



COLLEGIA TITANICUS

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

Contents

Collegia Titanicus.....	1
Collegia Titanicus Traits	1
General Traits	1
Specific Traits.....	1
Titan Abilities.....	1
Titan Damage	2
Damage Allocation	2
Titan Weapon Hit Tables.....	4
Titan Damage Effects	5
Titan Building.....	5
Titan Templates	5
Power Management	7
Titan Elements	9
Titan Walkers [5]	9
Dire Wolf Heavy Scout Titan	9
Imperator Emperor Class Titan	10
Reaver Battle Titan.....	11
Warbringer Nemesis Siege Titan.....	11
Warhound Scout Titan.....	12
Warlord Titan.....	12
Warlord Sinister Pattern Battle Titan (Psi-titan).....	13
Warmaster Heavy Battle Titan.....	14
Warmonger Emperor Class Titan	14
Titan Weapons	16
Warhound Scout Titan Weapons	16
Warhound Weapon Special Abilities	16
Dire Wolf Heavy Scout Titan Weapons.....	17
Dire Wolf Weapon Special Abilities	17
Reaver Battle Titan Weapons	18
Reaver Weapon Special Abilities.....	18
Warbringer Nemesis Siege Titan Weapons.....	19
Warbringer Weapon Special Abilities.....	19

Warlord Battle Titan Weapons	20
Warlord Weapons Special Abilities.....	21
Warlord Sinister Pattern Battle Titan (Psi-titan)	22
Psi-titan Weapon Special Abilities.....	22
Warmaster Heavy Battle Titan	23
Warmaster Weapon Special Abilities	23
Imperator Emperor Class Titan.....	25
Imperator Weapon Special Abilities.....	25
Warmonger Emperor Class Titan.....	26
Warmonger Weapon Special Abilities.....	26
Special Titan Missiles.....	27
Secutarii	29
Command [1]	29
Secutarii Axiarch	29
Secutarii Alpha.....	30
Infantry [1].....	30
Secutarii Hoplite.....	30
Secutarii Peltast	31
Allies.....	31
Army Cards	31
Appendix	33
Damage Allocation Tables.....	33
Hit Location Tables.....	34
Titan Statlines	35
Titan Weapon Statlines.....	36
Secutarii Statlines.....	39

Collegia Titanicus

The ultimate land war weapon. A walking Lord of War that embodies the Omnissiah's wrath and power. The Battle Titans of the Collegia Titanicus the undisputed mailed fist of the Mechanicum's might.

Collegia Titanicus Traits

This section contains all traits available to the Collegia Titanicus Faction.

General Traits

Collegia Titanicus has the following general traits:

1. There is NO faction value. Collegia Titanicus elements are available as Special Formations to other factions. See section on allies below.
2. To-hit value for the Collegia Titanicus 5+ for ranged and close combat attacks.
3. Coherency within a formation for titan elements is 25cms (no 6cms for non-titanic elements).

Specific Traits

The Collegia Titanicus has several specific traits:

1. **Terrifying:** All Collegia Titanicus elements have the Terror Ability [TER].
2. **Size Vulnerability:** All Collegia Titanicus elements have difficulty targeting small and agile elements and are subject to the following:
 - a. Titan elements receive a -2 *penalty to to-hit rolls in close combat versus infantry elements.*
 - b. Titan elements receive a -1 *penalty to to-hit rolls in close combat versus cavalry elements.*
 - c. Opposing Infantry and Cavalry elements in close combat with a titan gain an invulnerable save of [10]+.
3. **Indomitable:** Titan elements are immune to effects of suppression from ranged attacks. However, certain effects that confer suppression (effects from the damage table for example) can be applied.
4. **Adamantium Skin:** All titan elements possess the Reinforced Armor [RA] ability.

Titan Abilities

Titan elements have the following abilities:

1. **Titan Special Order-Damage Control:** In addition to standard orders, Titans may be assigned a special order; Damage Control. A titan element with the Damage Control Order has the following rules:
 - a. The Titan Element may NOT move or fire any weapon during the turn this order was assigned. Opposing elements gain a +1 bonus to ranged attacks while this order is in effect.
 - b. The Titan element gains a +2 bonus to all repair and Void Shield regeneration rolls.
 - c. The Damage Control order is revealed last during the movement phase after all other standard orders have been revealed.

2. **Void Shields:** A titan element possesses several void shields given in its individual profile. Void Shields have the following rules:
 - a. Void Shields **ONLY** offer protection versus **RANGED** attacks. Void Shields are **NOT** considered for close combat attacks.
 - b. A titan element does **NOT** receive ranged attacks to its own armor until **ALL** void shields have been knocked out (shield less titan). Note certain weapon **MAY** bypass void shields and do direct damage to the titan element.
 - c. The Armor Value [AV] of a void shield is an **invulnerable save of [3]+**. Opposing weapons with the **Destroyer [D] trait ignore the void shield AV and invulnerable save, automatically knocking down one void shield per attack dice that score a hit.**
3. **Repair:** A titan may attempt to repair damaged systems and regenerate downed shields as follows:
 - a. All repair attempts occur in the **END PHASE** after VPs are tallied and rolls for rallying formation are performed.
 - b. Each titan element in play can perform repairs in this phase. Players can alternate titan repair in order of initiative of that turn.
 - c. A downed Void Shield can be repaired on a roll of 8+ per inactive shield.
 - i. Example: A warlord titan with 3 downed void shields may roll one d10 per downed/inactive shield (a total of 3d10 in this example) and for every 8+ roll one void shield is back online and functional for the next game turn (until down once more).
 - d. A damaged system or weapon can be repaired on a roll of 8+ per damaged system and/or weapon.
 - i. Example: A warlord titan has 2 downed shields, a damaged weapon and damaged legs. The player may attempt to repair all of these in the same end phase by rolling 2d10 for the void shields (1d10 per shield), 1d10 for the damaged weapon and 1d10 for the damaged legs. A successful roll of 8+ will repair the specific damage or shield regeneration that is being rolled for.

Titan Damage

This section covers the rules on how titan elements receive damage during play.

Damage Allocation

Titans are subject to damage as in combat as follows:

1. Only unshielded titan elements (titan elements that have all shields downed/inactive) are subject to direct damage.
2. Damage determination follows the standard rules as described under the damage resolution section, the core rules.
3. Once a titan element fails an armor save, additional effects in addition to DR damage may occur. Therefore, roll once on the table below for each hit that fails an armor save.

Titan Damage Table	
Die Roll	Effect
1-6	Apply standard DR damage by weapon used
7-9	Apply standard DR by weapon used AND roll once of the critical systems table
10+	Apply standard DR by weapon used AND roll TWICE of the critical systems table

4. In the instance the Titan Damage effect indicates critical system damage has occurred, roll on the critical systems table below as once or twice as noted in the titan damage table effects.

Critical Systems		
Die Roll	System	Effect
1-3	Legs/Propulsion System	1. Titan element loses -5cms of its base movement and may NOT use charge orders until repaired. 2. Additional damage to this system will add cumulative loss of -5cms to base movement and if base movement reaches ZERO the titan element is now IMMOBILIZED permanently, and this CANNOT be repaired. 3. An immobilized titan element that receives further damage, has its leg(s) snapped and it will fall in a random direction. Any element underneath where it falls must make an armor save with a -5TSM. The titan counts destroyed and awards full VP.
4-5	Void Shield Generator	1. Overload. One void shield generator is irrevocably damaged. Titan now has -1 void shield for remainder of game. CANNOT be repaired. 2. When all void shield generators are destroyed the titan element has ZERO shields for the rest of the game. 3. Additional damage to these systems when it has reached zero adds +1DR to damage.
6-7	Weapon	Consult the Weapon Hit table for the specific Titan element below. 1. The first hit renders the weapon inoperable until repair. 2. The second hit on an already damaged weapon destroys it for the rest of the game.
8-9	Bridge/Head	1. Titan is now SUPPRESSED. It may rally normally in the end phase with a morale value of 4+ for this purpose. 2. A titan element with a damaged bridge/head will have a -1 penalty to ALL repair rolls for the rest of the game. 3. A second hit to an already damaged bridge/head destroys it. Titan counts a destroyed and awards full VP.
10+	Reactor	1. Add +1DR to damage and roll of this table again. 2. When a titan is reduced to ZERO DR after a hit to the Reactor system, it explodes! All elements (friend and foe!) within 15cms receive 1d10 hits on a to-hit roll of 7+ and make armor saves at -3TSM. Titan counts as destroyed at awards full VP

Titan Weapon Hit Tables

All tables for weapon hit on standard titan types are in this section.

Warhound Weapon Hit Table	
Die Roll	Effect
1-5	Left Arm Weapon Damaged
6-10	Right Arm Weapon Damaged

Dire Wolf/Reaver/Warmonger Weapon Hit Table	
Die Roll	Effect
1-3	Carapace Weapon Damaged
4-6	Left Arm Weapon Damaged
7-9	Right Arm Weapon Damaged
10	Attacking Players Choice

Warlord Weapon Hit Table	
Die Roll	Effect
1-2	Left Carapace Weapon Damaged
3-4	Right Carapace Weapon Damaged
5-6	Right Arm Weapon Damaged
7-8	Left Arm Weapon Damaged
9-10	Attacking Players Choice

Warmaster Weapon Hit Table	
Die Roll	Effect
1-2	Carapace Weapons Damaged
3	Left Upper Arm Weapon Damaged
4	Right Upper Arm Weapon Damaged
5-7	Left Arm Weapon Damaged
8-10	Right Arm Weapon Damaged

Emperor Class Weapon Hit Table	
Die Roll	Effect
1	Front Left Tower Weapon Damaged
2	Front Right Tower Weapon Damaged
3	Left Rear Tower Weapon Damaged
4	Right Rear Tower Weapon Damaged
5	Rear Middle Tower Weapon Damaged
6	Front Middle Tower Weapon Damaged
7-8	Right Main Weapon Arm Damaged
9-10	Left Main Weapon Arm Damaged

Titan Damage Effects

This section contains general effects on titans suffering DR loss.

