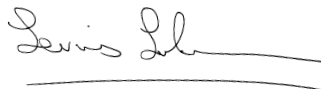


ADEPTUS II TITANICUS

The following rules were written by Gav Thorpe, and restore Imperial Titans to their rightful place as the kings of the Epic battlefield. They have a debt to my own venerable Adeptus Titanicus rules (thus the title), but I have to say they are much better than my earlier effort. Truly the student now exceeds the master... But I digress. Gav's rules make Titans a much more formidable foe, and makes them much more interesting to use as well. You'll find that you can now have perfectly enjoyable games just using Titans, without any vehicles or infantry taking part, and such 'Titan vs Titan' games provide great introduction to Epic for new players. Future issues of Epic magazine will expand these rules so that they cover all of the different kinds of war engines found in Epic. Until we do that, however, other war engines carry on using the normal Epic rules. In the fullness of time we will combine all of the Adeptus Titanicus II rules together into an official supplement for the Epic 40,000 game system.

Before going onto the rules proper, it's important for me to note that these rules are not optional. They are 'new rules' for Epic 40,000 and replace those for Titans in the Epic 40,000 rulebook. This said, springing them on an opponent without prior warning is completely out of order and not at all the kind of conduct we expect from Epic players – so just don't do it, OK! However, assuming both you and your opponent know of the rules, then you really should use them. If your opponent doesn't have a copy of the rules, then the 'Firepower' section later on in this magazine lists how he (or she!) can get hold of them at minimal cost.

But enough of my ramblings and conjunctions. I'll now hand you over to Gav Thorpe...



27 June 2000

INTRODUCTION

For ten thousand years the Imperium has warred on its enemies. War is the universal state of man; peace is only a brief time of preparation for further fighting. Alien races strike at the Imperium's frontier systems. Rebellion and treachery are commonplace on thousands of colonised worlds. The Traitor Legions, confined for millennia in the desolate Eye Of Terror, chafe and probe at the Imperium. And in the eddies and storms of warp space, forces and creatures of darkness are stirring. The wars have no end, for that would be the end of Man. In its perils Mankind has one guide: the Emperor. In his care rests the fate of humanity. At his right and left hands are the weapon and shield of Mankind, the forces of the Imperium – the mighty Titans of the Adeptus Titanicus.

Titans are the supreme fighting machines of the Imperium. They are giants with skins of adamantium, protected by fields of almost impenetrable energy, crewed by devoted warriors and armed with the mightiest weapons Imperial tech-priests can devise. Through the Imperium and beyond nothing inspires the same kind of awe and fear.

Using the rules below you can re-create some of the greatest Titan battles of Imperial history. The rules update and expand the rules for Titans in the Epic 40,000 rulebook. In order to use them you will need a copy of the Epic rules, and at least two Imperial Titan models (one for each player). Read the rules through carefully, and then have a practice game just using one Titan per side. After playing a couple games like this you will be ready to expand your force and field a Titan battle group on each side, or add supporting detachments of vehicles and infantry. The important thing is to build up slowly rather than diving in the deep end. With time and practice the rules will become second nature and you will easily be able to incorporate them into any size of Epic game that you play.

Except where modified below the normal Epic 40,000 game rules apply.

VERY IMPORTANT: The following rules are written assuming that games will pit Titan's against Titan's, without any other types of unit being involved. At the end of the rules you will find a section that explains how Titans 'interact' with (i.e. shoot and stomp!) other types of Epic unit. We've lumped all these rules together like this for the sake of simplicity and to avoid

repetition, as otherwise the main rules would be littered with 'ifs, buts and maybes'.

TITAN CHARACTERISTICS

There are two aspects to a Titan – the Titan itself, and its weapons. Each Titan has some basic characteristics which show how fast, manoeuvrable and durable it is. Combined together, the characteristics are called the Titan's profile. The characteristics on a Titan's profile are:

SPEED (SP)

This shows how fast the Titan can move over open ground. Speed is given in centimetres, and ranges from 10cm for very large, ponderous Titans to 30cm for small agile Scout Titans.

MANOEUVRE (MAN)

This shows how quickly the Titan can change direction, and react to certain situations. The Manoeuvre characteristic shows how many turns a Titan can make during its movement, and is also used in some other situations, such as avoiding difficult terrain.

ARMOUR (ARM) AND DAMAGE TABLES

Each Titan has three Damage Tables, one for the Front, one for the Side and another for the Rear. These are used to determine what damage is suffered when the Titan is hit by a weapon. The higher a Titan's Armour value, the better able it is to withstand attack.

WEAPONS

A Titan has a number of hardpoints which can carry a weapon, varying in number from one or two weapons for a small Titan, to four or more weapon systems for larger Titans. This shows where the weapons are mounted and therefore what their 'fire arc' is (see below).

GUNNERY (GUN)

This is a representation of how accurate the Titan's crews are at shooting with their weapons, written as the score you need to equal or beat on a roll of a D6 to score a hit. For example, a Titan with a Gunnery score of 4+ will hit its target with its guns on a D6 roll of 4, 5 or 6.

CLOSE COMBAT SKILL (CCS)

This shows how skilled the Titan crew is when fighting other Titans, trying to batter one another with their close combat weapons. CCS is given as a score you need to equal or beat on a roll of a D6 to score a hit. For example, a Titan with a CCS of 5 will hit in close combat on a D6 roll of 5 or 6.

TITAN GUNS

The galaxy of the 41st millennium has evolved many different and deadly weapons, from rapid-firing cannon that hurl a torrent of shells, to sophisticated laser weapons that punch through armour like a knife through butter, to plasma weapons that unleash barely controlled energies. Like the Titan itself, a weapon's effectiveness is determined by a number of different characteristics which make up its profile:

RANGE (RGE)

The distance, in centimetres, that a weapon can fire and still hit its target with reasonable accuracy or with sufficient force to cause damage. Obviously, the higher a weapon's Range, the better.

