

EMPEROR BATTLE TITAN

POINTS: 4000

Emperor-class Battle Titans are the largest and most powerful war machines at the disposal of the armies of the Imperium; their firepower unrivalled by any other land vehicle in the galaxy, the size of their arm-mounted weapons surpassed only by the ordnance of the largest ships of the Imperial Navy

As they appear on the horizon, they begin bombarding the enemies of the Imperium with an awesome and relentless barrage, way out of range of most of the enemy artillery. Anything that somehow manages to withstand this long-range punishment is then mercilessly trampled under ground-shaking feet the size of a cathedral.

| ARMOUR | | | | | | |
|--------|----|----|-------|------|------|-----|
| WS | BS | S | FRONT | SIDE | REAR | I A |
| 2 | 4 | 10 | 14 | 14 | 13 | 1 6 |

UNIT: 1 Emperor Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 12

VOID SHIELDS: 8

TRANSPORT: Each foot of the Emperor Titan can transport up to five units (with a total capacity of 52 models per foot).

ACCESS POINTS: Models are deployed anywhere within 2" of the foot they are transported in.

FIRE POINTS: three per foot (one each in the 'twelve, three and six o'clock positions' on each foot).

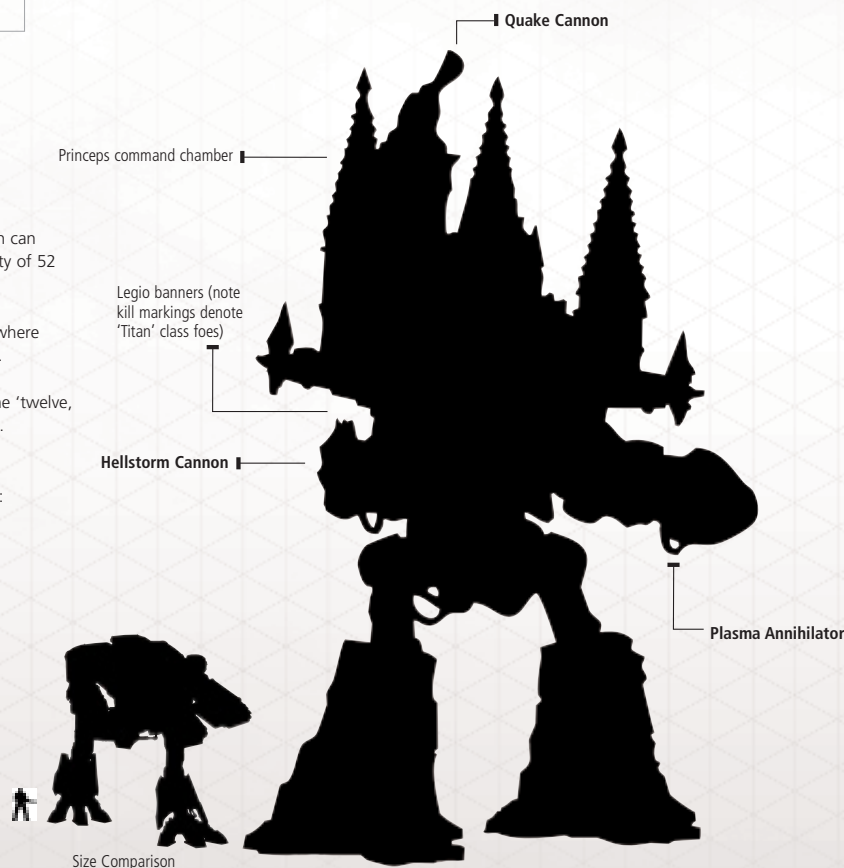
WEAPONS AND EQUIPMENT:

Six carapace weapons from the following list:

- Laser blaster
- Plasma destructor
- Inferno gun
- Vulcan mega-bolter
- Gatling blaster
- Melta cannon
- Quake cannon
- Volcano cannon
- Apocalypse missile launcher
- Vortex support missile

Two arm weapons from the following list:

- Plasma Annihilator
- Hellstorm Cannon
- Vengeance Cannon
- Doomstrike Missile Launcher



WEAPON

RANGE STR AP SPECIAL

Carapace weapons: see Warhound and Warlord Titans.

Plasma Annihilator*

| | | | | |
|---------|------|----|---|---------------------------------------|
| (rapid) | 96" | 8 | 2 | Ordnance 6, 7" blast, Primary Weapon |
| (full) | 120" | 10 | 2 | Ordnance 3, 10" blast, Primary Weapon |

Hellstorm Cannon

| | | | |
|-----|---|---|--------------------------------------|
| 96" | 9 | 3 | Ordnance 8, 7" blast, Primary Weapon |
|-----|---|---|--------------------------------------|

Vengeance Cannon

| | | | |
|------|---|---|-----------------------------------------------|
| 360" | D | 2 | Heavy 4, 7" blast, Primary Weapon, Destroyer, |
|------|---|---|-----------------------------------------------|

Doomstrike

| | | | | |
|--------------------|---------|---|---|-----------------------------------------|
| Missile Launcher** | 36-540" | 8 | 3 | Apocalypse Barrage (10), Primary Weapon |
|--------------------|---------|---|---|-----------------------------------------|

* The plasma annihilator can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

** The Doomstrike missile launcher fires like an ordnance barrage, but does not scatter and instead uses the apocalyptic barrage marker to determine the fall of its five shots.

SPECIAL RULES:

Reactor Meltdown: If the Emperor Titan suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic explosion, except that the range is 8D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Emperor Titan to engage targets that are too close. Weapons mounted on the carapace of the Emperor Titan have a minimum range of 36".

Titanic Tread: When the Emperor Titan moves, the ground is rocked by violent shockwaves. All units, except super-heavy vehicles and gargantuan creatures, that move within 12" of the Emperor Titan's feet count as moving through difficult terrain.