A titan that has lost half or more of its total DR rating suffers the following effects:

1. The titan element receives a -1 penalty on all shield regeneration and system repair rolls.
2. If both players agree they may use the following **OPTIONAL** rule:
 - a. In addition to the penalty listed above titan elements that have lost 50% or more of their DR rating also receive:
 - i. A -5cms penalty to their base move
 - ii. -1 penalty to-hit rolls.
 - iii. Total CAF dice are reduced to half (rounded up).

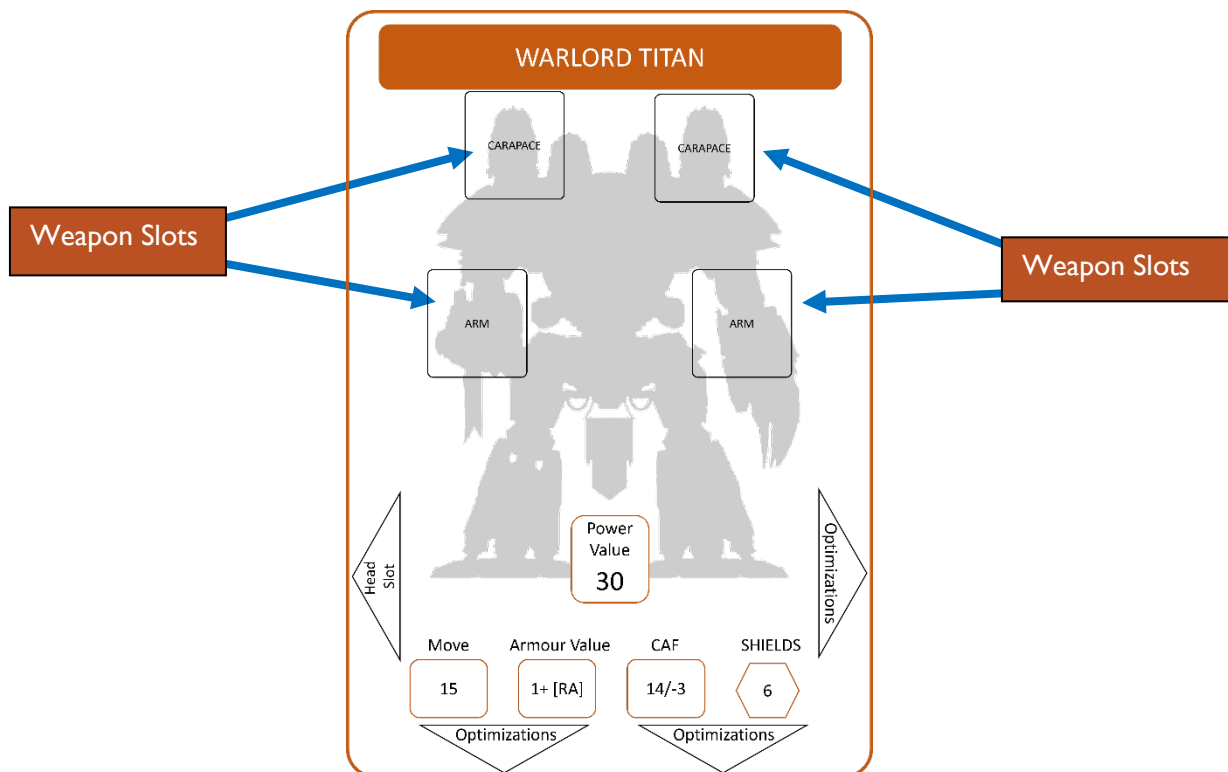
Titan Building

This section deals with how to configure a titan's armament and options.

Titan Templates

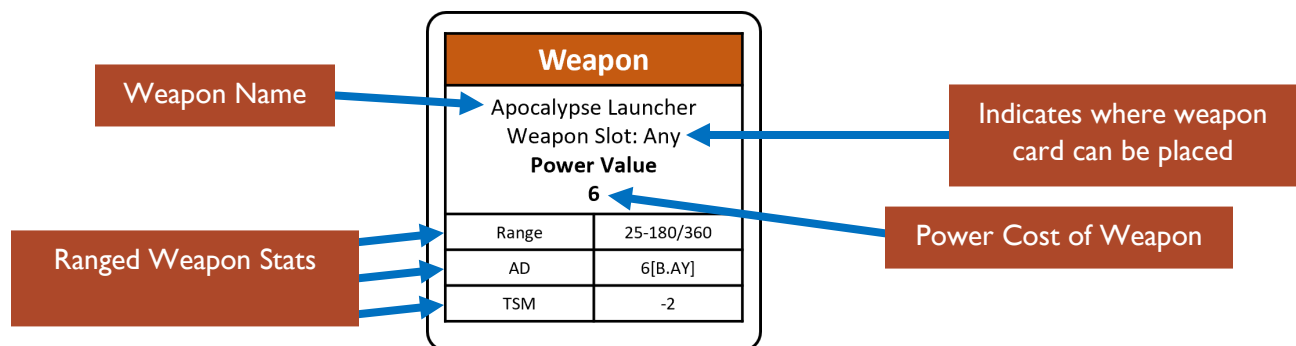
A player that has titan formations as part of their army composition does the following:

1. Select the titan template appropriate for the type of titan that is part of the army. One template **PER** titan element.
 - a. A player that fields a titan formation consisting of 3 titans must select 3 titan templates representing each titan according to type.

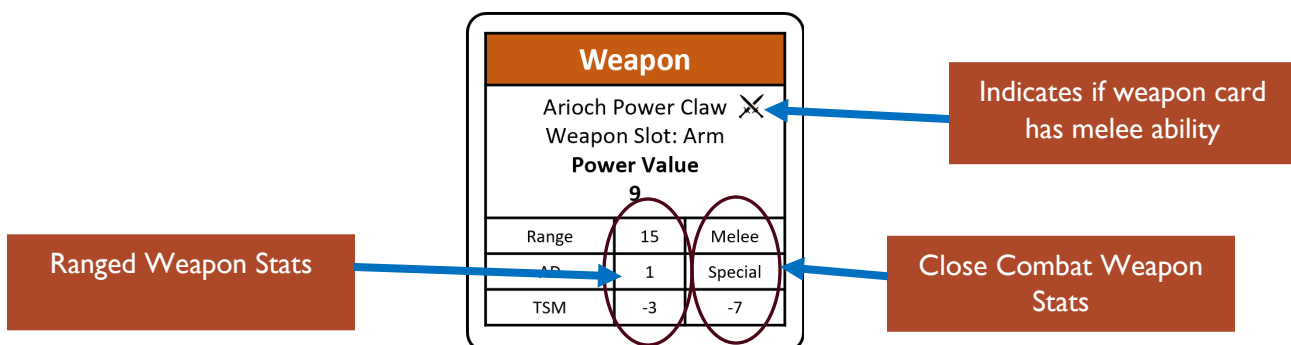


2. A Titan Template contains the following information:
 - a. **Power Value:** The overall power production of the titan's reactor.
 - b. **Move:** The titan's base movement rate.
 - c. **Armor Value:** The titan's armor value once all void shields are disabled.
 - d. **CAF:** Close Combat Factor of the titan.
 - e. **Shields:** Number of total Void Shields the titan possesses. Shield counter for tracking number of active shields goes here.
 - f. **Weapon Slots:** The total amount and location of the titan's weapon hard point. Titan weapon cards fill these slots.
 - g. **Head Upgrade Slot:** Upgrade Card for the head slot (if any) goes here.
 - h. **Optimizations Slot:** Optimization cards for titans go here (if any; three slots however, any number of optimizations can be placed in each slot).
3. Once the appropriate template is selected, proceed to fill the appropriate slots with the players chosen weapon and optimization cards. Note that:
 - a. Not all weapon slots need to be filled, but at least ONE slot must be filled.
 - b. Weapon cards are placed in the correctly designated slot mentioned on each weapon card. The location "ANY" indicates players choice where they may be placed.
 - c. Optimization Cards (when present) are placed under the optimization arrow on the template. Multiple Optimization cards may be placed under each arrow. See section on Power Management below.

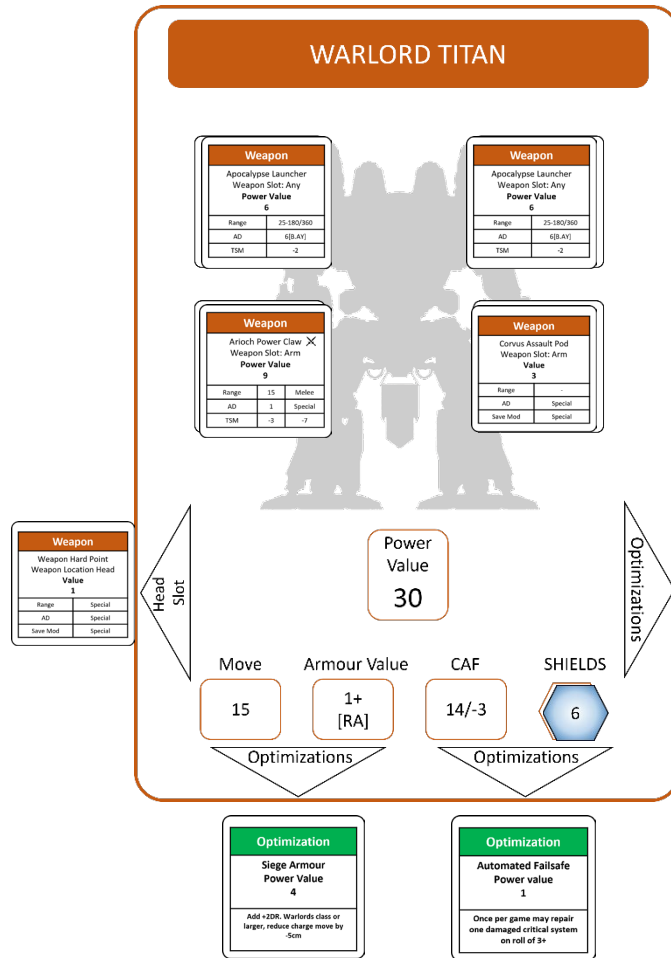
Ranged Weapon Card



Weapon Card with Melee Ability



Example of completed titan template



Power Management

This section deals with the rules regarding titan power management.

Power Management is a simplification of the strain weapons and other components of the titan place upon its reactor as well as space and ammo requirements. All these factors are lumped together under the power value of a given component.