FIREPOWER (FP)

The weapons firepower value as described in the Epic 40,000 rules. This value is used when firing at vehicles, infantry or war machines that still use the rules from the Epic 40,000 rulebook (see the section for incorporating such units into ATII at the end of these rules).

ACCURACY (ACC)

Some guns are inherently more or less accurate to fire, and the Accuracy value modifies the Titan's Gunnery value when firing that weapon. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '-' which means they do not modify the Titan's Gunnery.

RATE OF FIRE (ROF)

Some guns fire only a single shot while others hurl a salvo of fire at the enemy. The Rate of Fire of a weapon determines how many shots you get with it every time it fires.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.

TITAN CLOSE COMBAT WEAPONS

While massive lasers and barrages of missiles can pound an enemy from a distance, many Titan battles are resolved in the vicious conflict of close combat. Huge powered fists, laser-burners and swinging wrecking balls can cause horrendous damage to an enemy Titan.

Like guns, close combat weapons also have a profile of characteristics.

SWIFTNESS (SW)

Some weapons are faster than others and can be used to strike more quickly. A weapon with a higher swiftness value gets a chance to hit before close combat weapons with a lower value.

ACCURACY (ACC)

Close combat weapons vary in their effectiveness. Some are deft and agile to use, while others are cumbersome and unwieldy. A close combat weapon's accuracy modifies the CCS of the Titan using it. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '1' which means they do not modify the Titan's Close Combat Skill.

ATTACKS (ATT)

Like a gun's Rate of Fire, a close combat weapon might inflict one blow or hit several times. The higher a close combat weapon's number of attacks, the more times it can strike in close combat.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.

SEQUENCE OF PLAY

Adeptus Titanicus II uses the same sequence of play as Epic 40,000:

- I. Movement Phase.
- II. Shooting Phase.
- III. Assault Phase.
- IV. Rally Phase (Repairs).

MOVEMENT

In the Movement phase, a player may move one or more of their Titans around the battlefield, as determined by their Speed and Manoeuvre. A player can move none, some or all of their Titans as they wish, unless they have been damaged or there is some other factor which will prevent a Titan from moving.

ORDER OF MOVEMENT

Determine initiative as described in the Epic 40,000 rule book. The player with the initiative decides whether he wishes to move first or second. The players then take it in turns to move



a single Titan each until they have moved their Titans to their satisfaction. No Titan can move more than once in the movement phase.

Example: Player A has three Titans and Player B has two Titans. Player B wins the initiative and forces player A to move first. Player A moves their first Titan, Player B moves their first Titan. Player A then moves their second Titan followed by player B's second Titan. Finally, Player A moves his last Titan.

A player must move their Titans with the lowest Manoeuvre first - that is, Man 1 Titans must be moved before Man 2 Titans and so on. If you start moving a Titan then any Titans with a lower Man you have not yet moved cannot move that phase.

EXAMPLE

Player A has a Warlord Titan (Man 1) and two Reaver Titans (Man 2). Player A must move their Warlord Titan before they can move their Warrior Titans.

MOVING

A Titan can move up to its Speed in centimetres. At any point during its movement a Titan can make one turn up to 45° for each point of Manoeuvre it has. If a Titan has a Man of 2 or more, these turns can be combined into a single

turn of up to 90° or more, so that it could turn on the spot, for example, before moving off.

DANGEROUS TERRAIN

Some types of terrain are called 'dangerous' – a Titan moving through them will be considerably slowed down. If a Titan starts its movement in dangerous terrain or enters dangerous terrain as part of its move, then roll 1D6 per point of Man the Titan has. The total score is the distance the Titan can move through the dangerous terrain.

If a Titan starts in open terrain and moves into dangerous terrain, roll a D6 for each point of Man it has not spent that phase. This is the total distance it can move through the dangerous terrain, though it cannot move further than its total Speed, even if the dice roll would allow this. Similarly, if you roll enough for a Titan to leave the dangerous terrain then the distance rolled is taken off its Speed, and any movement left after this may be taken as normal movement. If there is in sufficient Speed left after this deduction to move any further, the Titan stops moving just outside the dangerous terrain.

If a Titan moves from one type of dangerous terrain to another type (from rubble into a river, for example), there is no need to roll separately for each type of terrain – you just have to roll for moving through any kind of dangerous terrain.



If a Titan wishes to turn whilst in dangerous terrain, it must give up a point of Man for each turn it will make, and not roll a D6 for it when determining the distance travelled.

EXAMPLE 1

An Eldar Revenant Scout Titan (Man 4) is moving through a wood. It wishes to make a single turn and so only rolls 3D6 for its total Speed for the turn. The dice score 11 so the Titan can move up to 11cm through the wood, making a single turn up to 45°.

EXAMPLE 2

A Reaver Titan (Man 2 and Speed 20cm) moves 10cm before entering a wood. The player uses both remaining points of Man to negotiate the dangerous terrain and rolls 2D6, luckily scoring an 11. However, the Titan may only move up to 10cm, as this was the amount of Speed left before entering the dangerous terrain.

EXAMPLE 3

A Warbound Titan (Man 3 and Speed 25cm), starts in an area of rubble. It uses 2 points of Man to move through the rubble, rolling an 8. After moving 5cm it is in the open, so can move up to 17cm more, making one turn if it wishes. Note that the Warbound deducts the amount rolled for the dangerous terrain movement (8cm) rather than amount actually moved (5cm).

Refer to the terrain table on page 14 of the Epic 40,000 rules for a list of dangerous terrain. In addition the following are all types of dangerous terrain:

Woods, jungle, rubble, rivers, rocks and scree, lakes, swamps, marshes, tar pits, boiling mud, crevasses, ash or sand dunes, ice, snow drifts, blizzards, dust/sandstorms, craters, high magnetic fields, acid clouds, crossing a pipeline, stepping over low fortifications, very steep inclines (going down as well as up is difficult) and so on...

