

0-1 Emperor Class Titan cost 1.250 pt

Lysander Fighter count as spotter with the same squat rule

WARMONGER CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	3+

Weapon	Range	Firepower	Notes
8x Doomstrike Missiles	Unlimited	Warhead(s)	May fire only one missile per turn.
Vengeance Cannon	90cm	2x MW2+	Titan-Killer (D3), Forward Arc
4x Hydra Autocannon	45cm	2x AP4+ / AT3+ / AA5+	
Fire Control Centre	—	—	Re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems per turn.
Head Gun	45cm	AP4+ / AT4+	Fixed Forward Arc
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Warmonger's plasma reactor has been damaged. Roll a D6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warmonger, on a roll of 2-3 the Warmonger suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warmonger will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker, Inspiring.* The Warmonger Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.



LYSANDER FIGHTER (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	—	—

Weapon	Range	Firepower	Notes
Storm Bolters	15cm	AP4+ / AA5+	Fixed Forward Arc
Heavy Bolter	30cm	AP5+ / AA6+	Fixed Forward Arc

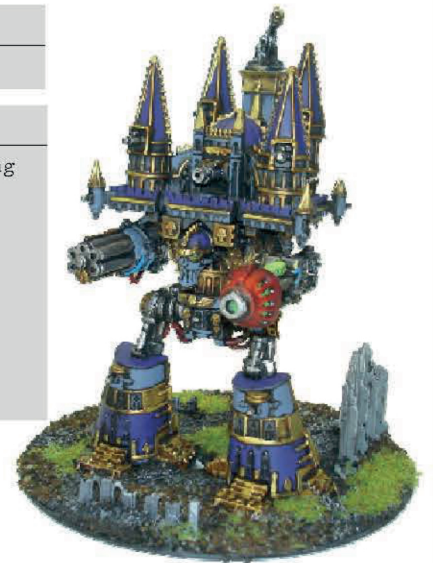
IMPERATOR CONFIGURATION EMPEROR TITAN (Gryphonne Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	3+

Weapon	Range	Firepower	Notes
Plasma Annihilator	90cm	4x MW2+	Titan-Killer (D3), Forward Arc, Slow Firing
Hellstorm Cannon	60cm	10BP	Forward Arc
Defence Laser	90cm	MW2+ / AA4+	Titan-Killer (D3)
4x Battle Cannon	75cm	AP4+ / AT4+	—
Quake Cannon	90cm	3BP	Fixed Forward, Macro-Weapon
Tertiary armament	(15cm)	(Small Arms)	Extra Attacks (+2)
Leg Bastions	—	—	Counts-as a Corvus Assault Pod

Damage Capacity 12. 8 Void Shields. Critical Hit Effect: The Emperor's plasma reactor has been damaged. Roll a D6 for the Emperor in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Emperor, on a roll of 2-3 the Emperor suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Emperor will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Walker, Inspiring.* The Emperor Titan may step over units, impassable or dangerous terrain that is up to 2cm wide and less than 3cm tall.



TRANSPORT Rule on Emperor Class titan V1.0

TRANSPORT CAPACITY: 30 stands

All the Emperor Class titan can transport up to 30 stands inside their bastions and spires.
(terminators/ogryns/dreadnoughts class cost 2 spaces)

A detachment inside the Emperor titan, when embarked, must choose **AT THE START OF THE TURN** its order inside the titan. The allowed positions are:

Order: **ON THE BATTLEMENTS!**

The whole detachment/formation are on the battlements and bastions of the titan, ready for battle. A detachment/formation in this situation can:

FIRE: Fire and be fired as it is in a building. The detachment can be activated in **substantiated fire**. If it fails, it can only take the fire action. (can not move)

REGROUP: With this order it can remove the fires as usual, but can only fire with a -1 penalty.

OVERWATCH: This order can be taken only if the Emperor titan doesn't move. If the titan moves, the order is lost.

ENGAGE: No Engage is allowed, but they can give their support fire.

ADVANCE: With this order the detachment/formation can disembark from the titan, **but can not fire**. With this order, a detachment/formation can also embark into the Emperor titan, **but can not fire**. *//This means that the action of embark/disembark from the titan occupies the entire action.*

FIRE AT THE detachment/formation on the battlements

The Emperor void shields protect the embarked formation by the enemy fire (and firefight) as usual, but do not apply a blast marker to the titan if it isn't affected: see below.

The unit on the battlements have a cover save of 4+, and a -1 bonus to be hit for the cover.

An enemy unit can fire at them, here are all the cases:

NORMAL AND MACRO WEAPON FIRE: Only the detachment is affected, resolve the attack.

TITAN KILLER FIRE: The detachment and the Emperor are hit. Roll 1 dice, and apply the -1 for the result only for the embarked unit. *//The hit can for ex. Miss the unit but hit the titan.*

BARRAGE FIRE:

1 template: up to 10 units on the battlements hit.

2 template: up to 20 units on the battlements hit.

3+ template: all the units on the battlements hit.

The Emperor Titan is hit too by a number of attacks equal to the barrage points.

ENGAGE

The unit on the battlements count as outside for all the engagement purposes, but can not be taken in close combat, if only by skimmers and jump packs.

Order: **IN PROTECTION!**

The whole detachment/formation count as embarked as usual. It can not fire, or be fired. It can act with the titan, as usual. Disembark if it moves, or engage with it. Apply the common rule of a unit embarked in a war engine.

Spotter Rule for the Warmonger Titan

Spotter

Alcuni sistemi d'arma del Warmonger titan sono dotati di strumentazione di precisione per coordinare attacchi a lunga distanza grazie alle coordinate del Lysander Fighter. Ogni unità nemica che è entro 60 centimetri (ed in linea di vista) dal Lysander Fighter (se ha spiccato il volo con la stessa attivazione del Warmonger titan) è considerato "spotted". Le seguenti armi del Warmonger Titan non hanno bisogno di Linea di vista per aprire il fuoco contro unità nemiche "spotted".

Doomstrike missile: il warmonger può sparare uno qualsiasi degli otto missili in dotazione

Sequenza di attivazione

1 - se il giocatore lo desidera il fighter spicca il volo partendo dall'imperator titan, muovendo come desidera,

2 - quindi il titano può agire. Il fighter può uscire a fine turno come da regolamento e ripartirà a inizio turno nuovamente a bordo del warmonger titan.

WARHEADS STATISTICS ONLY PER WARMONGER WARHEAD

Weapon	Range	Firepower	Notes
Custom Barrage Missile	Unlimited	4X D3 BP	Single Shot, Disrupt
Custom Vortex Missile	Unlimited	MW2+	Single Shot, Titan Killer(D6), No LOF required
Custom Warp Missile	Unlimited	MW2+	TK(D3), Ignore Shields, Single Shot, No LOF required