



# IMPERATOR TITAN DATACARD



THESE SQUADS MAY FIRE FROM THE TITAN

THESE SQUADS MAY NOT FIRE FROM THE TITAN

DEFENCE LASER  
HIT LOCATION

CENTRE TOWER  
HIT LOCATION  
Secondary Weapons  
-1 Attack Dice

CENTRE SENSORIUM  
HIT LOCATION

MAIN BATTERY  
HIT LOCATION

REAR RIGHT TOWER  
HIT LOCATION  
-1 Tower Gun

1 SQUAD  
Bolters  
-1 Attack Dice

RIGHT SENSORIUM

1 SQUAD  
Secondary Weapons  
-1 Attack Dice

FRONT RIGHT TOWER  
HIT LOCATION  
-1 Tower Gun

1 SQUAD  
Bolters  
-1 Attack Dice

REAR LEFT TOWER  
HIT LOCATION  
-1 Tower Gun

1 SQUAD  
Bolters  
-1 Attack Dice

LEFT SENSORIUM

1 SQUAD  
Secondary Weapons  
-1 Attack Dice

FRONT LEFT TOWER  
HIT LOCATION  
-1 Tower Gun

1 SQUAD  
Bolters  
-1 Attack Dice

RIGHT PRIMARY COUPLING  
HIT LOCATION

VOID SHIELD CONTROLS  
Repair Shields 4+

1 SQUAD

FIRE CONTROLS  
Advance Fire Phase  
First Fire Phase

LEFT PRIMARY COUPLING  
HIT LOCATION

RIGHT GUARDROOM  
1 SQUAD  
Bolters  
-1 Attack Dice

1 SQUAD

REACTOR CORE



LEFT GUARDROOM

1 SQUAD  
Bolters  
-1 Attack Dice

1 SQUAD

RIGHT GYRO  
HIT LOCATION

RIGHT REACTOR LINK  
HIT LOCATION

ENGINES

5-10 cm Move  
1x 90° Turn

LEFT REACTOR LINK  
HIT LOCATION

LEFT GYRO  
HIT LOCATION

HELLSTORM CANNON

TARGET NUMBERS OF  
RANGE SV/MD BARBAGE POINTS  
100cm -2 4 per template



A maximum of four templates may be fired at once, each template must touch one other.