IMPASSABLE TERRAIN

There are some types of terrain a Titan simply cannot enter. A Titan cannot move through impassable terrain under any circumstances, the Titan stops moving before it enters the terrain.

Refer to the terrain table on page 14 of the Epic 40,000 rules for a list of impassable terrain. In addition the following are all types of impassable terrain:

Cliffs, deep lakes, lava flows, buildings.

MOVING BACKWARDS

A Titan may move backwards during its turn. Each

cm of backwards movement reduces the Titan's remaining movement by 3cm. A Titan cannot move backwards in dangerous terrain.

TITANS IN CLOSE COMBAT

A Titan that starts the movement phase in close combat may move away from the enemy as normal. A Titan may not move within 10cm of an enemy Titan in the movement phase.

SHOOTING

Use the rules in the Epic 40,000 rulebook to determine who has the initiative and then take it in turns to pick a Titan and shoot with it. Titans which are in close combat with other Titans cannot fire ranged weapons. Titans which are in close combat with other Titans cannot be targeted by ranged attacks.

TITANS SHOOTING AT TITANS

Each ranged weapon on a Titan can be fired at a single enemy Titan, as long as it is within its fire arc and line of fire (see below). Different weapons can be, and often will have to be, directed against different targets. Note, however, that weapons with a RoF of 2 or more must still direct all their shots at a single target, they cannot split their fire.

FIRE ARCS

Each weapon mount on a Titan determines the direction a weapon can be pointed. Obviously, a weapon on one side of a Titan cannot swivel around to shoot over the opposite side, for example. This is called a weapon's 'fire arc' and only enemy Titans within the weapon's fire arc can be targeted. There are several different fire arcs as listed below and all fire arcs are worked out from the centre of the Titan model:

ALL ROUND (AR)

The weapon has a 360° fire arc.

AHEAD (A)

The weapon can fire in a 90° arc in front of the Titan.

FORWARD (F)

The weapon can be fired in a 180° arc to the front of the Titan

LEFT/ RIGHT AHEAD (LA/RA)

The weapon can fire in a 90° arc from straight ahead to a right angle to the appropriate side.

LEFT/ RIGHT FULL (LF/RF)

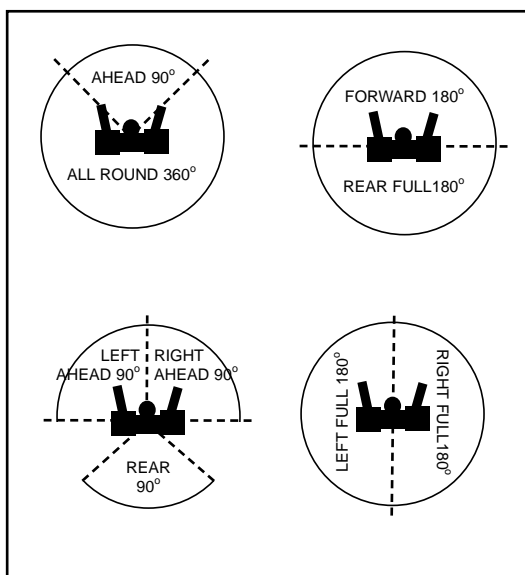
The weapon can fire in 180° arc from straight ahead to directly behind.

REAR (R)

The weapon can fire in a 90° arc directly behind the Titan.

REAR FULL (RF)

The weapon can fire in a 180° arc to the rear of the Titan.



LINE OF SIGHT

As well as being able to physically turn towards a target, a weapon must be able to see it! This is called having a 'line of sight'. If a Titan does not have a line of sight (LOS) to an enemy, then it cannot fire at it! Line of sight is fairly simple to work out – draw an imaginary line from the weapon mount to the target. If there's anything blocking this line, then the target cannot be seen! Most of the time it will be obvious if a target can be seen, though sometimes it'll be necessary to get down and have a 'model's eye' view to see if it has a line of sight. If you can see only a small part of the enemy, such as the tip of a flag pole or weapon, or a foot poking around a building, then this isn't really enough for a line of sight. If you can see up to about half of the target then this has line of sight, but the target will be harder to hit (see Cover below) and if you can see more than half of the target then you've got a clear shot.

NOMINATE TARGETS

Once you have established which enemies are in line of sight an fire arc for each of your Titan's weapons, you must declare which weapons are firing at which targets. You cannot fire one weapon and see how it does before firing the next - you must declare your targets before you start

rolling any dice. You must also announce whether you are firing high or low, as this influences which locations may be hit on the target Titan. If a Titan's legs are hidden by cover, then you may not aim low. Similarly, if all you can see are a Titan's legs (unlikely but not beyond the realms of possibility) then you must aim high. Although you must declare your targets for the Titan first, you can resolve the firing of the Titan's weapons in whichever order you wish (using more rapid fire weapons to deplete void shields before firing your 'killing blow', for instance).

CHECK RANGE

To hit its target, a weapon must obviously be in range. Measure the distance from the firing Titan to the target. Rather than go into a complex rules essay here about where to measure ranges are from, different solutions for measuring ranges are provided in the designer's notes later on. If the target Titan is within the Range of the weapon then the target may be hit, if the target is further away than the weapon's Range then the shot automatically misses.

ROLL TO HIT

For each point of Rate of Fire the weapon has, roll 1D6. Each dice roll that scores equal to or more than the Gunnery value of the Titan has hit the target. However, the dice roll you need to get may be changed by the following factors:

STATIONARY TARGET

If the target has not yet moved this turn, add +1 to rolls to hit.

STATIONARY FIRER

If the firing Titan has not yet moved this turn, add +1 to rolls to hit.

RAPIDLY MOVING TARGET

If the target has moved 20cm or greater this turn, deduct 1 from your to hit rolls.