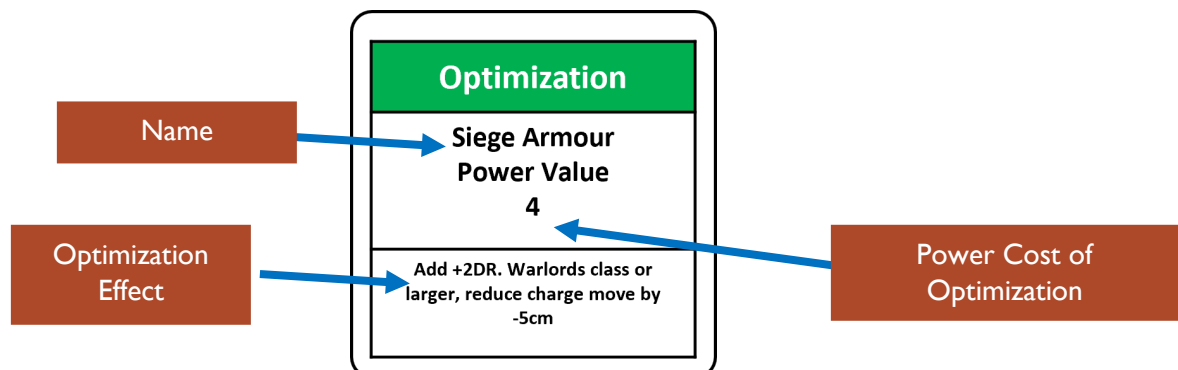
The following rules apply when building a titan and how to manage its power requirements.

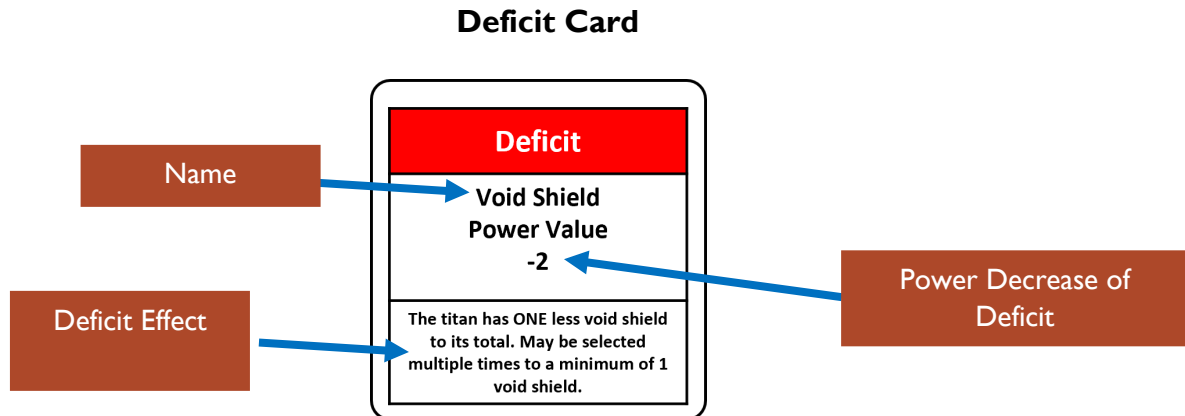
1. **Titan Power value:** This is the overall value of the titan hull type. This is the number the player will refer to when comparing the sum of all added components to its template. The total of all cards add to the titan template must always equal the Titans Power value.
2. **Power Consumption:** This is the sum of all cards power value added to the titan template.
 - a. **Example:** Using the illustration above on a completed titan template, the power consumption of all added cards is 30 ($6+6+9+3+1+4+1=30$). That is a power value for 6

for each apocalypse launcher (12 total), 9 for the Arioeh Powerclaw, 3 for the Corvus Assault Pod, 1 for the Weapon Head, 4 for the siege armor optimization and 1 for the automated failsafe for a grand total of 30 points of power use.

3. **Power Consumption versus Titan Power Value:** Once the player has decided which weapon cards are desired to be added, the player will add the power value of those cards and compare it to the titan's power value shown on its template. One of **THREE** scenarios will occur:
 - a. **Power Consumption Equal to Titan Power Value:** when these values are equal the process of arming the titan is complete and the player may field this as is. No further action is required.
 - i. **Please note that some optimizations are worth ZERO power.** These may be added to any titan since they do not alter power consumption. These are minor tweaks with negligible power alterations.
 - b. **Power Consumption is LESS THAN the Titan Power Value:** In this case the player may opt to either swap out existing weapon cards for those with higher power value **OR** may select as many optimization cards as necessary to **MATCH** the titan's power value.
 - i. **Example:** Using the completed titan illustration above, the sum of weapon cards **BEFORE** optimization was added is 25. Since the titan has a power value of 30, the player may select one or more optimization cards that total 5 points of power to make the final total 30 (the power value of the titan).
 - c. **Power Consumption is MORE THAN the Titan Power Value:** In this case the player has built a titan that is in a **POWER DEFICIT**. This requires the player to take Power Deficit Cards until the power consumption **MATCHES** the Titan Power Value. Power Deficit Cards are placed in the Optimization slots along with any Optimization cards (if any).
 - i. **Example:** The player builds a Warlord Titan, and the total power consumption of all cards adds up to 32. The warlord titan has a Power value of 30. This means the players build is in a power deficit of 2. The player must now select Power Deficit cards that total 2 power points to decrease the power consumption to 30.

Optimization Card





Titan Elements

This section covers all general elements that any Titan force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Titan Walkers [5]

These sections cover titan walkers.

Dire Wolf Heavy Scout Titan

A heavily armed variant of the Warhound Titan.

The **Dire Wolf Heavy Scout Titan** has the following rules:

- I. **Fixed Weapons:** This titan will always arm 2 Ardex Megabolters in its Arm slots.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Dire Wolf Heavy Scout Titan	25	2+[RA]	7/-3	2 Arm 1 Carapace	11	2x Bolters	2	[5DR], [AG], [IF]

Imperator Emperor Class Titan

The living embodiment of the Ommissiah's wrath. A walking cathedral of destruction.

The Imperator Emperor Class Titan has the following rules:

1. **Limited Mobility:** The titan may only make ONE 45 degrees turn during movement.
2. **Fortified:** All locations on the titan require TWO critical hits to render the location inoperable and THREE to destroy the location. A single critical hit to a location does affect that location's function.
3. **Defense Weaponry:** The titan has a total of 16 bolters (8 in the front arc and 8 in the rear arc) in addition to 8 Battle Cannons. These are part of the titan and do not occupy any slots.
4. **Increased Firepower:** The titan's main arm weapon slots may be fitted with any TWO titan weapons whose **combined power value does not exceed 35**.
5. **Citadel Bastion:** The main central gun emplacement on the upper cathedral can be fitted by any titan class weapon if that weapon's **power value is 15 or less**.
6. **Tower Guns:** Any RANGED titan class weapon (Warhound, reaver, warlord, etc.) can be fitted to a tower if that weapon's **power value is 5 or less**.
7. **Leg Bastions:** Formation(s) up to a total of 25 infantry elements may be transported by the Emperor Titan across both of its legs. Up to TEN elements may fire according to their given orders during one game turn. Any critical hits the titan receives eliminates ONE infantry element from the transported infantry formation(s). The player owning the titans selects which elements are removed.
8. **Command Actions:** Every turn when the titan is activated it may select ONE command action in addition to its normal action per the orders given. These Command Actions are:
 - a. **Closing Speed:** The Titan gains +5cms to its base move.
 - b. **Emergency Repairs:** The titan gains a +1 bonus to repair rolls in the end phase. This is NOT cumulative with the repair order.
 - c. **Overcharge:** A titan armed with the Plasma Annihilator may overcharge fire and use the appropriate stat line for that weapon.
 - d. **Desperate Maneuver:** The titan can now make ONE 90 degrees turn during movement.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Imperator Emperor Class Titan	10	1+[RA]	32/-4[D]	2 Arm 1 Bastion 4 Towers	80	See Above	12	[30DR]

Reaver Battle Titan

A middle ground between the scout titan and warlord with high versatility for combat roles.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Reaver Battle Titan	20	1+ [RA]	10/-3	2 Arm 1 Carapace	20	2x Bolters	4	[8DR]

Warbringer Nemesis Siege Titan

A titan occupying a niche between the Reaver and Warlord Titan capable of fielding large carapace weapons.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warbringer Nemesis Siege Titan	15	1+[RA]	12/-3	2 Arms 1 Carapace 2 Secondary Carapace	22	4x Bolters 2x Lascannons	6	[10DR]

Warhound Scout Titan

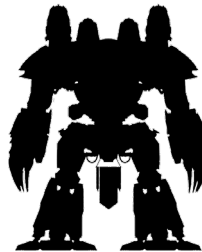
Agile titans are designed for hunting in pairs for reconnaissance and engaging enemy armor and infantry elements.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warhound Scout Titan	30	2+[RA]	6/-3	2 Arm	10	2x Bolters	2	[4DR], [AG]

Warlord Titan

The backbone of the Collegia Titanicus' titan legions.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warlord Battle Titan	15	1+[RA]	14/-3	2 Arms 2 Carapace Head	30	4x Bolters 2X Lascannons	6	[12DR]

Warlord Sinister Pattern Battle Titan (Psi-titan)

Spoken of in whispered tones, made of forbidden technologies that only the Emperor of Mankind can wield and command.

