x Ironstorm Missile Pod*	35/70	B1	-1	*Select one option
2x Lascannon*	25/50	2TL1	-3	*Select one option
Rear Arc				
Antipersonnel	25	2	-1	
Ardex Defensor Laser	25/50	2	-3	Antipersonnel Trait
Carapace				
2x Anvillus Defense Battery*	35/70	4TL2 [AA]	-2	*Select one option, 360 arc
4x Heavy Mortars*	25/50	B1x2	-1	*Select one option, 360 arc
Battlecannons	35/70	B1x2	-2	
Revelator Missile Launcher	B3	75/150	-3	

 * Select one weapon type for legs or carapace.

WARLORD SINISTER PATTERN BATTLE PSI-TITAN

Power Value

Head

Accessory

Move

Armour Save

CAF

SHIELDS

Accessory

Accessory

IMPERATOR TITAN REFERENCE SHEET

Power Value 1 Surplus

Name	Range	AD	TSM	Notes
Defense Laser	120/240	B4 {Dmg+6, M]	-9	+6 to damage table rolls for primary die and +3 for secondary dice. Macro weapon
HellStorm cannon	50/100	B4x4 [Dmg+3, W, Hmacro]	-3	+3 to damage table rolls, wrecker, Hmacro weapon
Imperator Plasma Annihilator	60/120 Overcharge 90/150	B3x3 [Dmg+2] Overcharge B6x3 [Dmg+3]	-7 Overcharge -8	+2 to damage table rolls, +3 on overcharge
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. Options*
Anti-personnel	25	8	-1	-
4x Gun Towers	35/70	B6[IC, Str+4,M]	-4	only 2 can target rear. Options*

Imperator System Power Usage
Movement: increases Imperators base move by +5cms.
Repair: gains +1 bonus to shield and repair rolls
Movement: increases Imperators base move by +5cms.

Imperator Class Titan.

- Transport Capacity is 25. Up to 10 stands may fire according to the orders given.
- Imperators gain 1 Surplus power points per game turn to use on its systems. Consult the table above.
- *Consult Mechanicum and Collegia Titanicus for more details.

Move   Armour Save   CAF   SHIELDS

WARMONGER TITAN REFERENCE SHEET

Power Value 1 Surplus

Name	Range	AD	TSM	Notes
Defense Laser	120/240	B4 {Dmg+6, M}	-9	+6 to damage table rolls for primary die and +3 for secondary dice. Macro weapon
Doomstrike Launcher	Special	-	-	Ammo Capacity is 8 Titan Missiles. May select one, must roll for all others at -1.
Sensorium	-	-	-	Special*
Secondary weapons	25/50	8	-2	8 Attack Dice (5 forward and 3 rear)
4x Anvillus Defense Gun Towers	35/70	4TL2 [AA]	-2	360 arc of fire
Landing Pad with Primaris Lightning Strike Recon Aircraft	-	-	-	Special*
Anti-personnel	25	8	-1	-
Head Weapons	35/70	B6[IC, Str+4,M]	-4	only 2 can target rear.

Warmonger System Power Usage
Movement: increases Warmongers base move by +5cms.
Repair: gains +1 bonus to shield and repair rolls
Rapid Fire: May Fire up to 3 missiles

Warmonger Class Titan.

- Transport Capacity is 15. Up to 6 stands may fire according to the orders given.
- Imperators gain 1 Surplus power points per game turn to use on its systems. Consult the table above.
- *Consult Mechanicum and Collegia Titanicus for more details.

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	B2
Save Mod	-8

Weapon	
Deathstrike Cannon	
Value **6HM**	
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	35/70
AD	B4
Save Mod	-6

Weapon	
Mori Quake Cannon	
Value **6HM**	
Range	20-180/360
AD	B8
Save Mod	-4

Weapon	
Nemesis Quake Cannon	
Value **6HM**	
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	35/70
AD	B2x2
Save Mod	-4

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

Weapon	
Titan Plasma Blastgun	
Value **6M**	
Range	35/70
AD	B2x2l
Save Mod	-3

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 Destructor
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
3H