COVER

If at least half the target is out of line of sight, subtract 1 from your rolls to hit.

AGILE TARGET

If the target has a Man of 3 or more, deduct 1 from all to hit rolls.

WEAPON ACCURACY

Add or subtract the weapon's Accuracy from each dice roll.

EXAMPLE

A Titan with a Gunnery value of 4+ is firing its Gatling Blaster at an enemy Titan. A Gatling Blaster has RoF 4 and so the player rolls 4 dice,



scoring a 3, 4, 5 and another 5. A Gatling Blaster has no accuracy modifier, but the target is behind a building and so counts as in cover. This deducts 1 from each of the to hit rolls, so that they count as 2, 3 and two 4s. This means that two of the shots have hit the target.

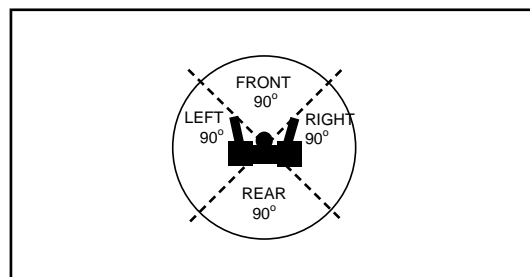
THE RULE OF ONE AND SIX

Any dice roll which scores a natural 1 always fails, regardless of modifiers.

Any dice roll which scores a natural 6 always succeeds, regardless of modifiers.

RESOLVING DAMAGE

When a Titan is hit, you must determine where the shot or blow has landed. For each hit, roll a D6 and compare it to the appropriate hit location table, depending on where the shot originated from. If the shot is directed high add +1 to the location roll, if it is fired low deduct 1 from the location roll.



This gives the location hit and it's Armour value. Roll a D6 and add the weapon's strength to the roll. Deduct the location's armour value and look up the result on the chart below.

VOID SHIELDS

Titans of the Imperium are protected by energy fields called void shields. Each void shield can absorb a certain amount of damage before it's generator overloads and the void shield shuts down. Most Titans have several void shield generators and they must each be knocked down before the Titan suffers any damage.

If the target has operational void shields any hits must be resolved against them rather than against the Titan itself, regardless of the direction from which the attack originated. Void shields have an Armour value of 8 and if the attack would inflict damage (i.e. is Strength 1 or more after deductions) the void shield has been burnt out and no longer has any effect until repaired (see

DAMAGE TABLE

D6+Str-Arm	Result
-1 or less	No damage.
0	Armour cracked. This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1	Superficial damage. Refer to the damage table. If the location is already suffering superficial damage, then it now has major damage.
2	Major damage. Refer to the damage table. If the location is already suffering major damage, then this becomes catastrophic.
3	Catastrophic damage. Refer to the damage table.
Apply the results of the damage immediately.	

IMPERIAL TITAN DAMAGE EFFECTS

VOID SHIELD GENERATORS

Superficial

One void shield is destroyed for the rest of the battle.

Major

D3 void shields are destroyed for the rest of the game.

Catastrophic

Titan loses all it's void shields for the rest of the battle.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial.

Catastrophic

Titan crashes and is destroyed!

PLASMA REACTOR

Superficial

Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired.

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str. 7 hits on any other Titan within 4D6cm!



Repairs section). Each hit is worked out individually, so it is possible to knock out several void shields at once, or even knock down void shields with some hits and inflict damage with others.

EXAMPLE

A Titan with 2 operational void shields is hit six times. 2 hits fail to knock down void shields, another two each knock down a void shield each, which means the last two hits are resolved against the Titan itself.

THE ASSAULT PHASE

In the Assault Phase Titans get to move again, and enter close combat if you wish. All the rules for movement given in the movement phase apply to this move, and the player with the initiative for the turn decides whether to move first or second again. However, in the close combat phase, players start moving their highest Manoeuvre Titans first, rather than the lowest. A Titan can enter close combat during the close combat phase by moving into base-to-base contact with an enemy Titan.

A Titan which is in combat at the start of its assault movement may make a number of turns equal to its Man characteristic (normally to get its front armour towards the enemy or bring its own close combat weapons to bear) but cannot move away.

VERY IMPORTANT: Note that the sequence normally used for the Assault Phase where one side moves their units and fights close combats, then the other moves and fights does not apply to Titans. Instead the players alternate moving their Titans and resolve close combat together after all Titans have moved.

CLOSE COMBAT

Once assault movement has been resolved, Titans which are in contact with each other fight in close combat. The two combatants attempt to smash and crush each other or use specialised close combat weapons to tear, batter and cut at the armour of the enemy. Make no mistake, close combat between Titans is a brutal affair!

ORDER OF ATTACKS

As mentioned in the characteristics section, close combat weapons with a higher swiftness strike before more clumsy weapons. Resolve the attacks of each weapon in turn, starting with the highest value and working down. If two or more weapons

have the same Swiftness their attacks are resolved simultaneously.

CLOSE COMBAT ATTACKS

For each Attack a close combat weapon has, the player can make one to hit roll. As with ranged weapons, a Titan may only use a close combat weapon if the target is within its fire arc. Like shooting, simply roll one dice for each attack, any that score equal to or over the Close Combat Skill of the Titan score a hit. The accuracy of the weapon modifies the dice roll, as with shooting, making it more or less likely to hit its target.

Damage is also resolved as with shooting hits, with D6+ the weapon's Strength reduced by the Titan's Armour value. Close combat attacks are not made high or low – there is no modifier to the D6 roll for location. Note that void shields have no effect in close combat, all damage is worked out directly against the Titan itself.

Once the fastest weapon's attacks have been resolved, move on to the weapon with the next highest Swiftness and so on.

