

# EMPEROR CLASS TITANS

*"How like a God He is, that ancient Machine, primal of all His Kind, the Imperator! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes."*

*In this article you'll find all the rules you need to include Emperor Class Titans in games of Adeptus Titanicus II (see earlier in this magazine). Two variants of the Emperor Titan, the Imperator and the Warmonger are available from Fanatic, for details see the Mail Order pages at the back.*

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor Class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy. Emperor class Titans employ the same technologies as Battle Titans but on a massive scale, featuring huge plasma reactors to supply their colossal requirements.

## IMPERATOR EMPEROR CLASS TITAN

The Imperator is one of the larger examples of an Emperor class Titan. Only the most battle-hardened Princes are given command of an Imperator titan and they are permitted the pick of crew members from other Titans within the Legion. In comparison to Battle Titans of all classes Imperators are rare with most titan Legions only able to field three of four Imperators in a campaign. The Grand Masters of Titan legions often use Imperator Titans, modified to a greater or lesser degree, as mobile head quarters. From here they issue commands to the whole legion or even lead vital assaults personally if the situation warrants it.

Imperators spend much of their time employed as vast mobile fortresses to strengthen vulnerable sectors of the battlefield or to act as a reserve force behind the front-line. When a major offensive begins Imperator Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through enemy lines.

The defences of the Imperator are impressive to say the least. Twelve void shield generators and metres-thick armour ensure that only the most concentrated salvos have a chance of damaging it. A complete company of infantry plus supporting troops can be housed on board the Imperator to guard it against infantry assault or be transported to a vital objective.

The Imperator titan is configured to deliver salvos of devastation at all ranges, the fire intensifying as the Imperator closes with its target. However, Imperators are not normally equipped to fight other Titans in close combat. Instead they rely on their deadly firepower to smash opponents apart before they get too close.



# IMPERATOR EMPEROR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
10cm	1	4+	4+	12

Location	Arc	Weapon	Range	Acc	RoF	FP	Str
Towers	F	Quake Cannon	90cm	-	1	SHW	7
Towers	AR	Volcano Cannon	60cm	-	1	SHW	9
Towers	F	Gun Tower 1	45cm	-	1	3	6
Towers	F	Gun Tower 2	45cm	-	1	3	6
Towers	F	Gun Tower 3	45cm	-	1	3	6
Towers	F	Gun Tower 4	45cm	-	1	3	6
Left Arm	LA	Plasma Annihilator	45cm	-1	6	24	8
Right Arm	RA	Hellstorm Cannon	90cm	-	3	3x SHW	7
Bastions	F	Secondary Weapons	30cm	-	-	12	-

## HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-1	Legs	10
2	VSGs	12
3-4	Arm Weapon*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

SIDE		
Roll	Location	Armour
0-1	Leg	10
2	Plasma Reactor	12
3-4	Arm Weapons*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

REAR		
Roll	Location	Armour
0-1	Leg	10
2-3	Plasma Reactor	11
4-5	Arm Weapon*	10
6-7	Towers*	8
*Hits weapon closest to attacker		
** Hits random weapon		

## DAMAGE

Quake Cannon	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Volcano Cannon	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 1	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 2	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 3	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 4	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Plasma Annihilator	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Hellstorm Cannon	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"/>

## Imperator Special Rules and Weapons

**Tower Weapons:** Hits on Tower Weapon are allocated randomly. Roll a D6, a roll of 1-4 hits the tower weapon of that number, a 5 hits the Quake Cannon and a 6 hits the Volcano Cannon.

**Bastions:** The bastions are located on the Titans legs and manned by squads of troops. They may not shoot at Titans but can fire at vehicles or infantry with the firepower shown. Each hit on the Titan's legs reduces the bastions firepower by 1 point in addition to any other damage that is inflicted.