The Warlord Sinister Pattern Battle Titan has the following rules:

1. **Terror that Walks:** All titans cause terror. However, the Psi-titan's terror [TER] ability IGNORES the indomitable [ID] ability and causes Fear [FR] even on opposing elements that cause terror [TER].
2. **The Dark Left Hand:** All Psi-titans MUST select the Sinistramanus Tenebrae as a compulsory weapon in one of its arm slots.
3. **Psychic Batteries:** The Psi-titan has a psychic power level of 3. This confers the psi-titan 3 psy-points per turn to use on weapons or psychic powers as follows:
 - a. **Sinistramanus Tenebrae:** Requires at least 1 psy-point to fire. Additional psy-points increase the weapons effect. See titan weapon tables for more information.
 - b. **Necrotechnics:** The player may use 1 psy-point to immediately repair 1DR point of damage on a roll of 8+ on 1d10. Up to a maximum of 3 rolls (one per psy-point).
 - c. **Death Pulse:** The player may use 1 psy-point to send a deadly pulse out to 5cms that affects ALL elements within range (friendly and opposing elements). Elements within range are hit on a roll of 5+ on 1d10 and receive a -1TSM. Each additional psy-point added to this attack increases the range 5cms (to a maximum range of 15cms with 3 psy-points). This attack has the Psykout weapon trait [PY].
 - d. **Quickening:** The player gains a +2 to-hit bonus in close combat, +1CAF die and +5cm to base movement. Additional psy-points add +1CAF die and +5cm to base movement (+3 CAF die and +15cm to base movement with 3 psy-points expended).
 - e. **Antipathetic Tempest:** The player using 1 psy-point may use a ranged attack of 20cms against one formation. The attack has one die with the blast 4 [B4] trait and a -3TSM. The attack also has the ignore cover [IC], Psykout [PY] and artillery [AY] traits.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warlord Sinister Pattern Battle Titan	15	1+[RA]	15/-3[PY]	2 Arm 2 Carapace	33	4x Bolters [PY] 2x Lascannons	6	[13DR]

Warmaster Heavy Battle Titan

Once the Heresy began these mighty machines were released from sacred vaults to battle each other.

The Warmaster Heavy Battle Titan has the following rules:

1. **Shoulder Weapons:** Any RANGED titan class weapon (Warhound, reaver, warlord, etc.) can be fitted to a shoulder if that weapon's **power value is 5 or less**.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warmaster Heavy Battle Titan	10	1+[RA]	20/-3	4 Carapace 1 Bastion 2 Frontal 1 Rear 2 Arms 2 Shoulders 2 Legs	50	2x Bolters 2x Lascannons 2X Autocannons	7	[18DR]

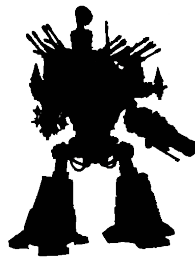
Warmonger Emperor Class Titan

A long-range fire support variant of the Emperor Class Titan.

The Imperator Emperor Class Titan has the following rules:

1. **Limited Mobility:** The titan may only make ONE 45 degrees turn during movement.
2. **Fortified:** All locations on the titan require TWO critical hits to render the location inoperable and THREE to destroy the location. A single critical hit to a location does affect that location's function.
3. **Restricted Loadout:** The titan's main arm weapons must be the Doomstrike Launcher and Vengeance Cannon as compulsory selections.
4. **Tower Guns:** Any RANGED titan class weapon (Warhound, reaver, warlord, etc.) can be fitted to a tower if that weapon's **power value is 5 or less**.
5. **Defense Weaponry:** The titan has a total of 16 bolters (8 in the front arc and 8 in the rear arc) in addition to 8 Battle Cannons.
6. **Flak Batteries:** The titan has the option to have 4 Quad Icarus Lascannons emplacements with the anti-aircraft [AA] ability. These emplacements have a 360-degree arc of fire.
7. **Sensorium:** In addition to ranged attacks, it confers a +1 bonus to hit and +25cms increased range to ranged weapons if the titan is given FIRST FIRE orders. The titan gains the RECON [R] ability.

8. **Heavy Carapace Landing Pad:** Functions as a Carapace Landing Pad (see description in weapons section) however, instead of a landspeeder it uses an Avenger Strike Fighter.
9. **Citadel Bastion:** The main central gun emplacement on the upper cathedral can be fitted by any titan class weapon if that weapon's **power value is 15 or less**.
10. **Leg Bastions:** Formation(s) up to a total of 12 infantry elements may be transported by the Emperor Titan across both of its legs. Up to SIX elements may fire according to their given orders during one game turn. Any critical hits the titan receives eliminates ONE infantry element from the transported infantry formation(s). The player owning the titans selects which elements are removed.
11. **Command Actions:** Every turn when the titan is activated it may select ONE command action in addition to its normal action per the orders given. These Command Actions are:
 - a. **Closing Speed:** The Titan gains +5cms to its base move.
 - b. **Emergency Repairs:** The titan gains a +1 bonus to repair rolls in the end phase. This is NOT cumulative with the repair order.
 - c. **Overcharge:** A titan's Vengeance Cannon OR Doomstrike Launcher may overcharge fire and use the appropriate stat line for that weapon.
 - d. **Desperate Maneuver:** The titan can now make ONE 90 degrees turn during movement.
 - e. **Rapid Fire:** The titan may fire 3 missiles per turn from its Doomstrike Launcher instead of 2.



Type	Move	AV	CAF	Weapon Slots	Power Value	AP	Void Shields	Notes
Warmonger Emperor Class Titan	10	1+[RA]	30/-4[D]	2 Arm 1 Bastion 4 Towers	89	See Above	8	[28DR]

Titan Weapons

This section covers all titanic grade weaponry.

The general rule regarding titanic weaponry is:

1. A titan with a higher Power Value can use weapons from a titan with a lower power value.
 - a. Example: A Warhound can only use Warhound titanic weaponry, but could not use Dire Wolf, Reaver, Warbringer, Warlord, Warmaster or Emperor Class weapons, since the power values of these titans are greater than the Warhound. Conversely an Imperator Emperor Class Titan could use weapons of all titans of less power value all the way down to Warhound weapons.
2. Please note there are weapons that can **ONLY** be used by a certain titan type regardless of power value. These weapons will be noted in their corresponding section.

Warhound Scout Titan Weapons

This section covers all Warhound weapons available.

The following table lists all weapons allowed on the Warhound titan.

Warhound Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Graviton Destructor [B2,W,HY,M]	5	55/110	1	-3	Arm	Special
Inferno Gun [FW,Fire]	5	25	9	-2	Arm	
Laser Blaster, Dual Barrel [D,B,TL2,M]	5	50/100	1	-4	Arm	
Melta Lance, Incisor Pattern [B,Fire]	4	15/30	4	-3	Arm	Special
Natrix Shock Lance [HY]	3	15/30	2	-2	Arm	Special
Plasma Blastgun [M,Fire]	5	35/70	4	-2	Arm	Special
Plasma Blastgun, Overcharge [M,B,Fire]		50/100	4	-3		
Missiles, Shudder [B,AY]	4	60/120	3	-2	Arm	
Missiles, Swarmer [AY]	4	60/120	5	-1	Arm	
Volkite Eradicator [M,VK]	4	30/60	5	-1	Arm	
Vulcan Megabolter	4	30/60	8	-1	Arm	
Vulcan Megabolter, Long Barrel	5	35/70	8	-1	Arm	
Ursus Claw [D]	3	15/30	1	-3	Arm	Special

Warhound Weapon Special Abilities

This section covers all Warhound weapons with special abilities.

These specific Warhound weapons have special abilities:

1. **Graviton Destructor:** Hit causes with this weapon cause suppression. This weapon automatically hit targeted structures (buildings, fortifications, etc.).

2. **Melta Lance, Incisor Pattern:** Targets hit withing the weapons short range band add the destroyer [D] weapon trait to the hit.
3. **Natrix Shock Lance:** A hit on an unshielded titan element causes suppression. This is one of the very few instances a titan can be suppressed. The titan armed with these weapons gains a +1 CAF bonus to close combat. A hit on a shielded titan automatically downs one void shield.
4. **Plasma Blastgun:** The following rules apply to plasma weapons:
 - a. **Overcharged shots:** Ignore cover when targeting elements within its short-range band.
 - b. **Energy Restriction:** Only ONE plasma weapon per element can be overcharged during a game turn (optimizations may modify this). Additionally, and titan that moves during the movement phase and fires an overcharged plasma shot(s) during the Combat phase will receive a -1 penalty on all repair rolls in the End Phase of that turn.
 - c. **Critical Overload:** Any to-hit die roll of ONE on an overcharged plasma weapon results in one direct hit on the titan (bypassing void shields) at a -2TSM, per one rolled on the to-hit dice.
5. **Ursus Claw:** The weapons ranged attack IGNORES void shields and confers a bonus of +2 CAF dice during close combat.

Dire Wolf Heavy Scout Titan Weapons

This section covers all Dire Wolf weapons available.

The Dire Wolf can use all Warhound titan weapons in addition to those listed in the following table.

Dire Wolf Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Conversion Beam Dissipator [HM,B]	5	60/120	2	-3/-4	Carapace	Special
Mega-Bolter, Ardex	2	30/60	3	-1	Arms	Special
Neutron Laser [HM,D,HY]	6	90/180	1	-3	Carapace	Special
Volcano Cannon [HM,B,D2]	6	60/120	1	-6	Carapace	

Dire Wolf Weapon Special Abilities

This section covers all Dire Wolf weapons with special abilities.

These specific Dire Wolf weapons have special abilities:

1. **Conversion Beam Dissipator:** This weapon gains a +1 Bonus to hit. Use -3TSM for targets in the short-ranged band of the weapon and -4TSM for targets in the long-range band.
2. **Mega-Bolter, Ardex:** The weapon gains the anti-personnel [AP] ability for targets within its short-range band.
3. **Neutron Laser:** A single hit from this weapon downs TWO void shields with no armor save for the void shields allowed.

Reaver Battle Titan Weapons

This section covers all Reaver weapons available.

The Reaver can use all Warhound and Dire Wolf titan weapons in addition to those listed in the following table.

