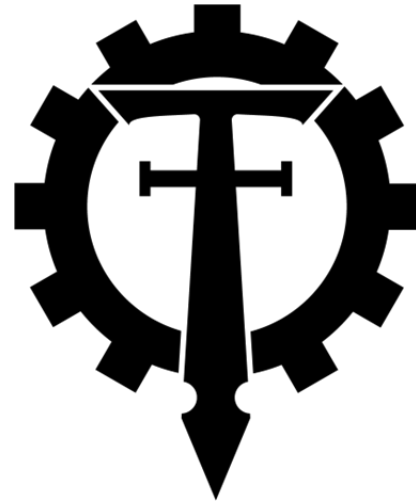




COLLEGIA TITANICUS

MKV

TITAN OPTIMIZATION AND DEFICIT CARDS

Optimization Bi-folded Power Containment Power Cost 0 Increases titan power value by 1. Titan receives -1 penalty to repair rolls. Cannot be used with Plasma Channels.	Optimization Rubble Feet Power Cost 0 The titan gains the Durable [DU] ability.	Optimization Plasma Gargoyles Power Cost 0 Anti-personnel weapons converted to flamers (10cms range, -1TSM, [FW]).	Optimization Janus Pattern Missiles Power Cost 0 Apocalypse missile Statline changes are 3 AD, -3TSM, attacks receive the Blast [B] weapon trait.
Optimization Thermo-Siphon Reactor Power Cost 0 Increase titan power value by 1. Reactor Critical hits gain an additional +1DR damage.	Optimization Gravitonic Sensor Array Power Cost 1 A titan on first fire orders ignores to-hit modifiers for cover against targeted elements.	Optimization Hardened Weapon Casings Power Cost 1 One selected weapon on titan gains a +2 bonus to repair roll. May select this optimization per weapon.	Optimization Automated Fallsafes Power Cost 1 Once per game a single damaged critical system may be repaired on a roll of 3+.
Optimization Disruption Emitters Power Cost 1 One selected close combat weapon gains a bonus +1CAF die. May select optimization per CC weapon.	Optimization Earthbreaker Missiles Power Cost 1 One Apocalypse Missile Launcher gains the Wrecker [W] weapon trait. May select this optimization per weapon.	Optimization Enhanced Auspex Relays Power Cost 1 May be added ONLY to Warhound and Dire Wolf tans. Any friendly titan within 25cms of this titan ignores long range to-hit modifiers.	Optimization Hunter Shells Power Cost 1 Allows to re-roll any 1's on to-hit rolls from a Gatling Blaster weapon ONLY. May select this optimization per weapon.
Optimization Tracking Arrays Power Cost 1 Allows to re-roll any 1's on to-hit rolls from a weapons with the Anti-aircraft weapon trait [AA] ONLY. May select this optimization per weapon.	Optimization Oath Banner Power Cost 1 Allows any friendly Knight classed formations to re-roll failed morale checks.	Optimization Gravatus Plating Power Cost 1 Opponents fire receive a -1 penalty on the titan damage table. Titan's base movement is reduced by -5cms.	Optimization Clinging Phosphex Power Cost 1 Weapons with the Flamer [FW] weapon trait gain a bonus +2 on rolls on the Fire table.
Optimization Cameleon Shrouding Power Cost 1 May be added ONLY to Warhounds and Dire Wolf tans. All incoming fire receives a -1 penalty to-hit if range above 25cms. This is cumulative with other modifiers.	Optimization Ranging Auspexes Power Cost 1 Adds +10cms range to ONE weapon. Only one such optimization per weapon. May select this optimization per weapon.	Optimization Overcharged Weaponry Power Cost 1 Laser weapons ONLY. Grants +1 bonus to-hit for short ranged fire. May select this optimization per weapon.	Optimization Static Rounds Power Cost 1 Mega bolters ONLY. Automatically down 1 shield on natural rolls of 10. May select this optimization per weapon.
Optimization Fortis Motivators Power Cost 2 May be added ONLY to Warhounds titans. Grants +1DR and the Durable [DU] ability.	Optimization Basilus Throne Power Cost 2 Upon activation a titan may change its given orders on a roll of 6+.	Optimization Null Emitters Power Cost 2 Opposing titans with corruption/mutation within 15cms receive a -1 penalty to to-hit rolls	Optimization Hunting Auspex Power Cost 2 Eliminates long range firing penalties and to-hit penalties while on charge orders.

Optimization

Terminus Override Mechanisms

Power Cost
2

One weapon gains a +1 bonus to critical damage table rolls. May select this optimization per weapon.

Optimization

Maglock Shells

Power Cost
2

Non-leaser weapons only. Adds bonus +1SDM to one weapon. Limited to one per weapon. May select this optimization per weapon.

Optimization

Plasmatic Binders

Power Cost
2

Allows for ONE additional plasma weapon to be fired on overcharge per turn. This optimization is damaged upon a misfire. It can be repaired.

Optimization

Aquila Benedictus

Power Cost
2

Grants +1 bonus to morale and hero vs fool checks to all friendly formations within 25cms.

Optimization

Blind Launchers

Power Cost
2

Titan gains light cover. Outgoing fire gains -1 penalty to-hit.

Optimization

Devotional War Sirens

Power Cost
2

Grants the Stubborn [SU] ability to all friendly formations within 25cms.

Optimization

Bastion Armor

Power Cost
2

Titan gains +1DR. Base movement reduced by -5cms

Optimization

Auditory Barrage

Power Cost
2

All opposing formations within 25cms receive a -1 penalty to morale checks.

Optimization

Machine Defiance

Power Cost
3

Once per turn when a void shield fails its Armor save on a roll of 6+ that shields is not downed.

Optimization

Motive Sub-reactors

Power Cost
2

Adds +5cms (titans of lesser power value than a warlord titan) to base move. This optimization can be stacked twice. Cannot be combined with Siege Armor or Gravatus Plating.

Optimization

Motive Sub-reactors

Power Cost
3

Adds +5cms (warlord titans or titans of greater power value) to base movn. This optimization can be stacked twice. Cannot be combined with Siege Armor or Gravatus Plating.

Optimization

Bastion Shielding

Power Cost
3

Increases total void shield by 1. Limited to two such optimizations per titan.

Optimization

Siege Armor

Power Cost
4

Warlord or higher power value titans ONLY. Grants +2DR. Base Movement reduced by -5cms.

Deficit
Slow Moving Power Cost -1
Titan's base movement reduced by -5cms. A titan's base movement cannot be lowered below 10cms.

Deficit
Short Barrel Power Cost -1
One weapon's range is reduced by 20cms. May be applied twice to same weapon. May be applied per weapon. Cannot be applied to Special Missiles.

Deficit
Reduced Shielding Power Cost -2
The maximum amount of void shields is reduced by 1. May not reduce total to below 1.