Weapon	Range	Firepower	Acc	Rof	Str
Volcano Cannon	60cm	Death Ray	-	1	9
Quake Cannon	90cm	Hvy Barrage	-	1	7 <sup>1</sup>
Gun Tower	45cm	3	-	1	6
Plasma Annihilator	45cm	24	-1	6	8
Hellstorm Cannon	90cm	3 x Hvy Barrage	-	3	7 <sup>1</sup>
Bastions	30cm	12	n/a	n/a	n/a

<sup>1</sup> Against a Titan, these weapons always inflicts a minimum of an Armour cracked result

## WARMONGER EMPEROR CLASS TITAN

The Warmonger is very similar in structure and appearance to the Imperator Titan, and most of the comments that apply to the Imperator apply to the Warmonger also. Which was designed first is now lost to the mists of time, and all that is known for certain is that both Imperator and Warmongers have served in the Titan Legions since well before the Horus Heresy. However, while the two types of Emperor Titan are similar, they perform different functions of the battlefield. The Warmonger's weapon fit is configured to provide long range fire rather than the more flexible configuration of weapons found on the Imperator. In battle Warmongers will usually be held back to provide long range support, bringing down devastating salvos of missiles and defence laser fire upon the enemies heads while other units forge ahead and drive into the heart of the enemy.

## Warmonger Special Rules and Weapons

**Tower Weapons Hit Location:** Hits on Tower Weapons are allocated randomly. Roll a D6, a roll of 1-4 hits the flak battery of that number, a 5 hits the Lysander and a 6 hits the Sensorium.

**Bastions:** See Imperator Titan above.

**Head Weapons:** The weapons located in the Warmonger's head are destroyed and will no longer work if the head suffers major or catastrophic damage.

**Sensorium:** The Sensorium is a sophisticated sensor array located at the top of the tallest tower on the Warmonger. As long as it is still function then the range of all of the Warmonger's weapons (apart from the bastions) is increased by 30cm. The Sensorium is disabled and will no longer work if it suffers minor damage or worse (major or catastrophic damage have no additional effect).

**Lysander Targeting Craft:** The Lysander is a flyer used by Warmonger Titans to spot enemy troops that are hidden behind blocking terrain and such like. As long as the Lysander is intact, then once per battle the Warmonger can shoot a support missile as if it was artillery, i.e. no line of fire is needed. This function can no longer be used if the Lysander suffers superficial damage or worse (major or catastrophic damage have no additional effect).

Weapon	Range	Firepower	Acc	Rof	Str
Flak Battery	45cm	4	-	2	4 <sup>1</sup>
Gun Head	45cm	6	-	2	6
Doomstrike Battery		see note <sup>2</sup>			
Devestator Cannon	90cm	2 x Death Ray	-	2	9
Bastions	30cm	12	n/a	n/a	n/a

<sup>1</sup> Counts a flak specialist unit (see page 47 of the Epic 40,000 rulebook). However, special orders are not required for the flak batteries to shoot at flyers. Instead, if a flak battery shoots at a flyer then it may not shoot again that turn.

<sup>2</sup> Pick eight support missiles from Titan weapon chart. Up to one support missiles may be fired per turn.

# WARMONGER EMPEROR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
10cm	1	4+	4+	12

Point	Arc	Weapon	Range	Acc	RoF	FP	Str
Towers	AR	Flak Battery 1	45cm	-	2	4	4
Towers	AR	Flak Battery 2	45cm	-	2	4	4
Towers	AR	Flak Battery 3	45cm	-	2	4	4
Towers	AR	Flak Battery 4	45cm	-	2	4	4
Left Arm	LA	Vengeance Cannon	90cm	-	2	2x3HW	9
Right Arm	RA	Doomstrike	write details of missiles on back of sheet				
Bastions	F	Secondary Weapons	30cm	-	-	12	-
Head	F	Gun Head	45cm	-	2	6	4

## HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-1	Legs	10
2	VSGs	12
3-4	Arm Weapon*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

SIDE		
Roll	Location	Armour
0-1	Leg	10
2	Plasma Reactor	12
3-4	Arm Weapons*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

REAR		
Roll	Location	Armour
0-1	Leg	10
2-3	Plasma Reactor	11
4-5	Arm Weapon*	10
6-7	Towers*	8
*Hits weapon closest to attacker		
** Hits random weapon		

## DAMAGE

Sensorium	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Lysander	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak Tower 1	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak Tower 2	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak Tower 3	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Flak Tower 4	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Vengeance Cannon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Doomstrike	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"/>