Reaver Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Apocalypse Launcher [B]	6	25-180/360	6	-2	Any	
Chainfist/sword [D2,B]	5	-	-	-5	Arms	Special
Conversion Beam Dissolutor [HM,B]	5	60/120	2	-3/-4	Any	Special
Fusion Blade [D2,B,Fire]	6	25	4	-2	Arms	Special
Gatling Blaster [M,D,B2]	6	35/70	4	-2	Arms	
Graviton Destructor [M,B2,W,HY]	5	55/110	1	-3	Any	Special
Laser Blaster, Dual Barrel [M,D,B,TL2]	5	50/100	1	-4	Any	
Laser Blaster, Triple Barrel [M,D,B,TL3]	7	50/100	1	-4	Any	
Lascutter, Saturnyne [D2,B2,TL4,Fire]	6	20	1	-6	Arms	Special
Mega Bolter, Quad [M]	7	30/60	14	-1	Arms	
Melee Weapon [D3,B2] (Sword, Hammer, Axe and Mace)	4	-	-	-5	Arms	Special
Melta Cannon [M,D2,B,Fire]	8	25/50	4	-6	Any	
Missile Launcher, Incinerator [B,IC,Fire]	6	25-180/360	4	-1	Any	
Neutron Laser [HM,HY,D]	6	90/180	1	-3	Arms	Special
Plasma Cannon, Triple Barrel [M,Fire]	6	35/70	6	-2	Any	Special
Powerfist [D3,B]	6	-	-	-6	Arms	Special
Power Ram [D3,B2]	5	-	-	-6	Arms	Special
Shield	6	-	-	-	Arms	Special
Volcano Cannon, Reaver [M,B,D2]	6	80/160	1	-6	Any	
Wrecker Ball and Chain [D2,B3,W]	6	10	1	-6	Arms	Special

Reaver Weapon Special Abilities

This section covers all the Reaver weapons with special abilities.

These specific Reaver weapons have special abilities:

1. **Chainfist/Sword:** This weapon grants a bonus +4CAF dice for close combat attacks.
2. **Conversion Beam Dissolutor:** This weapon gains a +1 Bonus to hit. Use -3TSM for targets in the short-ranged band of the weapon and -4TSM for targets in the long-range band.
3. **Fusion Blade:** This weapon grants a bonus +3CAF dice for close combat attacks.
4. **Graviton Destructor:** Hit causes with this weapon cause suppression. This weapon automatically hit targeted structures (buildings, fortifications, etc.). Note this is an instance where a titan element can be suppressed by an attack.

5. **Lascutter Saturnyne:** In addition to its ranged attack, it can be used in melee (ignoring void shields). This weapon grants a bonus +2CAF dice for close combat attacks at -6TSM with the Destroyer [D3] and Blast [B2] traits (these differ from the ranged attack).
6. **Melee Weapon:** These represent nonspecialized titanic grade melee weapons (Sword, Axe, Hammer and Mace). These weapons grant a bonus +3CAF to close combat attacks.
7. **Neutron Laser:** A single hit from this weapon downs TWO void shields with no armor save for the void shields allowed.
8. **Plasma Cannon, Triple Barrel:** This plasma weapon CANNOT use overcharge fire.
9. **Powerfist:** This weapon grants a bonus +3CAF to close combat attacks at -6TSM with the Destroyer [D3] and Blast [B] traits. A destroyed armored vehicle of pinning class 4 or lower during close combat may be grabbed by the attacking player and it may hurl the armored vehicle hit up to 15cms with 1 attack dice. Any opposing element hit make an armor save at -3TSM.
10. **Power Ram:** This weapon grants a bonus +2CAF to close combat attacks. Due to the length of the ram, it can make a ranged attack up to 10cms with 1 attack dice. Opposing elements hit make an armor save at -6TSM. Targets hit by the power ram are SUPPRESSED. Note this is an instance where a titan element can be suppressed by an attack.
11. **Shield:** These represent a titanic grade shield held in one of the arms. This weapon grants a bonus of +2CAF dice and +2DR points.
12. **Wrecker Ball and Chain:** This weapon grants +2CAF to close combat attacks at -6TSM.

Warbringer Nemesis Siege Titan Weapons

This section covers all Warbringer weapons available.

The Warbringer can use all Warhound, Dire Wolf and Reaver titan weapons in addition to those listed in the following table.

Warbringer Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Quake Cannon, Nemesis [HM,B2]	7	20-240/480	8	-3	Carapace	Special
Volcano Cannon, Belicosa [D4,B]	9	90/180	1	-8	Carapace	

Warbringer Weapon Special Abilities

This section covers all the Warbringer weapons with special abilities.

This specific Warbringer weapon has special abilities:

1. **Quake Cannon, Nemesis:** The primary attack die receives the Wrecker [W] trait. This weapon causes suppression to a formation hit. It may also suppress titans. Note this is an instance where a titan can be suppressed by an attack.

Warlord Battle Titan Weapons

This section covers all Warlord weapons available.

The Warlord can use all Warhound, Dire Wolf, Reaver and Warbringer weapons in addition to those listed in the following table.

Warlord Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Apocalypse Launcher [B,AY]	6	25-180/360	6	-2	Any	
Chainsword [D3,B]	6	-	-	-6	Arms	Special
Close Combat Head	0	-	-	-	Head	Special
Command Head	1	-	-	-	Head	Special
Conversion Beam Extirpator [M,B2]	7	75/150	2	-4/-5	Any	Special
Corvus Assault Head	2				Head	Special
Bolter Weapon [AP]		25	2	0		
Flamer Weapon [FW,AP]		10	2	0		
Corvus Assault Pod	5				Arm	Special
Bolters Weapon [AP]		25	2	0		
Flamer [FW,AP]		25	2	0		
Siege Melta Array [B2,W,TL4]		15	2	-3		
Deathstrike Cannon [HM,W,B2]	7	100/200	6	-4	Head	Special
Fire Control Center	2	-	-	-	Carapace	Special
Gatling Blaster [M,D,B]	9	35/70	6	-3	Any	
Graviton Ruinator [M,B2,W,HY]	8	70/140	2	-4	Any	
Missile Launcher, Incinerator [AY,IC,Fire]	6	25-180/360	4	-1	Any	
Plasma Annihilator, Sunfury Pattern [HM,B,Fire]	9	35/70	4	-3	Any	Special
Plasma Annihilator, Sunfury, Overcharge [HM,D,B,Fire]		50/100	4	-5		
Plasma Destructor, Suzerain Class [HM,B,Fire]	15	45/90	4	-4	Arms	Special
Plasma Destructor, Suzerain Class [HM,D,B,fire]		60/120	6	-6		
Powerclaw, Ariocho	9	15	1	-3	Arms	Special
Quake Cannon, Mori [HM,AY,B2,W]	7	20-180/360	8	-3	Any	Special
Trident [D]	5	25	1	-6	Arms	Special
Volcano Cannon, Belicosa [M,D4,B]	9	90/180	1	-8	Any	
Weapon Head [AP]	1	25	3	0	Head	

Warlord Weapons Special Abilities

This section Covers all the Warlord weapons with special abilities.

These Specific Warlord weapons have special abilities:

1. **Chainsword:** This weapon grants a bonus +4CAF dice for close combat attacks.
2. **Close Combat Head:** This Head grants a bonus +1CAF dice for close combat attacks. Titan receives a -1 penalty to all repair rolls.
3. **Command Head:** A titan with this head gains a 35cms command radius. Additionally, all friendly formations within command radius gain a +1 bonus for morale checks.
4. **Conversion Beam Extirpator:** This weapon gains a +1 Bonus to hit. Use -4TSM for targets in the short-ranged band of the weapon and -5TSM for targets in the long-range band.
5. **Corvus Assault Head/Pod:** In addition to its ranged weapons the head or pod grants the transport ability for 12 infantry elements [TR12]. A titan in base-to-base contact with a structure using this head will inflict 1 hit on the structure at -5TSM. If the armor save of the structure fails, the transported infantry elements gain a bonus of +1CAF for the FIRST round of close combat and will IGNORE any cover saves for defending elements in the structure.
6. **Deathstrike Cannon:** This weapon may NOT fire indirectly (direct LOS targeting only). This weapon causes suppression as artillery.
7. **Fire Control Center:** All weapons on the titan with a fire control center gain a bonus of +1 to-hit on all weapons. The fire control center is a compulsory choice if the titan has selected the Deathstrike Cannon head weapon. The fire control center may attach the Anvillus AA Defense Battery Optimization Card to itself directly.
6. **Plasma Annihilator, Sunfury Pattern:** The following rules apply to plasma weapons:
 - a. **Overcharged shots:** Ignore cover when targeting elements within its short-range band.
 - b. **Energy Restriction:** Only ONE plasma weapon per element can be overcharged during a game turn (optimizations may modify this). Additionally, and titan that moves during the movement phase and fires an overcharged plasma shot(s) during the Combat phase will receive a -1 penalty on all repair rolls in the End Phase of that turn.
 - c. **Critical Overload:** Any to-hit die roll of ONE on an overcharged plasma weapon results in one direct hit on the titan (bypassing void shields) at a -2TSM, per one rolled on the to-hit dice.
7. **Powerclaw, Arioch:** This weapon grants a bonus +3CAF to close combat attacks at -6TSM with the Destroyer [D3] and Blast [B2] traits. A destroyed armored vehicle of pinning class 4 or lower during close combat may be grabbed by the attacking player and it may hurl the armored vehicle hit up to 15cms with 1 attack dice. Any opposing element hit make an armor save at -3TSM.
8. **Quake Cannon, Mori:** Titans hit with this weapon are suppressed. This is another instance where titans can be suppressed by an attack.
9. **Trident:** This weapon Ignores void shields when fired as a ranged attack. When used in close combat the titan gains a bonus +2CAF dice and the Destroyer 3 weapon trait [D3].

Warlord Sinister Pattern Battle Titan (Psi-titan)

This section covers all Psi-titan weapons available.

The Psi-titan can use all Warhound, Dire Wolf, Reaver, Warbringer and Warlord weapons in addition to those listed in the following table.

Psi-titan Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Sinistramanus Tenebrae [IC,VK,PY]	10	60/120	Special	Special	Arms	Special

Psi-titan Weapon Special Abilities

This section covers all the Psi-titan weapons with special abilities.

This specific Psi-titan weapon has these special abilities:

1. **Psychic Attack:** This weapon is considered a psychic attack and therefore IGNORES shields of any kind when making ranged attacks.
2. **Horror from Beyond:** Any formation hit by this weapon must make an immediate morale check with a -2 penalty to the die roll. Additionally, it will cause suppression. Note this is an instance where a titan may be suppressed by an attack.
3. **Bane of the Warp:** Attacks against elements with the Demonic [DE] ability and infantry elements apply BOTH the Psykout and Volkite weapon trait.
4. **Psi-point Usage:** The weapon requires AT LEAST ONE psi-point to be used to power this weapon. It may not be fired if psi-points are not expended. The power of the attack is dependent on how many psi-points are used for the attack as shown in the table below.