IMPROVISED ATTACKS

All Titans have a number of secondary weapons which blast away at short range, and many simply try to use their size to bash the enemy to the ground. An Emperor Titan has D3+2 improvised attacks; a Battle Titan has D3 improvised attacks and a Scout Titan has 1 improvised attack. Titans which charged that turn (ie they moved into base contact with any enemy, as opposed to the enemy moving into base contact with them) gain +1 improvised attack to represent the impetus of their assault. Improvised attacks are Swiftness 1, have no Accuracy modifier and have a Strength of 4.

RALLY PHASE (REPAIRS)

A Titan which has any damage systems may attempt to repair them in the rally phase. A Titan must divert power from its plasma reactor to repair damage, and this severely limits its ability to withstand continual punishment. To see how many systems are repaired, the player rolls a number of D6 for each Titan that has suffered damage (including overloaded void shields). The number of dice rolled depends upon the Titan's class:

Scout Titan: 4 repair rolls

Battle Titan: 8 repair rolls

Emperor Titan: 12 repair rolls

Each dice roll of a 4, 5 or 6 allows the Titan to repair one damaged system. Void shields can be repaired as above. Each successfully repaired void shield is operational from the start of the next turn and can absorb damage as normal. The effect of repairs to other damage is noted on the damage table given earlier. Note that some types of damage may not be repaired.

EXAMPLE: A Warlord Battle Titan has lost six void shields and has superficial damage to its left carapace weapon. The player rolls eight dice scoring 1, 3, 3, 4, 4, 5, 6, 6. This allows the Titan to repair five damaged systems. This could either be five void shields, or the damaged weapon and four void shields.

ADVANCED RULES

The following rules are optional, and can be used by players to add extra detail and tactics to their games. You do not have to use all of the advanced rules, you can use some and not others if you wish.

OVERCHARGING ENGINES

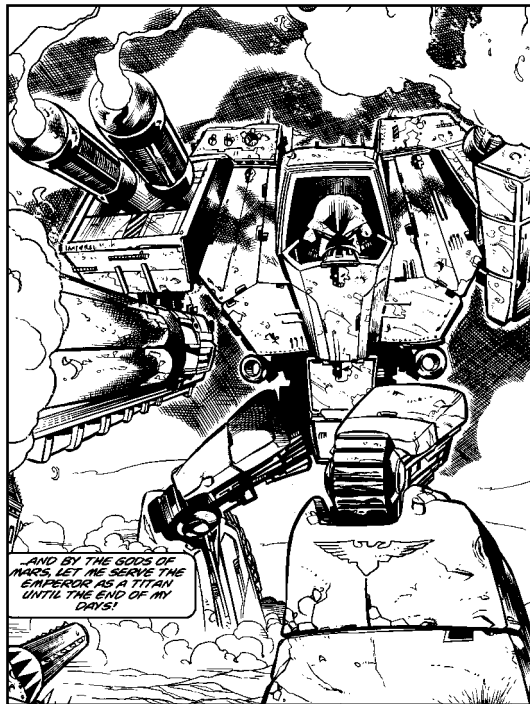
A Titan's commander may opt to forego firing in order to use its reserves of power to gain additional speed. This is called Overcharging. Declare before the Titan moves that it is overcharging its engines. A Titan that has overcharged its engines may double its Speed (note it's MAN stays the same). A Titan which has overcharged its engines may not shoot or use any weapons in the same turn.

MERGING VOID SHIELDS

Titans with void shields can protect each other by merging their shields together. This is a popular way of helping badly damaged comrades in the middle of a firefight. To merge shields, the two Titans must be in base-to-base contact with each other. Simply add the number of remaining void shields each Titan has together to see how many void shields are protecting them. If all the void shields are knocked down then the Titans can be targeted individually as normal.

SHOOTING INTO CLOSE COMBAT

Normally shooting into close combat is not allowed. However, some reckless commanders have been desperate enough to try this tactic to help an outmatched ally. Titans in close combat count as having their shields merged as above. If you wish to shoot into a close combat, roll to hit



as normal. However, for each hit scored, randomise which of the combatants is hit (i.e. two Titans fighting, 1-3 is the enemy Titan, 4-6 the friendly Titan) then resolve damage as normal!

DAMAGE CONTROL

A Titan commander can divert power from the weapons to the damage repair systems, thereby increasing the chances of recovering. The Titan may not move or shoot but may re-roll any failed repair roll that turn - no roll may be re-rolled more than once, even if the second roll is also a failure.

POINT BLANK FIRING

Shooting at enemies at extreme close range calls for a cool head and confidence more than real accuracy. If a Titan is firing at a target within 15cm, use the Titan's CCS to resolve the to hit roll needed, rather than its Gunnery value. The weapon's accuracy and other modifiers apply as normal. You may point blank fire at a close combat opponent if you are in contact with an enemy in the shooting phase. Note that this is an exception to the normal restriction on shooting whilst in close combat, and like close combat attacks void shields do not protect the target.

OVERWATCH

A Titan can go onto overwatch to wait for an enemy to present itself, directing all power to the

weapons so that they can fire at a moment's notice. At the end of any turn a Titan can go onto overwatch for the next turn. During the next turn the Titan cannot move or turn at all in the movement or assault movement phases, but can fire during any part of the turn, rather than in the shooting phase. You can even interrupt your opponent's turn to fire. This means that the Titan could target an enemy as it moves from cover to cover, or wait until after close combat to see if there is an available target. However, you cannot interrupt your opponent once they have started rolling dice to resolve an action – for example if your enemy has made successful to hit rolls for a Titan you cannot try and destroy it before damage rolls are made!

OVERLOADING VOID SHIELDS

It is possible for a Titan's princeps to direct more power to the void shield generators to sustain them against a determined attack. While this can greatly increase the Titan's chances of survival, the Princeps also risks burning the VSGs out completely. Whenever a void shield is knocked down you may choose to overload it. Roll a dice. On a roll of a 3 or more the void shield remains operational, on a roll of a 1 or 2 all of the Titan's VSGs are blown for the rest of the battle, just as if they had suffered catastrophic damage.