Range	-
AD	-
Save Mod	-

Weapon

Barrage Missile

Value
5HM

Range	150/300
AD	1d10/2+1
Save Mod	-3

Weapon

Harpoon missile

Value
5HM

Range	100/200
AD	1
Save Mod	-6

Weapon

Vortex missile

Value
5HM

Range	75/150
AD	1d10
Save Mod	-6

Weapon

Warp Missile

Value
5HM

Range	100/200
AD	1
Save Mod	-8

Weapon

Suzerian Plasma Destructor

Value
13HM

Range	45/90
AD	B3x2
Save Mod	-5

Weapon

Melta Cannon, Short barrel

Value
5M

Range	25/50
AD	B4
Save Mod	-5
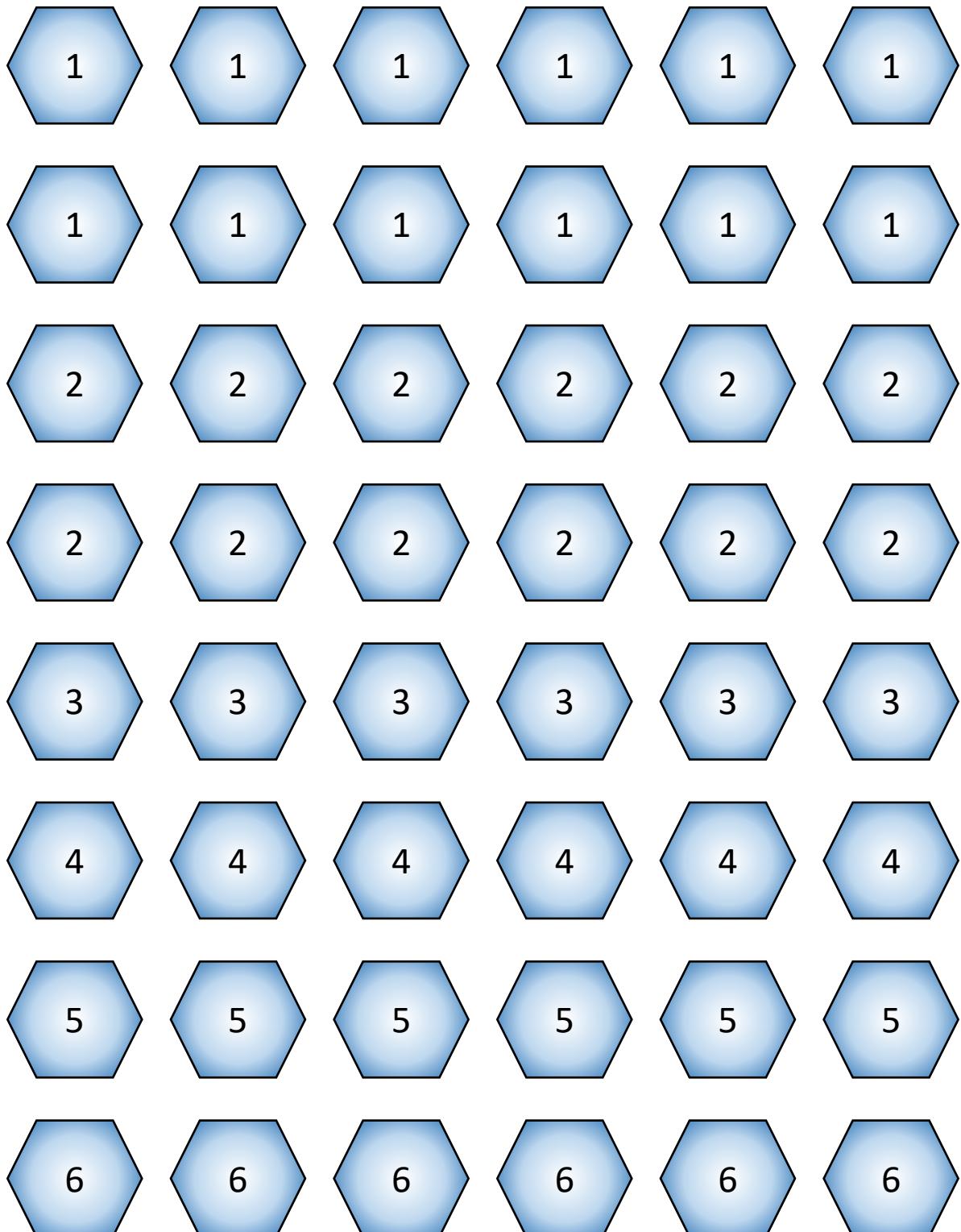
Weapon

Defense Laser

Value
14HM

Range	120/240
AD	B4
Save Mod	-9

Weapon

Apocalypse Missile Array

Value
4M

Range	25-180/360
AD	B3
Save Mod	-2

Weapon

Volkite Eradicator

Value
5M

Range	30/60
AD	3
Save Mod	-2

Weapon

Volkite Destructor

Value
7M

Range	35/70
AD	3
Save Mod	-3

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

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