PLASMA ANNIHILATOR

ATTACK TO HIT TARGET  
RANGE DICE ROLL SV/MD  
100cm 2 4+ -4



ATTACK TO HIT TARGET  
RANGE DICE ROLL SV/MD  
150cm 3 3+ -4

HELLSTORM AMMO

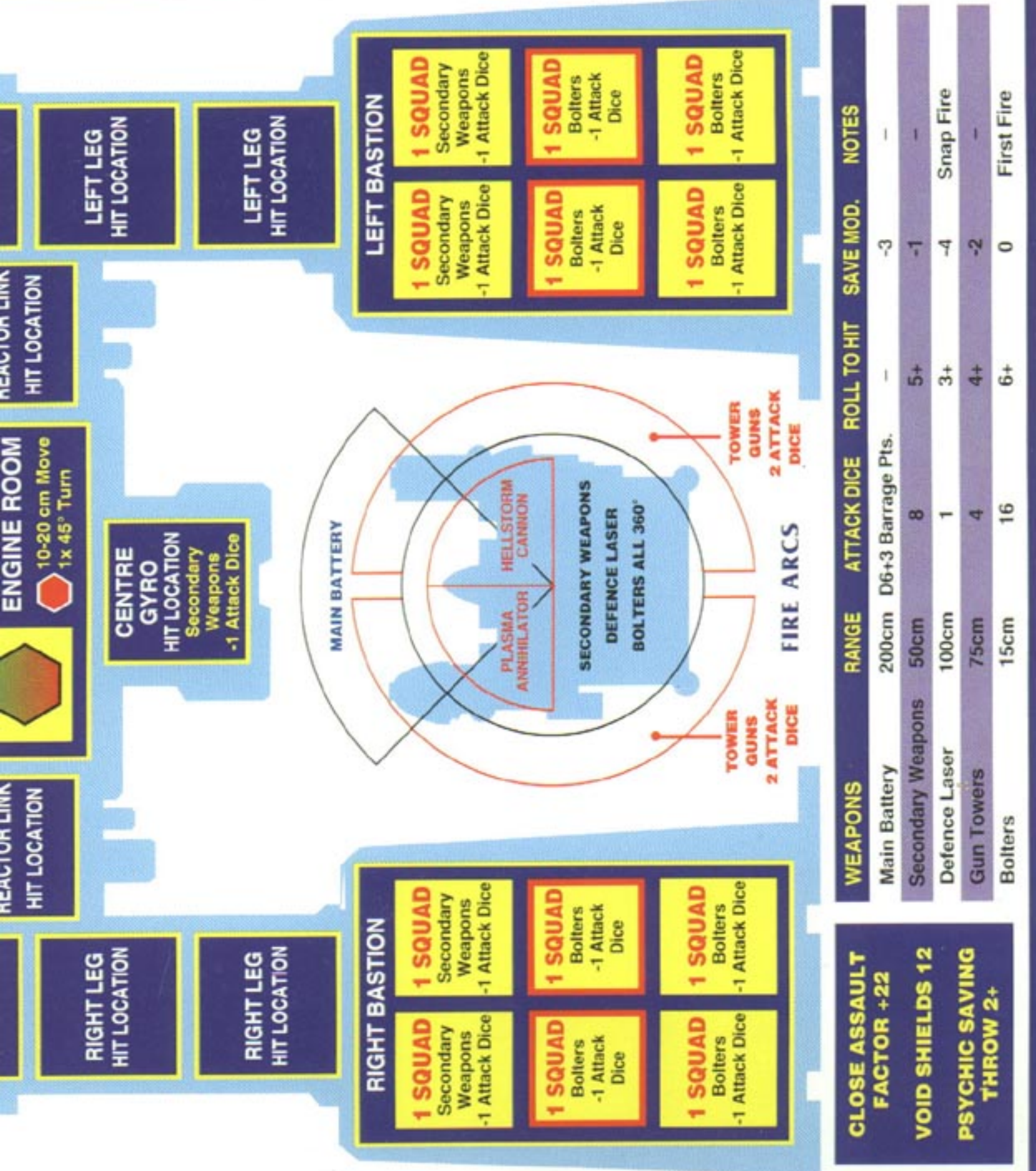


VOID SHIELDS

12

11

10



WEAPONS	RANGE	ATTACK DICE	ROLL TO HIT	SAVE MOD.	NOTES
Main Battery	200cm	D6+3 Barrage Pts.	-	-3	-
Secondary Weapons	50cm	8	5+	-1	-
Defence Laser	100cm	1	3+	-4	Snap Fire
Gun Towers	75cm	4	4+	-2	-
Bolters	15cm	16	6+	0	First Fire

**CLOSE ASSAULT FACTOR +22**

**VOID SHIELDS 12**

**PSYCHIC SAVING THROW 2+**

# IMPERATOR DAMAGE TABLE

## BASTION DAMAGE TABLE

- 1-4 The bastion section is damaged.
- 5-6 The bastion section hit is destroyed. If both sections of a bastion on a single level are destroyed the Titan will collapse in a direction determined by rolling the scatter dice. Troops and vehicles under the Titan when it falls are destroyed with no save. Titans and Gargants suffer D6-1 hits which ignore shields and armour.

## BRIDGE DAMAGE TABLE

- 1-2 The bridge comm-links are damaged, preventing the bridge communicating with the rest of the Titan. While the comm-link is inoperative damage control is severely hampered and repairs can only be made on a roll of 6+ instead of 5+.
- 3 Fire control is damaged. As long as it is damaged it requires twice as many plasma counters to activate.
- 4 The void shield controls are damaged. The void shields may not be activated or repaired while the void shield controls are inoperative.
- 5-6 The bridge is destroyed, the Principes and Moderati are killed instantly. The Titan lurches and falls as detailed above.

## GUARD ROOM DAMAGE TABLE

- 1-3 The guard room section is damaged by the hit.
- 4-6 The guard room section is destroyed by the hit.

## ENGINE DAMAGE TABLE

- 1 The engines are knocked out of alignment by the hit, reducing the Titan's movement by D6cm in its next turn.
- 2-3 The engines are damaged. The Titan may not move or turn until they are repaired.
- 4-5 The engines are destroyed. The Titan may not move or turn for the rest of the battle.
- 6 The engines are destroyed and a fire breaks out which spreads to the gyros. Roll on the Gyro Damage Table for each gyro immediately. The fire is extinguished after any damage has been resolved.

## GYRO DAMAGE TABLE

- 1-2 The gyro is damaged.
- 3-6 The gyro is destroyed. Each destroyed gyro reduces the Titan's turning ability by 45°. If all three gyros are destroyed the Titan will fall over as detailed above.

## LEG DAMAGE TABLE

- 1-4 The leg is damaged. The Titan may not move more than 10cm a turn until it is repaired.
- 5-6 The leg is destroyed and the Titan slowly topples over as detailed above (see Bastion Damage Table).

## PRIMARY WEAPON DAMAGE TABLE

- 1-3 The primary weapon is damaged by the hit and may not be used again until it is repaired.
- 4-5 The primary weapon is destroyed and may not be used again in this battle.
- 6 The primary weapon explodes, causing damage to all adjacent locations. Each location suffers a hit with a -3 saving throw modifier and a -1 damage modifier per unused ammo or plasma counter in the weapon as appropriate.