INTERGRATING ADEPTUS TITANICUS INTO EPIC 40,000

The new Adeptus Titanicus rules have been designed to be intergrated quite straightforwardly into normal games of Epic 40,000. The following rules explain how to do it!

THE SEQUENCE OF PLAY

The normal Epic 40,000 sequence of play is modified as shown below:

I. Movement Phase

1. Declare flyer missions
2. Determine initiative
3. Players alternate moving Titans
4. First player moves remaining detachments
5. Second player moves remaining detachments

II. Shooting Phase

1. Determine initiative
2. Shoot with vehicles and infantry
3. Determine initiative again!
4. Shoot with war engines (including Titans)

III. Assault Phase

1. Determine initiative
2. Players alternate moving Titans
3. Resolve Titan vs Titan close combats
4. Resolve the first player's remaining assault moves, close combats and firefights
5. Resolve the second player's remaining assault moves, close combats and firefights

IV. Rally Phase

1. Roll to remove Blast markers
2. Roll to rally broken detachments
3. Repair war engine damage and shields
4. Check scenario victory conditions

ORDERS & BLAST MARKERS

When using these rules Titans cannot be given special orders, and are not effected by blast markers in any way. In other words, don't place blast markers or order dice on Titans.

THE MOVEMENT PHASE

In the movement phase Titans move as described above, while other units use the rules in the Epic 40,000 rulebook. Note that Titans are moved first on an alternating basis, and then each player takes it in turn to move their remaining detachments 'all together' as described in the Epic 40,000 rulebook.

THE SHOOTING PHASE VEHICLES & INFANTRY

Detachments of vehicles and infantry can shoot at Titans in step 2 of the Shooting Phase. They shoot at Titans using the ATII rules. The AT II weapon chart shows what values Epic weapons have when using the ATII rules. All non-Titan detachments have a gunnery value of 4+.

THE SHOOTING PHASE TITANS

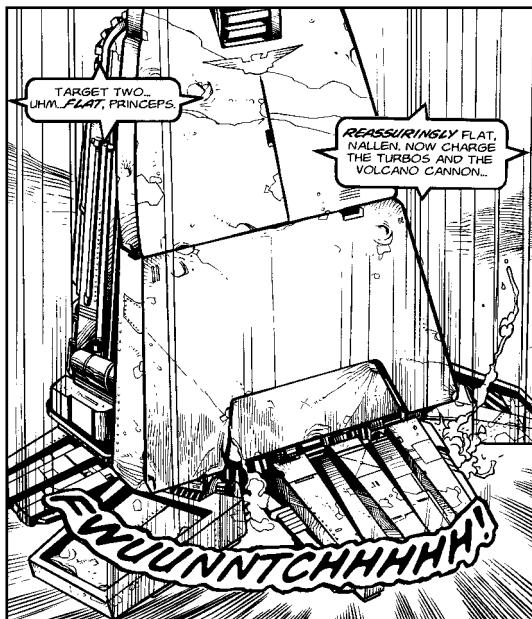
Titans shoot at the same time as other war engines, in step 4 of the Shooting Phase. Titans shoot at other Titans using the ATII rules described above. They shoot at vehicles and infantry using the shooting rules from Epic 40,000 - that is why the weapons for ATII include a Firepower value! Future articles will incorporate other war engines into the ATII rules, but until then you shoot at them using the rules in the Epic 40,000 rule book.

THE ASSAULT PHASE TITANS

Titans move and fight each other in steps 2 and 3 of the Assault Phase, using the ATII rules described above. They may ignore infantry and vehicles as they move; just push the units out of the way to make room for the Titan's stand if necessary. Alternatively a Titan may choose to use up its improvised attacks on vehicles and infantry stands as it moves over them (i.e. the Titan moves into base contact and the vehicle or infantry are not in impassable terrain for the Titan). The attacking Titan rolls to hit using its CCS, and if a hit is scored the vehicle or stand is destroyed - STOMP! Improvised attacks used up in this way may not be used against another Titan or war engine later in the turn.

THE ASSAULT PHASE OTHER UNITS

Vehicles and infantry make their assault moves after Titans have made their assault moves and attacks. Vehicles and infantry may NOT assault a Titan though they can enter into a Firefight with



it. Firefights are resolved using the normal Epic 40,000 rules (the weapon chart lists the Firepower values of any Titan weapons).

Designers Note: Some players may be shocked that vehicle and infantry can no longer assault Titans. However, if you think about it makes a lot of sense. Even something as powerful as a Dreadnought is going to have about as much chance of winning a close combat against a Titan as a five-year old would against Mike Tyson. Bearing this in mind I've decided to make assaults a purely Titan vs Titan, or Titan vs War Engine, affair.

Future articles will incorporate other war engines into the ATII rules, but until then they close assault in the same manner as vehicles or infantry, and move and assault at the same time as them. The only exception to the vehicle and infantry rules is that war engines armed with close combat weapons may assault a Titan. Resolves the attack using the Epic 40,000 rules, and using the CCV values from the Epic 40,000 Armies book; the loser is destroyed and removed from play, the winner stays in place. Use the same method to determine the winner if a Titan decides to assault a war engine. Remember that this method of determining close combat between Titans and other war engines is a stop gap, and no longer applies once we've published the full ATII rules for other types of war engine.

POINTS VALUES

For the time being, the points values of Titans remain the same as in the Epic 40,000 Army book.