Psi-point Usage table			
Sinistramanus Tenebrae Weapon			
Psi-points Used	Weapon Trait	AD*	TSM
1	None	1-5	-3
2	[D]	1-5	-4
3	[D2]	1-5	-5

- Roll 1d10 and divide result by 2 rounding down for amount of attack dice. (Roll of 1-2 is 1 AD; 3-4 is 2 AD; 5-6 is 3AD; 7-8 is 4AD; and 9-10 is 5AD).

Warmaster Heavy Battle Titan

This section covers all Warmaster weapons available.

The Warmaster can use all Warhound, Dire Wolf, Reaver, Warbringer and Warlord weapons in addition to those listed in the following table.

Warmaster Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Axe, Godbreaker [D3,B2]	9	-	-	-7	Arms	Special
Anvillus AA Defense Battery [AA,TL2]	0	35/70	1	-2	Carapace	
Apocalypse Missile Array [AY,B]	4	25-180/360	3	-2	Shoulder	
Ardex Defensor Laser [AP]	0	25/50	2	-3	Rear	
Battle Cannon [B]	0	35/70	1	-2	Frontal	
Heavy Bolters [AP]	0	25	4	-1	Leg	
Chainsword, Banesaw [FW,Fire]	13	25	9	-2	Arms	Special
Chainsword, Desolator [D3,B2]	9	-	-	-7	Arms	Special
Chainsword, Ripper	13	30/60	8	-1	Arms	Special
Custodian Head	1	-	-	-	Head	Special
Gatling Array, Cruciator	7	30/60	8	-2	Bastion	
Gatling Blaster [M]	13	35/70	6	-4	Arms	
Grav Imploder, Kirus [D3,W,B4,IC]	13	20	2	-4	Arms	Special
Lascannon [TL2]	0	25/50	1	-2	Leg	
Mega Bolter, Tri-barrel	7	35/70	12	-1	Bastion	
Melta Cannon, Short Barrel [D,B,Fire]	5	25/50	3	-5	Shoulder	
Missile Pod, Ironstorm [AY,B]	0	35/70	2	-1	Leg	
Missile Launcher, Revelator [AY,B]	6	75/150	4	-3	Bastion	
Mortar, Doombringer [AY,B]	7	50/100	4	-3	Bastion	
Mortar, Heavy	0	25/50	2	-1	Carapace	
Plasma Destructor, Suzerain Class [HM,B,Fire]	15	45/90	4	-4	Arms	Special
Plasma Destructor, Suzerain Class, Overcharge [HM,D,B,Fire]		60/120	6	-6		
Ram Claw [D3,W,B4]	14	-	-	-6	Arms	Special
Siege Drill, Kirus [D3,W,B4]	9	-	-	-6	Arms	Special
Sonic Disruptor [HM,B]	12	35/70	1-5	-4	Bastion	Special

Warmaster Weapon Special Abilities

This section covers all the Warmaster weapons with special abilities.

These specific Warmaster weapons have these special abilities:

- I. **Axe, Godbreaker:** This weapon grants a bonus +4CAF dice for close combat attacks.

2. **Chainsword, Banesaw:** In addition to its ranged attack this weapon grants a bonus +3CAF dice for close combat attacks and these attacks gain the Destroyer [D3] and Blast [B2] weapon traits at a -7TSM.
3. **Chainsword, Desolator:** This weapon grants a bonus +4CAF dice for close combat attacks.
4. **Chainsword, Ripper:** In addition to its ranged attack this weapon grants a bonus +3CAF dice for close combat attacks and these attacks gain the Destroyer [D3] and Blast [B2] weapon traits at -7TSM.
5. **Custodian Head:** This head grants the transport [TRI] ability. The element **MUST** be a level 3 psyker. The psyker is activated as per the titan's orders and its actions are performed with the titan's ranged attacks in the appropriate combat phase.
6. **Grav Imploder, Kirus:** In addition to its ranged attack this weapon grants a bonus +2CAF dice for close combat attacks and these attacks gain the Destroyer [D2] and Blast [B2] and Wrecker [W] weapon traits at -6TSM.
10. **Plasma Destructor, Suzerain Class:** The following rules apply to plasma weapons:
 - a. **Overcharged shots:** Ignore cover when targeting elements within its short-range band.
 - b. **Energy Restriction:** Only **ONE** plasma weapon per element can be overcharged during a game turn (optimizations may modify this). Additionally, and titan that moves during the movement phase and fires an overcharged plasma shot(s) during the Combat phase will receive a -1 penalty on all repair rolls in the End Phase of that turn.
 - c. **Critical Overload:** Any to-hit die roll of **ONE** on an overcharged plasma weapon results in one direct hit on the titan (bypassing void shields) at a -2TSM, per one rolled on the to-hit dice.
7. **Ram Claw:** Hits from this weapon cause SUPPRESSION. Note this is another instance of titans being suppressed by weapon attacks. **Ram Claw can add ONE titanic weapon of a power value of 4 or less** (included in power cost of weapon).
8. **Siege Drill, Kirus:** This weapon grants a bonus +4CAF dice for close combat attacks.
9. **Sonic Disruptor:** This weapon has 1-5 attack dice PER ELEMENT (Roll of 1-2 is 1 AD; 3-4 is 2 AD; 5-6 is 3AD; 7-8 is 4AD; and 9-10 is 5AD) the beam crosses over up to its full range. Modifiers for range and cover apply.
 - a. **Example:** A titan armed with a sonic disruptor fire and there are 3 elements in the path of the beam. Roll the amount of AD for each individual target, roll to hit and make armor saves as necessary.

Imperator Emperor Class Titan

This section covers all Imperator weapons available.

The Imperator can use all Warhound, Dire Wolf, Reaver, Warbringer, Warlord and Warmaster weapons in addition to those listed in the following table.

Imperator Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Battle Cannons [B]	0	35/70	8	-2	-	
Bolters [AP]	0	25	16	0	-	
Defense Laser [HM,D5,B3]	15	120/240	1	-9	Arms Bastion	
Hellfury Cannon [HM,D2,B3,W,TL2]	15	50/100	4	-5	Arms Bastion	
Hellstorm Cannon [HM,D2,B3,W,TL4]	28	60/120	4	-5	Arms	
Icarus Lascannon, Quad [AA,TL4]	4	50/100	2	-3	Tower	Special
Plasma Annihilator [D,B2,Fire]	23	60/120	4	-6	Arms	Special
Plasma Annihilator, Overcharged [D2,B3,Fire]		75/150	6	-8		
Stormsword Cannon [M,B3,W,TL4]	4	35/70	1	-4	Tower	

Imperator Weapon Special Abilities

This section covers all the Imperator weapons with special abilities.

These specific Imperator weapons have these special abilities:

- I. **Icarus Lascannon, Quad:** The weapon mounts have a 360-degree arc of fire. When targeting ground elements, the short-range band is 40-50cms. This means elements closer than 40cms cannot be targeted.
- II. **Plasma Annihilator:** The following rules apply to plasma weapons:
 - a. **Overcharged shots:** Ignore cover when targeting elements within its short-range band.
 - b. **Energy Restriction:** Only ONE plasma weapon per element can be overcharged during a game turn (optimizations may modify this). Additionally, and titan that moves during the movement phase and fires an overcharged plasma shot(s) during the Combat phase will receive a -1 penalty on all repair rolls in the End Phase of that turn.
 - c. **Critical Overload:** Any to-hit die roll of ONE on an overcharged plasma weapon results in one direct hit on the titan (bypassing void shields) at a -2TSM, per one rolled on the to-hit dice.

Warmonger Emperor Class Titan

This section covers all Warmonger weapons available.

The Warmonger can use all Warhound, Dire Wolf, Reaver, Warbringer, Warlord and Warmaster weapons in addition to those listed in the following table.

Warmonger Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Battle Cannons [B]	0	35/70	8	-2	-	
Bolters [AP]	0	25	16	0	-	
Doomstrike Launcher [HM,AY]	35	Special	Sp.	Special	Arms	Special
Icarus Lascannon, Quad [AA,TL4]	4	50/100	2	-3	Tower	Special
Vengeance Cannon [HM,D4,B,TL2]	30	80/160	1	-8	Arms	Special
Vengeance Cannon, Overcharged [HM,D5,B3,TL2]		110/220		-9		

Warmonger Weapon Special Abilities

This section covers all the Warmonger weapons with special abilities.

These specific Warmonger weapons have these special abilities:

1. **Doomstrike Launcher:** See rules on missiles in section below.
2. **Icarus Lascannon, Quad:** The weapon mounts have a 360-degree arc of fire. When targeting ground elements, the short-range band is 40-50cms. This means elements closer than 40cms cannot be targeted.
3. **Vengeance Cannon:** This weapon can be overcharged through use of the Warmongers Special Commands.

Special Titan Missiles

This section covers the rules on Special titanic missiles.

Special Titan Missiles have the following rules:

- I. **Rarity:** Missiles are a resource at the level of the entire Legio. Therefore, missiles cannot be freely selected, and **MUST** be rolled for to see what's available. Missiles are one shot weapons, consumed when used. Consult the following table for missile availability and function.

Special Titan Missiles Rarity					
Die Roll	Type	Range	AD	TSM	Notes
1-3	Barrage [HM,B]	150/300	2d10	-2	
4-5	Plasma [HM,IC,Fire]	150/300	2d10	-1	
6-7	Harpoon [HM]	100/200	1	-7	Special
8-9	Warp [HM,D,B]	100/200	1-5	-8	Special
10	Vortex [HM,D2,B2]	75/150	1d10	-5	Special

- a. **Harpoon Missile:** This missile ignores shields and gains a bonus +1 to-hit. The initial hit gains the Destroyer [D4] and Blast [B] weapon traits. On the targets failed armor save consult the table below.

Harpoon Effects Table	
Die Roll	Effect
1-4	The missile fails to embed itself, falls off and no further effects occur (other than the damage of the initial strike).
5-7	The Missile has or remains embedded itself on the titan. The titan MUST immediately perform a charge move to the closest element (friend or foe) and engage in close combat. If no target can be reached it makes its full move and stops. Regardless the titan loses its order for the turn
8+	The Missile has or remains embedded itself on the titan. On the turn the titan is affected it responds as the result above (obligatory charge move, etc.). On subsequent turns the titan is no longer in control and MUST roll on the table below for orders during the Order Phase.