## MIND IMPULSE UNIT DAMAGE TABLE

- 1 A burst of static temporarily overloads the Titan's MIU's. The Titan's CAF is halved and it may not fire its primary weapons for the remainder of the turn.
- 2 The mind impulse agility emulation circuit is destroyed, reducing the Titan's CAF by 2D6 points. Further hits will reduce the Titan's CAF by another 2D6. This damage may not be repaired.
- 3 The mind impulse orientation circuits are destroyed. Whenever the Titan moves from now on roll a D6: on a 1 or 2 it turns 45° left at the start of its move, 3 or 4 it turns 45° right and 5 or 6 it goes straight ahead. The Titan may not turn otherwise. This damage may not be repaired.
- 4 The mind impulse identification circuits are destroyed. From now on, whenever one of the primary weapons is fired roll a D6: on a 1, 2 or 3 the weapon is fired at the nearest target - friend or foe! This damage may not be repaired.
- 5-6 The MIU's are destroyed, slaying the Principes and Moderati or reducing them to gibbering idiots. The Titan's limbs lock up and it topples over as detailed above (see the Bastion Damage Table).

## TOWER DAMAGE TABLE

- 1-3 The tower section is damaged by the hit.
- 4-5 The tower section is destroyed by the hit. Any higher tower sections are also destroyed.
- 6 The tower is destroyed as above. The force of the explosion blows the tower clean off the Titan and it lands 2D6cm away in a direction determined by using the scatter dice. Any vehicles or stands underneath the tower suffer a hit with a -2 saving throw modifier.

## REACTOR LINK DAMAGE TABLE

- 1-3 The reactor link is damaged. While it is damaged no plasma counters may be placed in the engines.
- 4-5 The reactor link is destroyed. No further plasma counters may be placed in the engines. A gout of white hot plasma spews out of the linkage - roll the aim dice to determine if the plasma damages an adjacent area. If a hit is indicated on a location it must make a saving throw with a -4 modifier or suffer damage.
- 6 The reactor link is destroyed as in 4-5 above. Also, plasma from the ruptured link damages the reactor vessel, roll on the Reactor Damage Table.

## PRIMARY COUPLING DAMAGE TABLE

- 1-2 The coupling is damaged. Until it is repaired the primary weapon may only fire in the direction the weapon on the model is pointing. No further plasma counters may be placed in the primary weapon until the coupling is repaired.
- 3-5 The coupling is destroyed and, with a deafening screech of tortured metal, the primary weapon crashes to the ground! Anything under the weapon, including buildings, suffers a hit with a -4 save modifier.
- 6 The coupling is shattered, blowing the primary weapon clean off the Titan as above and also causing a flashback into the Titan's hull. Roll a D6 to see what is affected: 1-2 guard room, 3-4 Sensorium dome, 5-6 Reactor. The location indicated suffers an automatic hit with no armour save possible. Roll damage immediately.

## SENSORIUM DOME DAMAGE TABLE

- 1-3 The Sensorium dome is damaged.
- 4-5 The Sensorium dome is destroyed and several of the Adeptus psykers are killed. All weapons fire from the Titan suffers a -1 to hit modifier if one dome location is destroyed. If all three are destroyed it suffers a -2 to hit penalty. The Titan also suffers a -2 modifier to its psychic saving throw for each dome location destroyed.
- 6 The Sensorium dome is destroyed as above. In addition, many of the Adeptus psykers are slain, unleashing a burst of psychic feedback through the whole Titan. Roll a D6 for every troop stand onboard the Titan: on a 5 or 6 they are killed (no save).



## WEAPON DAMAGE TABLE

- 1-2 The weapon is damaged by the hit and may not be used again until it is repaired.
- 3-4 The weapon is destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a direction determined by using the scatter dice. Any vehicles or troop stands underneath the weapon suffer a hit with a -2 saving throw modifier.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to an adjacent location. Roll randomly to determine which location is hit and roll for damage to that location immediately.

## VOID SHIELD GENERATOR DAMAGE TABLE

- 1-3 The void shield generator is damaged. No void shields can be raised while the generator is inoperative.
- 4-5 The void shield generator is destroyed. No void shields can be raised for the rest of the game.
- 6 The void shield generator is destroyed as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Sensorium dome, 5-6 = MIU. Roll on the appropriate damage table immediately.

## REACTOR DAMAGE TABLE

- 1-2 The reactor vessel is breached. Until it is repaired D3 plasma counters will leak out each turn. Roll the aim dice for each counter to determine if the leaking plasma damages an area adjacent to the breach. If a hit is indicated on a location it must make a saving throw with a -4 modifier or suffer damage.
- 3-4 The reactor is damaged and shuts down. While it is damaged no plasma counters will be generated but plasma still in the core can be used.
- 5-6 The reactor is destroyed and the Titan is vaporised in a cataclysmic meltdown. Remove the Titan from play and place a crater on the spot where it stood. All units within a 4D6cm radius suffer a hit with a -1 save modifier.