TITAN GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Gatling Blaster	45cm	8	-	4	5
Inferno Gun	30cm	10	+2	1	5 ¹
Laser Blaster	45cm	8	-	6	4
Melta- cannon	30cm	10		2	8
Plasma Blastgun	45cm	8	-	2	6 ²
Turbo-lasers	60cm	6	-	2	6
Vulcan Mega-bolter	30cm	8	-	8	4
Volcano Cannon	60cm	counts as Death Ray	-	1	9
Quake Cannon	90cm	counts as Mega Cannon	-	1	7 ³
Plasma Destructor	45cm	8	-1	2	8 ⁴
Rocket Launcher	90cm	counts as Heavy Barrage	-1	D6	5 ⁵
Support Missile ⁶	Unlimited	-	N/A	1 per battle	-
Vortex			Vortex Missile		6+D6 ⁷
Plasma			Vortex Missile		6 ⁸
Haywire			No Effect		Special ⁹
Warp			Vortex Missile		8 ¹⁰

TITAN CLOSE COMBAT WEAPONS

Weapon	Swiftness	Accuracy	Attacks	Str
Chainfist	6	+1	1	7
Powerfist	3	-	1	9 ¹¹
Wrecker Ball	2	-1	2	9
Laser Burner	4	-	3	6
Power Ram	3	-	2	7
Power Saw	5	-	1	8

EPIC 40,000 WEAPONS

Weapon	Range	Accuracy	RoF	Str
Firepower Value	As in Epic	-	Firepower value ¹²	3
Super-Heavy Weapons:				
Anti-Tank	As in Epic	-	1	5
Barrage	As in Epic	+1	1	4
Death Ray	As in Epic	-	1	9
Disrupt	As in Epic	-	1	1 ¹³
Distortion Cannon	As in Epic	-	1	7 ¹⁴
Heavy Barrage	As in Epic	+1	2	4
Mega Cannon	As in Epic	-	1	7 ¹⁵
Pulsar	As in Epic	-	D6	6
Super Lifta Droppa	As in Epic		See Epic Magazine 2	

¹ An Inferno gun inflicts an additional D3 hits if it hits its target

² Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed

³ Against a Titan itself a Quake cannon always inflicts a minimum of an Armour cracked result

⁴ Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed

⁵ Roll a D6 every time you fire a rocket launcher, to determine the weapon's RoF

⁶ Support Missile have unlimited range. always hit on a 2+ but can only be fired once per battle

⁷ Vortex missiles add 2D6 to their strength when working out damage

⁸ A Plasma missile inflicts D6+2 hits if it hit its target

⁹ Haywire missiles automatically inflict D3+1 hits. each hit will automatically knock down a void shield or inflict superficial damage on a Titan with no shields left

¹⁰ Warp missile ignore shields and inflict damage on the titan itself

¹¹ If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength

¹² The RoF is equal to the unit's Firepower value, as shown in the Epic Armies book

¹³ Remember blast markers are not placed on Titans; that's right disrupt weapons are useless against Titans aren't they!

¹⁴ Distortion cannon ignores shields and inflicts damage on the Titan itself

¹⁵ Against a Titan itself a mega-cannon always inflicts a minimum of an Armour cracked result

SCENARIOS

EPIC BATTLEFIELD MISSION SCENARIO GENERATOR

Designers Note: The following scenario system can be used instead of the scenario system in the Epic 40,000 Battles book if you wish. Either system can be used; the Battle book system tends to be better for large 'set piece' battles involving large contingents of vehicles and infantry, while the Titan Mission systems tends to be better for games involving mainly Titan Battlegroups supported by small contingents of other units.

Titans don't just fight each other for the hell of it (well not usually!), they will have specific battlefield objectives which must be achieved. This may simply be the destruction of the opposing Titans, or the force may have to punch through the enemy lines or secure a certain battlefield position. These are represented by objectives which the players randomly select before the start of the battle – the players only know their own objectives, they will have to use their experience and judgement to deduce what their opponent's plan is and attempt to thwart them!

As well as objectives, the way the Titans meet in battle will be determined by the engagement type. At the start of the battle, after you have selected your objectives, determine an engagement type by cross-referencing the two objectives on the table below. Each objective is split into one of three types (Mobile, Static, Divided) so that you do not have to reveal your objective.

FORCE LEVEL

Before a battle the players agree what size battle they want to play, represented by the number of points each player can spend on their Titans. This is the base force level (BFL). Each player then picks an objective card. Each objective card specifies a force level (I, II or III). Cross-reference the base force level with the objective's force level on the chart below to see how many points the player can spend on their Titans.

BFL	Force Level		
	I	II	III
1,000	750	1,000	1250
2,000	1,500	2,000	2,500
3,000	2,250	3,000	3,750
4,000	3,000	4,000	5,000

ENDING THE BATTLE

A battle continues until there are only operational units from one side left on the tabletop. Titans can move off the tabletop during the battle and may not return to play (see the victory points rules below). At the start of any turn you may declare that one or more of your Titans are disengaging, in which case its Speed is doubled but it may not shoot at all or make any attacks in close combat.

WINNING THE GAME

At the end of the game, each player totals up victory points. Destroyed units are worth 100% of their points value. War engines operating under the old Epic rules are worth their points value times whatever % of their damage capacity they have lost (i.e. a war engine that had lost 75% of its damage capacity would be worth 75% of its points value to the opposing player).

Titans with damage are worth 5% for each superficial damage inflicted on it, 10% for each Major damage suffered and 20% for each non-fatal catastrophic damage (on a weapon, for example). You can only score once for each location, you don't score for superficial and major damage, for example, just the 10% for major damage. A Titan which leaves the table other than as part of its objective is worth any damage it has suffered plus another 10%.

Example, a 500 point Titan which ends the battle with superficial damage to its head and legs, and Major damage to one of its weapons is worth 100 victory points (25+25+50).

There are eight results a player can achieve: heroic victory, major victory, minor victory, stand-off, heroic defeat, minor defeat, major defeat and total defeat as outlined below.