Random Order Table	
Die Roll	Effect
1-3	First Fire Orders
4-6	Advance Orders
7-9	Charge Orders
10	Shooting Player selects order

- i. Starting the next turn (not the turn the harpoon embeds) in every **END PHASE** the shooting player will roll on the Harpoon Effects Table to determine the next turns effect.
- ii. **EMP shock:** In the **END PHASE** of every turn (including the turn it embeds), the affected titan must make an armor save at -5TSM with

the Destroyer [D] weapon trait. A failed save means the affected titan takes +1DR points of damage.

b. **Warp Missile:** This missile ignores shields and gains a bonus +1 to-hit. This weapon has 1-5 attack dice (Roll of 1-2 is 1 AD; 3-4 is 2 AD; 5-6 is 3AD; 7-8 is 4AD; and 9-10 is 5AD), all attack dice MUST be received by ONE target.

c. **Void Missile:** This missile grants a bonus +1 to-hit. Any ONE hit AUTOMATICALLY downs TWO void shields.

2. **Power Requirements:** Only Reaver, Warbringer, Warlord, Warlord Sinister Patter, Warmaster, Imperator and Warmonger can use Special Missile Launchers. The table below lists Launcher types by power value and missile capacity. Only one missile per turn may be fired regardless of capacity. A roll for EACH missile MUST be made on the titan missiles rarity table above.

Special Missile Launcher Types	
Capacity	Power Value
1	5
2	9
3	14

- a. **Doomstrike Launcher:** The player may select one special missile and MUST select TWO barrage missiles and ONE plasma missile. The remaining 4 special missiles (for a total of 8 special missiles) are determined randomly as per the Special Titan Missiles Rarity Table above.
- This weapon may fire up to TWO special missiles per turn.
 - Using the Warmongers Special Command this weapon can be overcharged and fire THREE missiles that turn.

Secutarii

This section covers the Secutarii elements.

The god engines of the Collegia Titanicus have but one vulnerability, the many ant-like infantry elements that if left unchecked have been the downfall of many titans. It is the Secutarii's role to safeguard the god engines from such an ignominious end.

Command [I]

All Secutarii command elements are listed in this section.

Secutarii Axiarch

The leaders of the Secutarii infantry formations.

The **Secutarii Axiarch** has the following Special Abilities:

1. **Swift:** Elements of formations within its command distance (25cms) are granted the Agile [AG] ability.
2. **Survival Protocol:** The Secutarii Axiarch may re-roll it's It-will-not-die ability on a 1.
3. **Command Protocol:** One of the Secutarii Axiarchs' in the players force is designed as Prime and is the Secutarii's Army leader (Secutarii formations only).
4. **Cybernetics:** The Secutarii Axiarch gains the Haywire [HW] weapon trait for close combat attacks. The Secutarii Axiarch Prime gains the Destroyer [D] weapon trait for close combat attacks.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch	15	4+	4/-3	Arc Lance [A,HW]	10	3	0	[HQ2], [SU], [SN], [IWD], [RA], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch Prime	15	4+	5/-3	Archeotek Pistol	20	2	-1	[HQ3], [SU], [IWD], [RA], Special

Secutarii Alpha

Formation leader of the Secutarii.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Alpha	As per element	As per element	+1AD	As per element type	As per element	+1AD	As per element	[HQ!]

Infantry [I]

All Secutarii infantry elements are listed in this section.

Secutarii Hoplite

The principal infantry element of the Secutarii legions.

The **Secutarii Hoplite** has the following Special Ability:

1. **Cybernetics:** This element gains the Haywire [HW] weapon trait for close combat attacks.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Hoplite	10	5+	2/0	Arc Lance [A,HW]	10	2	0	[IWD], [RA], Special

Secutarii Peltast

The hammer to the Hoplites anvil using superior firepower.

The **Secutarii Peltast** has the following Special Ability:

1. **Indirect Fire:** This element has two modes of fire and may select one of the modes when activated.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Peltast A	10	5+	1/0	Galvanic Caster Direct Fire Indirect Fire [B]	25	3 1	0	[IWD], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Peltast B	10	5+	1/0	Arc Rifle [HW]	15/30	2	-1	[IWD], Special

Allies

The Collegia Titanicus does NOT have a faction value, therefore, does not form an allied faction. However, Collegia Titanicus and Secutarii formations can be added to any faction via SPECIAL CARDS. Only forces composed SOLELY of Collegia Titanicus and/or Secutarii formations may use standard company and support cards.

Army Cards

The Collegia Titanicus have access to the following Army Card files:

1. Collegia Titanicus MKV Titan Company Cards.
2. Collegia Titanicus MKV Titan Support Cards.
3. Collegia Titanicus MKV Titan Special Cards.
4. Collegia Titanicus MKV Titan Templates
5. Collegia Titanicus MKV Titan Weapon Cards.
6. Collegia Titanicus MKV Titan Optimization and Deficit Cards.
7. Collegia Titanicus MKV Titan Counters.
8. Collegia Titanicus MKV Secutarii Company Cards
9. Collegia Titanicus MKV Secutarii Support Cards

- 10. Collegia Titanicus MKV Secutarii Special Cards
- 11. Collegia Titanicus MKV Secutarii Transport Cards
- 12. Collegia Titanicus MKV Secutarii Upgrade Cards.

Appendix

This section contains all tables for easier access during play.

Damage Allocation Tables

Titan Damage Table	
Die Roll	Effect
1-6	Apply standard DR damage by weapon used
7-9	Apply standard DR by weapon used AND roll once of the critical systems table
10+	Apply standard DR by weapon used AND roll TWICE of the critical systems table

Critical Systems		
Die Roll	System	Effect
1-3	Legs/Propulsion System	4. Titan element loses -5cms of its base movement and may NOT use charge orders until repaired. 5. Additional damage to this system will add cumulative loss of -5cms to base movement and if base movement reaches ZERO the titan element is now IMMOBILIZED permanently, and this CANNOT be repaired. 6. An immobilized titan element that receives further damage, has its leg(s) snapped and it will fall in a random direction. Any element underneath where it falls must make an armor save with a -5TSM. The titan counts destroyed and awards full VP.
4-5	Void Shield Generator	4. Overload. One void shield generator is irrevocably damaged. Titan now has -1 void shield for remainder of game. CANNOT be repaired. 5. When all void shield generators are destroyed the titan element has ZERO shields for the rest of the game. 6. Additional damage to these systems when it has reached zero adds +1DR to damage.
6-7	Weapon	Consult the Weapon Hit table for the specific Titan element below. 3. The first hit renders the weapon inoperable until repair. 4. The second hit on an already damaged weapon destroys it for the rest of the game.
8-9	Bridge/Head	4. Titan is now SUPPRESSED. It may rally normally in the end phase with a morale value of 4+ for this purpose. 5. A titan element with a damaged bridge/head will have a -1 penalty to ALL repair rolls for the rest of the game. 6. A second hit to an already damaged bridge/head destroys it. Titan counts a destroyed and awards full VP.
10+	Reactor	3. Add +1DR to damage and roll of this table again. 4. When a titan is reduced to ZERO DR after a hit to the Reactor system, it explodes! All elements (friend and foe!) within 15cms receive 1d10 hits on a to-hit roll of 7+ and make armor saves at -3TSM. Titan counts as destroyed at awards full VP

Hit Location Tables

Warhound Weapon Hit Table	
Die Roll	Effect
1-5	Left Arm Weapon Damaged
6-10	Right Arm Weapon Damaged

Dire Wolf/Reaver/Warmonger Weapon Hit Table	
Die Roll	Effect
1-3	Carapace Weapon Damaged
4-6	Left Arm Weapon Damaged
7-9	Right Arm Weapon Damaged
10	Attacking Players Choice

Warlord Weapon Hit Table	
Die Roll	Effect
1-2	Left Carapace Weapon Damaged
3-4	Right Carapace Weapon Damaged
5-6	Right Arm Weapon Damaged
7-8	Left Arm Weapon Damaged
9-10	Attacking Players Choice

Warmaster Weapon Hit Table	
Die Roll	Effect
1-2	Carapace Weapons Damaged
3	Left Upper Arm Weapon Damaged
4	Right Upper Arm Weapon Damaged
5-7	Left Arm Weapon Damaged
8-10	Right Arm Weapon Damaged

Emperor Class Weapon Hit Table	
Die Roll	Effect
1	Front Left Tower Weapon Damaged
2	Front Right Tower Weapon Damaged
3	Left Rear Tower Weapon Damaged
4	Right Rear Tower Weapon Damaged
5	Rear Middle Tower Weapon Damaged
6	Front Middle Tower Weapon Damaged
7-8	Right Main Weapon Arm Damaged
9-10	Left Main Weapon Arm Damaged

Titan Statlines

Type	Move	AV	CAF	Weapon Hard	Power Value	AP	Void Shields	Notes
Dire Wolf Heavy Scout Titan	25	2+[RA]	7/-3	2 Arm 1 Carapace	11	2x Bolters	2	[5DR], [AG], [IF]
Imperator Emperor Class Titan	10	1+[RA]	32/- 4[D]	2 Arm 1 Carapace 4 Towers 8 Turrets	80	See Entry	12	[30DR]
Reaver Battle Titan	20	1+ [RA]	10/-3	2 Arm 1 Carapace	20	2x Bolters	4	[8DR]
Warbringer Nemesis Siege Titan	15	1+[RA]	12/-3	2 Arms 1 Carapace 2 Secondary Carapace	22	4x Bolters 2x Lascanno ns	6	[10DR]
Warhound Scout Titan	30	2+[RA]	6/-3	2 Arm	10	2x Bolters	2	[4DR], [AG]
Warlord Battle Titan	15	1+[RA]	14/-3	2 Arms 2 Carapace Head	30	4x Bolters 2X Lascanno ns	6	[12DR]
Warlord Sinister Pattern Battle Titan	15	1+[RA]	15/- 3[PY]	2 Arm 2 Carapace	33	4x Bolters [PY]	6	[13DR]
Warmaster Heavy Battle Titan	10	1+[RA]	20/-3	4 Carapace 1 Bastion 2 Frontal 1 Rear 2 Arms 2 Shoulders 2 Legs	50	2x Bolters 2x Lascanno ns 2X Autocann ons	7	[18DR]
Warmonger Emperor Class Titan	10	1+[RA]	30/- 4[D]	2 Arm 1 Carapace 4 Towers 8 Turrets	89	See Above	8	[28DR]