VICTORY CHART

Achievements	Own objective?	Victory Points?	Enemy objective?
Heroic Victory	Achieved	Scored more	Denied
Major Victory	Achieved	Scored less	Denied
Minor Victory	Achieved	Scored more	Achieved
Stand-off	Denied	Scored more	Denied
Heroic defeat	Achieved	Scored less	Achieved
Minor Defeat	Denied	Scored less	Denied
Major Defeat	Denied	Scored more	Achieved
Total Defeat	Denied	Scored less	Achieved

DEPLOYMENT

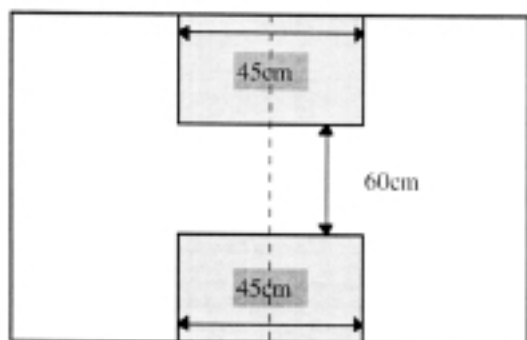
Cross-reference the two engagement types on the chart below to see which deployment map to use.

Engagement Type	Mobile	Static	Divided
Mobile	A	B	C
Static	B	D	E
Divided	C	E	F

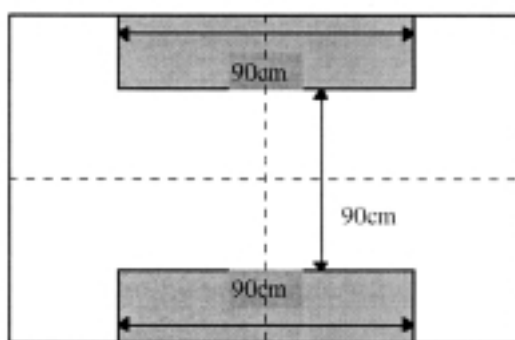
Both players roll a dice each, lowest score sets up a Titan first and then the players alternate deploying their force. As with movement, lowest Man Titans must be deployed first.

DEPLOYMENT MAPS

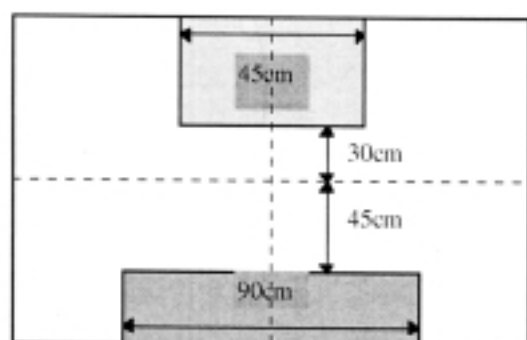
A



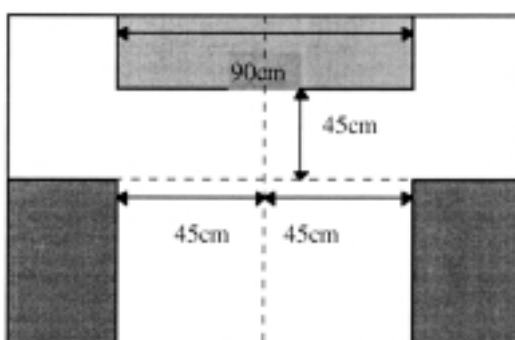
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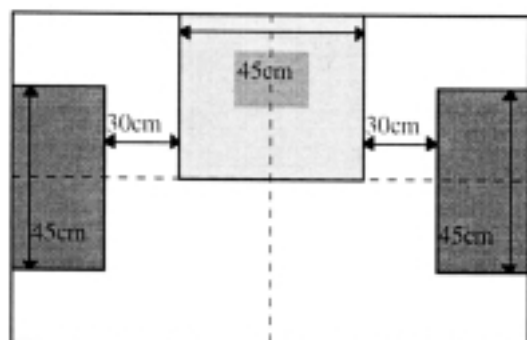
B



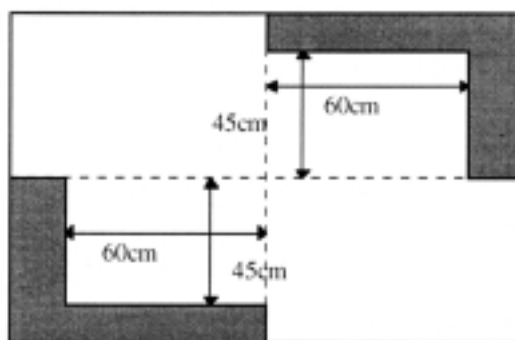
E



C



F



OBJECTIVE CARDS

You will find the objective cards printed on the back cover of this magazine. You should cut them out or photocopy them for use in your games.



WARHOUND SCOUT TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	2

WEAPONS

General: Not Gatling Blaster, Laser Blaster, Melta-Cannon, Volcano cannon, Plasma Destructor, Quake Cannon, Support Missile or close combat weapon.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-2	Legs	10	0-3	Legs	10	0-2	Legs	10
3	VSGs	10	4	Head	10	3	VSGs	10
4	Head	11	5-7	Arm Weapon*	9	4	Plasma Reactor	10
5-7	Arm Weapon*	9				5-7	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

REAVER BATTLE TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	2	4+	4+	4

WEAPONS

General: Not Plasma Destructor or Wrecker ball
Carapace: Not close combat weapon. **Arm:** Not support missile.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Carapace	F						
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	10	0-1	Legs	9	0-1	Legs	10
2	VSGs	11	2	Plasma Reactor	10	2	VSGs	10
3	Head	13	3	Head	13	3	Plasma Reactor	10
4-5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

WARLORD BATTLE TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
15cm	1	4+	4+	6

WEAPONS

Carapace: Not close combat weapon. **Arm:** Not support missile.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Carapace	F						
Right Carapace	F						
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	11	0-1	Legs	10	0-1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm Weapon*	10	4-5	Arm Weapon*	10
6-7	Carapace Weapon*	10	6-7	Carapace Weapon*	10	6-7	Carapace Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>