Titan Weapon Statlines

Warhound Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Graviton Destructor [B2,W,HY,M]	5	55/110	1	-3	Arm	Special
Inferno Gun [FW,Fire]	5	25	9	-2	Arm	
Laser Blaster, Dual Barrel [D,B,TL2,M]	5	50/100	1	-4	Arm	
Melta Lance, Incisor Pattern [B,Fire]	4	15/30	4	-3	Arm	Special
Natrix Shock Lance [HY]	3	15/30	2	-2	Arm	Special
Plasma Blastgun [M,Fire]	5	35/70	4	-2	Arm	Special
Plasma Blastgun, Overcharge [M,B,Fire]		50/100	4	-3		
Missiles, Shudder [B,AY]	4	60/120	3	-2	Arm	
Missiles, Swarmer [AY]	4	60/120	5	-1	Arm	
Volkite Eradicator [M,VK]	4	30/60	5	-1	Arm	
Vulcan Megabolter	4	30/60	8	-1	Arm	
Vulcan Megabolter, Long Barrel	5	35/70	8	-1	Arm	
Ursus Claw [D]	3	15/30	1	-3	Arm	Special

Dire Wolf Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Conversion Beam Dissipator [HM,B]	5	60/120	2	-3/-4	Carapace	Special
Mega-Bolter, Ardex	2	30/60	3	-1	Arms	Special
Neutron Laser [HM,D,HY]	6	90/180	1	-3	Carapace	Special
Volcano Cannon [HM,B,D2]	6	60/120	1	-6	Carapace	

Reaver Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Apocalypse Launcher [B]	6	25-180/360	6	-2	Any	
Chainfist/sword [D2,B]	5	-	-	-5	Arms	Special
Conversion Beam Dissolutor [HM,B]	5	60/120	2	-3/-4	Any	Special
Fusion Blade [D2,B,Fire]	6	25	4	-2	Arms	Special
Gatling Blaster [M,D,B2]	6	35/70	4	-2	Arms	
Graviton Destructor [M,B2,W,HY]	5	55/110	1	-3	Any	Special
Laser Blaster, Dual Barrel [M,D,B,TL2]	5	50/100	1	-4	Any	
Laser Blaster, Triple Barrel [M,D,B,TL3]	7	50/100	1	-4	Any	
Lascutter, Saturnyne [D2,B2,TL4,Fire]	6	20	1	-6	Arms	Special
Mega Bolter, Quad [M]	7	30/60	14	-1	Arms	
Melee Weapon [D3,B2]	4	-	-	-5	Arms	Special

(Sword, Hammer, Axe and Mace)						
Melta Cannon [M,D2,B,Fire]	8	25/50	4	-6	Any	
Missile Launcher, Incinerator [B,IC,Fire]	6	25- 180/360	4	-1	Any	
Neutron Laser [HM,HY,D]	6	90/180	1	-3	Arms	Special
Plasma Cannon, Triple Barrel [M,Fire]	6	35/70	6	-2	Any	Special
Powerfist [D3,B]	6	-	-	-6	Arms	Special
Power Ram [D3,B2]	5	-	-	-6	Arms	Special
Shield	6	-	-	-	Arms	Special
Volcano Cannon, Reaver [M,B,D2]	6	80/160	1	-6	Any	

Warbringer Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Quake Cannon, Nemesis [HM,B2]	7	2-240/480	8	-3	Carapace	Special
Volcano Cannon, Belicosa [D4,B]	9	90/180	1	-8	Carapace	

Warlord Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Apocalypse Launcher [B,AY]	6	25-180/360	6	-2	Any	
Chainsword [D3,B]	6	-	-	-6	Arms	Special
Close Combat Head	0	-	-	-	Head	Special
Command Head	1	-	-	-	Head	Special
Conversion Beam Extirpator [M,B2]	7	75/150	2	-4/-5	Any	Special
Corvus Assault Head	2				Head	Special
Bolter Weapon [AP]		25	2	0		
Flamer Weapon [FW,AP]		10	2	0		
Corvus Assault Pod	5				Head	Special
Bolters Weapon [AP]		25	2	0		
Flamer [FW,AP]		25	2	0		
Siege Melta Array [B2,W,TL4]		15	2	-3		
Deathstrike Cannon [HM,W,B2]	7	100/200	6	-4	Head	Special
Fire Control Center	2	-	-	-	Carapace	Special
Gatling Blaster [M,D,B]	9	35/70	6	-3	Any	
Graviton Ruinator [M,B2,W,HY]	8	70/140	2	-4	Any	
Missile Launcher, Incinerator [AY,IC,Fire]	6	25-180/360	4	-1	Any	
Plasma Annihilator, Sunfury Pattern [HM,B,Fire]	9	35/70	4	-3	Any	Special
Plasma Annihilator, Sunfury, Overcharge [HM,D,B,Fire]		50/100	4	-5		
Plasma Destructor, Suzerain Class [HM,B,Fire]	15	45/90	4	-4	Arms	Special
		60/120	6	-6		

Plasma Destructor, Suzerain Class [HM,D,B,fire]						
Powerclaw, Ariocho	9	15	1	-3	Arms	Special
Quake Cannon, Mori [HM,AY,B2,W]	7	20-180/360	8	-3	Any	Special
Trident [D]	5	25	1	-6	Arms	Special
Volcano Cannon, Belicosa [M,D4,B]	9	90/180	1	-8	Any	
Weapon Head [AP]	1	25	3	0	Head	

Psi-titan Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Sinistramanus Tenebrae [IC,VK,PY]	10	60/120	Special	Special	Arms	Special

Warmaster Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Axe, Godbreaker [D3,B2]	9	-	-	-7		Special
Anvillus AA Defense Battery [AA,TL2]	0	35/70	1	-2	Carapace	
Apocalypse Missile Array [AY,B]	4	25-180/360	3	-2	Shoulder	
Ardex Defensor Laser [AP]	0	25/50	2	-3	Rear	
Battle Cannon [B]	0	35/70	1	-2	Frontal	
Heavy Bolters [AP]	0	25	4	-1	Leg	
Chainsword, Banesaw [FW,Fire]	13	25	9	-2	Arms	Special
Chainsword, Desolator [D3,B2]	9	-	-	-7	Arms	Special
Chainsword, Ripper	13	30/60	8	-1	Arms	Special
Custodian Head	1	-	-	-	Head	Special
Gatling Array, Cruciator	7	30/60	8	-2	Bastion	
Gatling Blaster [M]	13	35/70	6	-4	Arms	
Grav Imploder, Kirus [D3,W,B4,IC]	13	20	2	-4	Arms	Special
Lascannon [TL2]	0	25/50	1	-2	Leg	
Mega Bolter, Tri-barrel	7	35/70	12	-1	Bastion	
Melta Cannon, Short Barrel [D,B,Fire]	5	25/50	3	-5	Shoulder	
Missile Pod, Ironstorm [AY,B]	0	35/70	2	-1	Leg	
Missile Launcher, Revelator [AY,B]	6	75/150	4	-3	Bastion	
Mortar, Doombringer [AY,B]	7	50/100	4	-3	Bastion	
Mortar, Heavy	0	25/50	2	-1	Carapace	
Plasma Destructor, Suzerain Class [HM,B,Fire]	15	45/90	4	-4	Arms	Special
Plasma Destructor, Suzerain Class, Overcharge [HM,D,B,Fire]		60/120	6	-6		
Ram Claw [D3,W,B4]	14	-	-	-6	Arms	Special
Siege Drill, Kirus [D3,W,B4]	9	-	-	-6	Arms	Special

Sonic Disruptor [HM,B]	12	35/70	1-5	-4	Bastion	Special
------------------------	----	-------	-----	----	---------	---------

Imperator Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Battle Cannons [B]	0	35/70	8	-2	-	
Bolters [AP]	0	25	16	0	-	
Defense Laser [HM,D5,B3]	15	120/240	1	-9	Arms Bastion	
Hellfury Cannon [HM,D2,B3,W,TL2]	15	50/100	4	-5	Arms Bastion	
Hellstorm Cannon [HM,D2,B3,W,TL4]	28	60/120	4	-5	Arms	
Icarus Lascannon, Quad [AA,TL4]	4	50/100	2	-3	Tower	Special
Plasma Annihilator [D,B2,Fire]	23	60/120	4	-6	Arms	Special
Plasma Annihilator, Overcharged [D2,B3,Fire]		75/150	6	-8		
Stormsword Cannon [M,B3,W,TL4]	4	35/70	1	-4	Tower	

Warmonger Weapons						
Name	Power Value	Range	AD	TSM	Weapon Location	Notes
Battle Cannons [B]	0	35/70	8	-2	-	
Bolters [AP]	0	25	16	0	-	
Doomstrike Launcher [HM,AY]	35	Special		Special	Arms	Special
Icarus Lascannon, Quad [AA,TL4]	4	50/100	2	-3	Tower	Special
Vengeance Cannon [HM,D4,B,TL2]	30	80/160	1	-8	Arms	Special
Vengeance Cannon, Overcharged [HM,D5,B3,TL2]		110/220		-9		

Secutarii Statlines

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch	15	4+	4/-3	Arc Lance [A,HW]	10	3	0	[HQ2], [SU], [SN], [IWD], [RA], Special
Secutarii Axiarch Prime	15	4+	5/-3	Archeotek Pistol	20	2	-1	[HQ3], [SU], [IWD], [RA], Special
Secutarii Alpha	As per element	As per element	+1AD	As per element type	As per element	+1AD	As per element	[HQ1]

Secutarii Hoplite	10	5+	2/0	Arc Lance [A,HW]	10	2	0	[IWD], [RA], Special
Secutarii Peltast A	10	5+	1/0	Galvanic Caster Direct Fire Indirect Fire [B]	25	3 1	0	[IWD], Special
Secutarii Peltast B	10	5+	1/0	Arc Rifle [HW]	15/30	2	-1	[IWD], Special